



21ST ANNUAL **TERRITORIAL COMPETITION**

CONTEST DESCRIPTION DOCUMENT

82- TV AND VIDEO PRODUCTION

Secondary Level

(NOTE: Scope may change without notice)

PURPOSE OF THE CHALLENGE

DURATION: 1 days

To evaluate students' proficiency and creativity in the field of film and television. Each team will consist of two competitors.

A limit of 5 teams will compete in this contest. Teams will be accepted in order of registration and according to NWT representation

SKILLS AND KNOWLEDGE TO BE TESTED

- Storytelling
- Production Planning and Design
- Camera Work
- Audio use
- Editing
- Time Management
- Problem Solving
- Teamwork
- Literacy

TASKS

Competitors will be expected to produce 1 video

Potential narrative film styles include: western, fantasy, horror, crime, thriller, spy, romance, and musical. Potential documentary styles include: news report/ENG, PSA, commercial/infomercial, promotional, and instructional film.

- 1) Completed videos must be between 2 and 4 minutes in length. The start will be determined from first picture or sound and the end will be determined from final picture or sound. Program titles and/or end credits for padding is not allowed. Videos must be exported as a QuickTime file. *Any video not meeting these time requirements will have 5 points per second deducted from the total score*
- 2) Teams are to use only one camera (any format) with one lens, one external mic (may be wired or wireless). Competitors may use one external audio recording device that can be separate from the camera (not a communications device such as a phone). A second camera and microphone is allowed, but only as a back-up in case of a malfunction with your primary unit. Use of a tripod or monopod is recommended but not mandatory. Other camera support systems such as tripod dollies, steadicams, drones, or rail sliders are not allowed. 'In-camera' digital effects are not allowed
- 3) All footage used in your films must be original and captured on the days of the competition. All aspects of this production assignment must be done at the Multiplex. If you are shooting outside you may not go beyond the Multiplex grounds and designated parking lots. *Any video which includes shots contrary to this guideline will be subject to a penalty of 10 points.*
- 4) Only props found on site can be used during filming.
- 5) You are only allowed to use the editing software on your computer. Separate applications used to create graphics, images, or animation are not allowed. Any added text, such as on-screen talent identification, must be created using the video editing software package used for the competition. When editing, competitors are to use only cuts, dissolves, static titles, freeze frames, and footage speed changes. Split screen or video-in-video effects are not allowed. No pre-built story elements are allowed (e.g. graphics or animation). *Any video found to include such items will be subject to a penalty of 10 points*
- 6) Competitors are not allowed to discuss their project with their advisor at any time during the competition. Advisors may help with technical problems but only after informing the Tech. Chair. Competitors are not allowed to ask anyone for opinions or guidance on story ideas or development. *If it is reported that you are in violation of this guideline you will be subject to a penalty of 20 points.*
- 7) There are no extra points awarded for submitting your completed video early or on time. *Competitors will be penalized one point / minute for submitting videos after the scheduled deadline.* Any time lost due to a camera or computer malfunction will be compensated for by adding an equal amount of time to that team's deadline to a maximum of 30 additional minutes. *Any projects submitted later than 30 minutes after the deadline will be judged as incomplete.*

- 8) It is the responsibility of the competitors to obtain permission before filming in other competition areas and they must follow all safety requirements of those areas (e.g. wearing any necessary protective gear etc.).

There will be a mandatory orientation meeting with all competitors and advisors to discuss these guidelines. Time TBA.

ESSENTIAL SKILLS

Essential skills are used in nearly every job to varying degrees. They provide a foundation for learning all other skills and enable people to evolve with their jobs and adapt to workplace change. Good Essential Skills will help you understand and remember concepts introduced in technical training. The level of Essential Skills required for most trades is as high or higher than that for many office jobs.

Of the nine skills that have been identified and validated as key essential skills for the workplace, this contest involves the following:

- | | | | | | |
|-------------------------------------|---------------------|-------------------------------------|--------------------|-------------------------------------|---------------------|
| <input type="checkbox"/> | Continuous Learning | <input type="checkbox"/> | Numeracy | <input checked="" type="checkbox"/> | Thinking |
| <input checked="" type="checkbox"/> | Digital | <input checked="" type="checkbox"/> | Oral Communication | <input checked="" type="checkbox"/> | Working with Others |
| <input checked="" type="checkbox"/> | Document Use | <input checked="" type="checkbox"/> | Reading Text | <input checked="" type="checkbox"/> | Writing |

EQUIPMENT, TOOLS & SUPPLIES

PROVIDED BY THE COMPETITOR:

- One video camera (any format) with one lens, AV/DV in/out cables for your NLE system
 - Battery with charger
 - Headphones
 - One external audio recording device that can be separate from the camera (not a phone)
 - One microphone and microphone cable (can be wired or wireless; camera microphone can be used as well as an external microphone)
 - One stationary tripod or monopod (no dollies, steadicams, rails, drones, or other camera support systems)
 - NLE system (laptop or tower with monitor) with sufficient hard drive space
 - No "pre-built" story elements (including graphics, animation, or music)
 - No other additional equipment (no lights, audio mixers, mic booms, special lenses/adaptors)
 - Only props found on site are to be used using the video recording
 - Competitors should wear appropriate clothing with no visible brand logos and/or slogans
- teams can bring backup equipment in case of malfunctions

PROVIDED BY THE COMMITTEE:

- Music and sound effects library
- Hard hat
- Safety vest

SAFETY REQUIREMENTS

Safety awareness/requirements will be maintained at the minimum industry standards at all times. A participant will not be allowed to enter parts of the competition without the CSA Approved safety glasses, Hard Hat, steel toed boots and vest.

The committee will facilitate with the provision of the steel toed boots. All other required safety gear will be provided by the committee.

POINT BREAKDOWN

JUDGING CRITERIA		
Production Brief	Target audience, Goals and Objectives, Approach, Equipment Used, Innovative Solutions to Problems	_1 _2 _3
Camera Work	Composition and technical operation	_1 _2 _3
Sound	Clarity, consistency, appropriate use, overall mix	_1 _2 _3
Editing	Flow, pacing, transitions, effects, graphics	_1 _2 _3
Storytelling	Evidence of planning; introduction and closing; fulfills goals and objectives; coherency; effective writing and/or information appropriate to subject matter, target audience and style of video	_1 _2 _3

Approach	Style; effective combination of imagery, sound, and graphics	_1 _2 _3
Overall Impact	Cohesiveness, impression, emotion	_1 _2 _3
Screening Presentation and Q&A	Effective introduction; answered questions concisely	_1 _2 _3

TECHNICAL COMMITTEE MEMBERS - JUDGES

Pablo Saravanja, Tech Chair
Artless Collective, Yellowknife
 (867) 445-9655

pablo@artlesscollective.com

Davis Heslep, Deputy Tech Chair
davis.heslep@gmail.com