



2018

# SCNC

SKILLS CANADA  
NATIONAL COMPETITION

# OCMT

OLYMPIADES CANADIENNES  
DES MÉTIERS ET  
DES TECHNOLOGIES



SkillsCompétences  
Canada  
Edmonton2018

CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

# VIDEO PRODUCTION PRODUCTION VIDÉO

SECONDARY /  
NIVEAUX SECONDAIRE



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## **1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY**

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Oral Communication, <sup>3</sup>Working with Others, <sup>4</sup>Continuous Learning, <sup>5</sup>Reading Text, <sup>6</sup>Writing, <sup>7</sup>Thinking, <sup>8</sup>Document Use, <sup>9</sup>Digital

These essential skills have been identified with in section 2.3 and/or 3.2 of your Contest Description. The top three Essential Skills for your area of competition have been identified on your Project and all other supporting project documents.

## **2 CONTEST INTRODUCTION**

**2.1** Description of the associated work role(s) or occupation(s).

<http://skillscompetencescanada.com/en/careers/information-technology/tv-video-production/>

**2.2** Purpose of the Challenge.

To evaluate proficiency in the television/video communications field.

**2.3** Duration of contest.

11 hours

## 2.4 Skills and Knowledge to be tested.

- Storytelling
- Production Planning and Design<sup>7</sup>
- Camera Work<sup>9</sup>
- Audio Use
- Editing<sup>9</sup>
- Teamwork<sup>3</sup>
- Time Management<sup>7</sup>
- Problem Solving<sup>7</sup>
- Literacy

*Essential Skills* – <sup>3</sup>Working with Others, <sup>7</sup>Thinking (Job Task Planning & Organizing, Problem Solving), <sup>9</sup>Digital

## 3 CONTEST DESCRIPTION

### 3.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
No other documents will be released prior to the competition	

### 3.2 Tasks that may be performed during the contest

- Produce 2 separate videos on the subject matter given at the start of the competition. Potential types of videos that competitors will be asked to produced will be: news report/ENG, short film, PSA, commercial/infomercial, promotional, instructional. The type and topic will be decided at the start of each competition day.
- **Note:** Video 1, which will be completed by the end of day one, will be worth 60% of the final mark. Video 2, which will be completed by the end of day two, will be worth 40% of the final mark.
- Creating a document stating the following:<sup>7</sup>
  - Target audience
  - Goals and Objectives
  - Approach
  - Synopsis
  - Equipment Used
  - Innovative Solutions to Problems
- It is the responsibility of the competitors to obtain permission to record in other contest areas. They must also ask about and take proper safety precautions.

## **4 EQUIPMENT, MATERIAL, CLOTHING**

### **4.1 Equipment and material provided by Skills/Compétences Canada.**

- Desk area with power bar
- Copyright-clear music library

### **4.2 Equipment and material provided by the competitors.**

- One computer with video editing software. Must be able to export a 1080p H.264 file (mov/m4v/mp4). Up to two displays made be used.

Teams, must bring their own computer. Computers can can be laptops or desktops. We suggest the following or similar at minimum: MacBook Air, MacBook Pro, or iMac with 2.0ghz i5 processor, 8gb RAM, 256gb+ SSD. You are responsible for any software you wish to use, as well as any required accessories (power adapter, keyboard, mouse, monitor, etc.).

If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.

- Video cameras (maximum of two, video/DSLR/mirrorless/mobile device).
- Lenses (no limit on number of lenses)
- Memory cards free of previous recorded material, and a means of transferring footage to the computer (card reader, USB cable etc.)
- Batteries and chargers (for camera, audio devices, etc.)
- Microphones and audio recording devices (shotgun, boom, lav, handheld, wireless, external audio recorder, desktop usb mic, etc.)
- Headphones
- Single stationary tripod / monopod (no gimbals, dollies, steadicams, shoulder rigs, rails, jibs, or other supports – this includes electronic stabilizers like Osmo/Ronin, etc.)
- USB Stick (for saving your completed videos for your own use)
- No lighting gear

### **4.3 Required clothing provided by the competitors.**

- On-camera talent should wear appropriate clothing with no visible brand logos and/or slogans and no provincial team identification

## 5 SAFETY REQUIREMENTS

### 5.1 Safety workshop.

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

### 5.2 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada.

- Safety Glasses
- Safety Gloves
- Hard Hat
- Hearing protection
- CSA approved toe caps

## 6 ASSESSMENT

### 6.1 Point breakdown

POINT BREAKDOWN	/100
Production Brief <ul style="list-style-type: none"> <li>• Goals, Objectives and Solutions to Problems</li> </ul>	5
Camera Work <ul style="list-style-type: none"> <li>• Exposure, Focus, Composition and White Balance</li> <li>• Steadiness and Effective Use of Camera Movement</li> </ul>	20
Audio <ul style="list-style-type: none"> <li>• Clarity &amp; Overall Mix</li> <li>• Appropriate Use</li> </ul>	20
Editing <ul style="list-style-type: none"> <li>• Flow, Pacing, Transitions</li> <li>• Graphics, Titles, Effects</li> </ul>	15
Storytelling <ul style="list-style-type: none"> <li>• Effective Writing and Evidence of Planning</li> <li>• Introduction and Closing</li> <li>• Coherency</li> </ul>	15
Project Specifications <ul style="list-style-type: none"> <li>• Correct length</li> <li>• Correct format</li> <li>• Correct filename</li> <li>• Meets genre specifications</li> </ul>	15
Overall Impact <ul style="list-style-type: none"> <li>• Impact, Creativity and Overall Production Quality</li> </ul>	10

## 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Project Details	<ul style="list-style-type: none"> <li>• Only music/sound effects from the provided copyright-cleared music library shall be used</li> <li>• Only props found on site are to be used during the competition</li> <li>• No footage captured prior to the competition is allowed to be used</li> <li>• Coaches or province/territory reps are not to help, supply props or appear in their team's video</li> <li>• There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, plugins, templates, etc</li> <li>• Completed videos must be within +/- 4 seconds of the specified length. If length is more than +/- 4 seconds, the video will not be judged</li> <li>• Competitors must submit final videos via the USB drive supplied. At the exact end of each of the competition days, videos must be in the exporting phase. If it is not actively exporting, it will not be judged. If it is exporting and NTC have to copy it from your computer to the USB drive, you will lose the associated point value within the Project Specifications criteria</li> <li>• Final videos must be named using the naming convention provided in the project brief</li> <li>• All editing must be completed in the skill area</li> </ul>

## 8 ADDITIONAL INFORMATION

### 8.1 Consecutive translation

If consecutive translation is required on site, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

### 8.2 Tie (No ties are allowed)

In the event of a tie, the team with the highest combined score in Overall Impact criteria will be determined the winner. If a tie still remains the team with the highest score in combined Storytelling criteria will be determined the winner. If a third tie occurs, the team with the highest score in the Editing criteria will be declared the winner.

### 8.3 Competition rules.

Please refer to the [competition rules](#) of the Skills Canada National Competition.

## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Alberta	Stuart Serediuk
British Columbia	Shannon Hagen
Manitoba	Nicole Bouchard
New Brunswick	Evar Simon
Newfoundland and Labrador	Cathy Downey
Nova Scotia - Chair	Matt Corkum
Nunavut	Jade Owen
Ontario	Rob Currie
Saskatchewan	Robert Wall

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Marilou Leduc (mariloul@skillscanada.com).