



## 2019 22nd ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

**CONTEST NAME:** Video Production

**CONTEST NO:** 82

**CATEGORY:** Secondary Level

**At this time, schools can only enter a maximum of 2 teams per school in this competition.**

**CONTEST LOCATION:** Red River College – Notre Dame

**CONTEST START TIME AND DURATION:**

**8:00am – 1:00pm** (5 hours)

**1:15pm - 2:00pm** Public Screening

**\*All teams are to register in the ETV Studio by 7:45am. The ETV Studio is located near the North Gym.\* TEAMS ARE NOT TO REGISTER IN THE SOUTH GYM FOR THIS COMPETITION. (Teams will not be given any extra time to complete their project if they do not arrive at this scheduled time.)**

**PURPOSE OF CHALLENGE:**

To evaluate proficiency in the television/video communications field

**SKILLS AND KNOWLEDGE TO BE TESTED:**

Production Planning and Design  
Camera Work  
Audio Use  
Editing  
Story Telling  
Teamwork  
Time Management

Problem Solving  
Literacy  
Adaptability

**POINT BREAKDOWN / 100 TOTAL:**

**Camera Work:** composition and technical operation /20

**Audio:** clarity, consistency, appropriateness, overall mix. /20

**Editing:** flow, pacing, use of transitions /20

**Use of Editing Software:** proper use of effects, colour correcting, titling, key framing, etc. /5

**Storytelling:** evidence of planning, introduction and closing, fulfills goals and objectives, coherency, effective writing and/or information appropriate to subject matter, target audiences and style of video. /15

**Project Specifications:** Project is on topic and fits within time limits and follows all rules. /10

**Overall Impact:** Was message and genre easily identifiable /5

**Production Brief:** A written document that outlines goals, objectives, equipment used and solutions to problems /5

**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.**

**NATIONAL COMPETITION ELIGIBILITY:**

- A mark of **70% or higher** must be scored by the gold medalist in order to attend the National Skills Competition

**EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:**

The committee will supply each team with a compilation of all the projects

**EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:**

Each team of competitors is responsible for supplying their own;

Non-linear editing system (**any computer and use of only one type of editing software, that the team can choose, is allowed**) Competitors will be allowed to use any transitions, and visual effects allowed by the editing software. Use of stills and editing software fonts will be permitted. Videos will be identified by the number the team is assigned. No indication of your school should be made.

One video camera or DSLR with lenses (tape-based or hard-drive or flash memory) (If using a tape based camera, teams may bring a second camera and tape, strictly to be

used for importing) **There will be no limit on the number of lenses competitors can use.**

A recording hard drive/memory free of previous recorded material or brand new raw footage tapes (if applicable) in original sealed packaging. All footage captured and graphics created must be done on site, during the competition.

USB mouse

Batteries

Battery Charger

Microphones and audio recording devices (shotgun, boom, lav, handheld, wireless, external audio recorder, desktop usb mic) and any necessary cabling. These all can be separate from the camera, but cannot be communication devices like a cell phone.

Headphones (Splitter is optional if necessary for competitors to hear audio at the same time.)

Single stationary tripod (no dollies)

No other equipment including cell phones, tablets, lighting gear, media storage device (msd)s, or electronic devices are acceptable.

Teams can bring backup equipment in case of malfunctions. All backup equipment must only be used in emergency situations and left with the Provincial committee members at all times during the competition.

Required clothing (Provided by competitor)

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

Any other equipment must be approved by the Provincial Technical Committee, prior to the competition.

Competitors can supply their own music. Copy written or original music is acceptable. (Keep language and content in mind if the song has lyrics.) If using garage band, have music pre-packaged before the competition, for maximum use of shooting and editing time. Use of sound effects will also be permitted.

Any props required for the video must be found on-site.

### **WORKSITE SAFETY RULES / REQUIREMENTS:**

When entering any competition areas, competitors must ask about the worksite safety rules to be followed in specific area, before they can videotape. If they are told to wear safety glasses, or hats etc they should ask if they could borrow it from a competition supervisor.

Within the confines of the TV and Video Production Competition area competitors must be made aware of power supplies and cable runs. This will ensure no one will trip over extension or power cords, as well as avoid any power outages.

**SPECIAL CONDITIONS / ADDITIONAL INFORMATION:**

The project competitors will have to produce is:

**A video to persuade parents/guardians that a career in skilled trades and technologies is a viable career choice.**

**Length: :45 to 1:30**

Teams can pre-plan their video and may come to the competition with a script and/or storyboard already prepared.

**At this time, schools can only enter a maximum of 2 teams per school in this competition.**

**THE IMPORTANCE OF ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES;**

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

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

Numeracy, Oral Communication, Working with Others, Continuous Learning, Reading Text, Writing, Thinking, Document Use, Digital.

Essential Skills Required for TV & Video Production: Working with Others, Thinking: Critical, Problem Solving, Digital

**TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:**

Nicole Bouchard – Tec Voc High School (Co –Chair)

Ken Plaetinck – Louis Riel Arts and Technology Centre (Co-Chair)

Noel Smith – Tec Voc High School (Co-Chair)

[nbouchard@wsd1.org](mailto:nbouchard@wsd1.org)

[kenneth.plaetinck@lrsd.net](mailto:kenneth.plaetinck@lrsd.net)

[nosmith@wsd1.org](mailto:nosmith@wsd1.org)