# 2024-25 Competitive Events Guidelines
## Video Game Challenge

Video Game Challenge provides members with the opportunity to develop and present a video game they've created. This competitive event consists of a presentation component where the game is presented to the judges.

## Event Overview

**Division:** Middle School
**Event Type:** Team of 1, 2 or 3 members
**Event Category:** Presentation
**Event Elements:** Presentation with a Topic
*Presentation Time: 3-minute set-up time, 7-minute presentation time, 3-minute question & answer time*
**NACE Connections:** Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Teamwork, Technology

## 2024-25 Topic

Develop a game that introduces players to business etiquette in different cultures.

The game must:

- Be playable on PC, Mac, or tablet
- Incorporate accurate facts about business etiquette in different cultures
- Use keyboard, mouse, or touch input
- Include scoring, win/lose conditions, and at least two levels

*This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at this link.*

## State

Each chapter may submit one (1) entry for state competition.

## National

*Required Competition Items*

| Items Competitor Must Provide | Items FBLA Provides |
|---|---|
| • Technology and presentation items<br>• Conference-provided nametag<br>• Attire that meets the FBLA Dress Code | • Table<br>• Internet access |

*Important FBLA Documents*
- *Competitors should be familiar with the Competitive Events Policy & Procedures Manual, Honor Code, Code of Conduct, and Dress Code.*

*Eligibility*
- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current school year or by the SLC registration deadline, whichever is earlier.

- Members may compete in an event at NLC more than once if they have not previously placed in the top ten of that event at NLC. If a member places in the top ten of an event at NLC, they are no longer eligible to compete in that event.
- Members must be registered for the SLC/NLC and pay the conference registration fee to participate in competitive events.
- Each chapter may submit one entry; each state may submit four entries.
- Each member can only compete in one individual/team event and one chapter event (Annual Chapter Activities Presentation or Community Service Presentation) for national competition; for state competition, students may participate in one objective test, one performance event, and one chapter event.
- Each competitor must compete in all parts of an event for award eligibility.
- All members of a team must consist of individuals from the same chapter.
- If competitors are late for their assigned presentation time, they will be allowed to compete with a five-point penalty until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event.
- Some competitive events start in the morning before the Opening Session of NLC. The schedules for competitive events are displayed in the local time of the NLC location. Competitive event schedules cannot be changed.

*Recognition*
- The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10 at NLC; 5 at SLC.

*Event Administration*
- This event has one part:  presentation
- Presentation Information
  - **Equipment Set-up Time:** 3 minutes
  - **Presentation Time:** 7 minutes (one-minute warning)
  - **Question & Answer Time:** 3 minutes
  - **Internet Access:** Provided (Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections are lost or are unable to connect to your device.)
  - The presentation is judged at the SLC/NLC. Presentations are not open to conference attendees.
  - Timing: The presentation time is exclusive to the allotted times. Once the set-up time has been reached, the presentation time automatically begins. The presentation time shall not exceed the stated time, meaning that the set-up and Q&A time cannot be used as presentation time.
  - Technology
    - Competitors present directly from a device which includes a laptop, tablet, mobile phone, or external monitor (approximately the size of a laptop screen). Competitors can present with one or two devices. If presenting with two devices, one device must face the judges and one device must face the competitors.

- - - Projectors and projector screens are not allowed for use, and competitors are not allowed to bring their own.
    - Wireless slide advancers (such as a presentation clicker or mouse) are allowed.
    - External speakers are not allowed. Only device audio can be used.
    - Power is not available.
  - Non-technology Items: Materials, notecards, visual aids, and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
  - Restricted Items: Animals (except authorized service animals), Food (for display only; may not be consumed by judges during the presentation), Links and QR codes (for display only; cannot be clicked or scanned by judges before, during, or after the presentation)
  - Teamwork: If performing as a team, all team members are expected to actively participate in the presentation.
  - Competitors will choose a programming language or game/animation engine to create a standalone executable program that will display creativity and programming skill. The use of templates is permitted; however, the final product should demonstrate the competitors' creativity and original thought.
  - Presentation should cover the following aspects of the game:
    - Game has no major bugs or issues
    - The development, usability and functionality of the game must be demonstrated and explained to the judges.
    - The design process and design principles used.
    - Competitors must provide comprehensive documentation including a readme file, source code, templates/libraries used, and documentation of any copyrighted or open-source material used.

