



world**skills**
New Zealand

2016 Regional Competition

Game Art & Development

Competitor pre-competition information

Designer: Taylor Carrasco – Wellington, WorldSkills New Zealand

Regional Designer/Judge/Skill Manager
National Designer/Judge/Skill Manager
International Expert/Judge

REGIONAL COMPETITION GAME ART & DEVELOPMENT

AUCKLAND • WELLINGTON • CHRISTCHURCH

General information for Competitors

Congratulations on entering a WorldSkills New Zealand regional competition. The pathway to success includes a **careful study of these instructions**. Please read these instructions fully and retain them for the competition day. If at the end of reading this you wish to enter, please fill out the online registration form.

A WorldSkills New Zealand competition will give you a ranking against your peers according to the skills you demonstrate on the day. You are judged according to your ability to achieve set goals and are awarded marks according to how well you achieve those goals. Unlike standard competency assessments, if you perform better than the industry standard demands, then you will be rewarded for that effort.

A Introduction

WorldSkills New Zealand (WSNZ) is part of WorldSkills International – A vocational skills competition that is held every two years. There are over 50 categories to compete in. WSNZ currently has 21 categories for young New Zealanders to compete in.

Entrants must hold a New Zealand citizenship or residency and be 24 years old or younger as at 31/12/16. Regional competitions will be held on Saturday 28th May. There are three regional competitions for Game Art & Development, held at ACG Yoobee School of Design campuses in Auckland, Wellington and Christchurch.

This is an eight hour competition, testing a number of skills within the Game industry, with a Test Project that has a number of tasks and hand in times throughout the day.

As the test itself is a mystery test (which is revealed to you at the start of the competition) no copy of the brief is available until then. However, attached on page 3 is a list of skill areas to be aware of that can appear in the competition.

The bigger picture for the WSNZ regional competition winner/s is as follows:



WorldSkills is a commitment with training for the successful winner/s, but the skills, networks and personal growth you gain from it all is unique. The successful winner/s of the regionals will need to be available to go to the nationals and international, as well as fulfil the training requirements.

Regional Sponsored by

B Competition Day

8.00am	Arrival, Sign in, Welcomes, a draw for workstations
8.30am	Familiarisation and briefing
9.00am	Commence work on competition project
Tbc	Morning break 5–10 minutes
	Continue work on competition project
1.15pm	Lunch break
1.45pm	Continue work on competition project
Tbc	Afternoon break 5–10 minutes
	Continue work on competition project
5.45pm	Competition finishes for GAD
6.00pm	Competition Debrief GAD (10+ minutes)
6.15pm	Free to go, officially finished.

Note: As the schedule is tight, please ensure you arrive on time.

C Tools/equipment required

Competitors are responsible for their own tools/equipment. At the discretion of the officials any suspect piece of equipment may be prevented from being used.

Equipment competitors are expected to bring to the competition:

- MP3 player with headphones (if you wish to listen to music).
- NOTE: no phones can be used during the competition nor can they be used to listen to music during the competition.

D Materials/equipment provided

A listing of the materials and equipment that the competitor will be working with during the competition which is supplied by the organisers

EQUIPMENT AND MATERIALS TO BE SUPPLIED BY THE ORGANISERS

Individual Items:

- PC computers with dual monitors
- Software – Unity, Maya and Adobe CC2015
- USB or Hard-drive

Shared items:

- First Aid Kit on site.

E Marking Schedule Summary

All competitors who compete in this skill category will be judged according to the same criteria. A summary of the different project sections and the number of marks allocated to each section is shown below.

	Section	Maximum Possible Mark
A	Game Design (10%)	10
B	Assets (20%)	20
C	Development (20%)	20
D	Creativity (20%)	20
E	Production (30)	30
	TOTAL	100

Description of Marking Systems

The following marking systems will be used by the Judges in their assessment of your project.

Objective Marking

Judges will carry out objective marking in areas of the project where it can clearly be seen that a task has or has not been completed. A full mark will be rewarded to a correct answer, zero to an incorrect answer.

Judgement Marking (Subjective)

Judges will carry out judgement marking in areas of the project where a visual assessment needs to be made.

Description of Judges marking scale where judgement marking is to be used.

Judges Marking Scale 0–3

Extremely good (full marks)	3
Above standard	2
Standard level (but nothing extra)	1
Not acceptable/Not attempted	0

Your Test Project should consider all elements of the skill categories.

Category lists below

- Game Design
 - > Core Design Principles
 - > Intuitive Rules
 - > Idea Development
 - > Clear Goal/s
- Assets
 - > Look Development
 - > Cohesive Design
 - > Good Colour Use
 - > Intuitive User Interface
- Development
 - > Coding Practices
 - > Reusable Code/Prefabs
 - > Thoughtful Solutions
 - > Excellent Problem Solving
- Creativity
 - > Unique Gameplay
 - > Originality
 - > Anticipatory Systems
 - > Complex Player Solutions
 - > Non-Linear Design
- Production
 - > Reasonable Scope
 - > Solid Game Mechanics
 - > Replayability

What next?

If you wish to enter this competition, please confirm by registering using the **online form**.

You will be sent a confirmation email once your registration is processed.

*If you do not hear back within three (3) days of entering, please email worldskills@acgedu.com or phone 0800 66 55 44 extn 3.

Thank you for entering
a WorldSkills
New Zealand Regional
Competition.

**Good luck with the
competition!**