



2012 SASKATCHEWAN SKILLS COMPETITION
Revised: 16/01/12
TV VIDEO PRODUCTION (team of 2) - SECONDARY LEVEL

Chair:
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PURPOSE OF COMPETITION

To evaluate competitors' proficiency in the television/video communications field.

ASSIGNMENT

Will be announced the morning of the competition.

SKILLS AND KNOWLEDGE TO BE TESTED

- Storytelling
- Production planning and design
- Camera work
- Audio use
- Editing
- Teamwork
- Time management
- Problem solving
- Literacy
- Creation of a one-sheet written at the competition stating the following:
 - Target audience
 - Goals and objectives
 - Approach/treatment
 - Equipment used
 - Innovative solutions to any problems that arise
- Use of Effects: Teams will be allowed to only use cuts, dissolves, static tiles, freeze frames and music/sound effects from copyright cleared music.

EQUIPMENT, MATERIAL, CLOTHING

EQUIPMENT AND MATERIAL PROVIDED BY SKILLS CANADA SASKATCHEWAN

- One compilation DVD to be mailed to each participating school after the competition is complete
- One USB flash with a select choice of copyright free music for competitors to choose from

EQUIPMENT AND MATERIAL PROVIDED BY THE COMPETITOR

- One video camera (tape-based or hard drive or flash memory) with one lens; camera must be USB 2.0 or Firewire compatible or team must provide a means to digitize footage in a format readable by the Skills supplied computer. I will also accept SLR cameras with one lens. You can bring one extra lens for backup, but will only be able to use one of them during recording.
- A recording hard drive/memory free of previous recorded material or brand new raw footage tapes (if applicable) in original sealed packaging
- Batteries (if applicable)
- Charger (if applicable)
- One external microphone (all purpose-non wireless)
- Microphone cable
- Headphones
- Single stationary tripod (no dollies)
- No other equipment including lighting gear, audio mixers, mic booms or special lenses, adaptors, media storage devices, electronic devices, etc. will be allowed.
- No in-camera effects permitted
- Teams can bring back up equipment in case of malfunctions if they so choose. All backup equipment must only be used in emergency situations and left with the committee chair at all times during the competition.
- **NEW FOR 2012:** Each team of two **MUST** bring their own computer system (laptop or desktop) to edit their own projects (including **all** cables, drives, a monitor, keyboard, mouse, etc). We will have workspace available to set up your computer. Since it is not required for the competition, you will not have access to the internet. Please make sure you are aware of how to set up your computer system and that all of your programs and tools (keyboard, mouse) are working correctly. Please make sure you are aware of any *passwords* that are needed and how to set up your input bins to ingest, render and export your video files.
- Editing software: because you are bringing your own computers, you can use any type of editing software that you want (Final Cut, Premiere, iMovie, Windows Movie Maker, etcetera), but are still required to adhere to the 'use of effects' guidelines.

Double check that as a team, you know exactly how to set up and use the computer you are bringing to the competition. Practise ingesting some clips and perform a sample edit so you know what to do the day of the competition.

REQUIRED CLOTHING

Please be aware that the use of copyright-protected materials (including *any* and all logos, brands, audio and/or music with the exception of sponsor logos) will result in team disqualification as the videos may be used on television, online, and etcetera.

COMPETITION TIME LINE

7:30am- Option to come early to set up your computer

8:00am - Orientation and competition begins

2:30pm – Final playable DVD must be submitted and reviewed by competitors and the public. As each team's DVD is played, they will read their one-sheet that was created for the competition. Each team has eight minutes to play their video and read their one sheet.

4:00pm- Judging to take place.

Special Note: By request, teachers (*only*) from the participating schools will be allowed to sit in on the judging process at 4:00 pm to hear constructive remarks made by the judges. It is our hope that teachers will then utilize these constructive remarks in their future teaching processes. Those that choose to sit in on the judging process will **NOT** be allowed to disclose the winners after the judging process is complete and will *not* be allowed to comment during the judging process to ensure decisions made by the judging committee are fair. Should anyone disregard these guidelines, the option will no longer be available at any future provincial tv/video competitions.

ASSESSMENT

5 Marks: One Sheet

15 Marks: Camera Work: composition and technical operation

15 Marks: Audio: clarity, consistency, appropriate use, overall mix

20 Marks: Editing: flow, pacing, transitions, effects, graphics

20 Marks: 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

15 Marks: Approach: performance, style; effective combining of imagery, sound and graphics

10 Marks: Overall Impact

Total Points /100

TIE (NO TIES ARE ALLOWED)

In the event of a tie, the team with the highest points in Storytelling shall be the winner. In the event of a tie in Storytelling, the team with the highest points in Overall Impact shall be declared the victor.

Remember: if you have *any* questions about your software, equipment, set up, etcetera, please send me an email or call me. It is better to know answers to your questions in advance of the competition.