*Scoring*
- The presentation score will determine the winners.
- Judges must break ties.
- The decision of the judges is considered final. All announced results are final upon the conclusion of the SLC/NLC.

*Americans with Disabilities Act (ADA)*
- FBLA meets the criteria specified in the Americans with Disabilities Act for all competitors with accommodations submitted through the conference registration system by the registration deadline.

*Recording of Presentations*
- No unauthorized audio or video recording devices will be allowed in any competitive event.

- Competitors in the events should be aware FBLA reserves the right to record any presentation for use in study or training materials.

*Penalty Points*

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

**FBLA**
Future Business Leaders of America

## Video Game Challenge Presentation Rating Sheet

| Expectation Item | Not Demonstrated | Below Expectations | Meets Expectations | Exceeds Expectations | Points Earned |
|---|---|---|---|---|---|
| **Content** | | | | | |
| **Topic is clear and easy to understand** | *Topic is not clear or easy to understand* | *Topic is partially clear, yet not easy to understand* | *Topic is fully understood and clear* | *User with no knowledge of the topic can identify it based on use of game* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Demonstrates a high-quality game that runs smoothly** | *Game does not run* | *Game is too simplistic or does not run smoothly* | *Game is high-quality and runs smoothly.* | *Game is high-quality, runs smoothly, and has several outcomes available for completion* | |
| | 0 points | 1-8 points | 9-12 points | 13-15 points | |
| **Explains how the game was designed and made, and the tools used** | *Game design and creation process is not explained* | *Game design and creation process is partially explained* | *Game design and creation process is fully explained* | *Game design and creation process is explained with examples of difficulty or adaptation* | |
| | 0 points | 1-8 points | 9-12 points | 13-15 points | |
| **Technical Components** | | | | | |
| **Game instructions are easy to follow and work well** | *Instructions are missing or do not work* | *Instructions exist but hard to understand or don't work well* | *Instructions are clear and work well* | *Instructions are clear, easy to find, and work perfectly* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Game has no major bugs or issues** | *Game has major bugs that stop it from working* | *Game has some bugs, but they don't stop it from working* | *Game has no noticeable bugs* | | |
| | 0 points | 1-6 points | 7-10 points | | |
| **Program documentation is readable, useful, and complete** | *Program documentation is not provided* | *Program documentation contains errors* | *Program documentation is error free* | *Program documentation invites use of advanced features* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Presentation Delivery** | | | | | |
| **Statements are well-organized and clearly stated** | *Competitor(s) did not appear prepared* | *Competitor(s) were prepared, but flow was not logical* | *Presentation flowed in logical sequence* | *Presentation flowed in a logical sequence; statements were well organized* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Self-confidence, poise, assertiveness, and good voice projection** | *Competitor(s) did not demonstrate self-confidence* | *Competitor(s) demonstrated self-confidence and poise* | *Competitor(s) demonstrated self-confidence, poise, and good voice projection* | *Competitor(s) demonstrated self-confidence, poise, good voice projection, and assertiveness* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Ability to effectively answer questions** | *Unable to answer questions* | *Does not completely answer questions* | *Completely answers questions* | *Interacted with the judges in the process of completely answering questions* | |
| | 0 points | 1-6 points | 7-8 points | 9-10 points | |
| **Staff Only:** Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty) | | | | | |
| **Presentation Total (100 points)** | | | | | |

| | |
|---|---|
| Name(s): | |
| School: | |
| Judge Signature: | Date: |

Comments: