



**APRIL 9, 2026**  
**28th ANNUAL SKILLS MANITOBA COMPETITION**  
**CONTEST DESCRIPTION**

**CONTEST NAME:** Game Design Presentation

**CONTEST NO:** 50

**CONTEST LOCATION:**

Sisler High School - 1360 Redwood Ave, Winnipeg, MB R2X 0Z1  
Winnipeg, Manitoba

**CONTEST START TIME AND DURATION:**

Time	Task
9:00 am - 1000 pm	Orientation and Tech Setup
10:00 pm - 12:00 pm	Presentations and Judging Begins
12:00 pm – 1:00 pm	Lunch
1:00 pm – 2:00pm	Presentations and Judging Continues
2:00 pm – 2:30pm	Judges Confer
2:45 pm – 3:30pm	Bus departs for ceremonies at Red River College Polytech

**PURPOSE OF CHALLENGE:**

To provide high school students the opportunity to showcase their video game development projects, processes and skills through a concise presentation to a judging panel composed of industry members. This challenge emphasizes technical expertise, creative vision, and the ability to communicate clearly on the process of video game development.

**Overview:**

Competitors will have up to **15 minutes** to present their game prototype and design document, and highlight key deliverables and learnings to a judging panel. The focus is on demonstrating technical and creative achievements while effectively conveying the game's concept and design.

## DELIVERABLES

### 1 - Working Prototype

A functional game prototype, including all source files, necessary hardware, and software for the demonstration. Teams must bring a computer capable of running their prototype. The hosting organization can provide monitors.

### 2 - Game Design Document

A PDF file with the following sections:

**Overview:** A one-page description of the Game, including the title, target audience, key features, inspirations, and performance metrics.

**Artwork:** 4-6 pages of visuals guiding the Game's design.

**Code Examples:** 2-4 pages showcasing notable programming or visual scripting elements.

### 3 - In Person Presentation

(10 minutes + Q&A): Introduce the team and provide an overview of the Game, including its target audience, notable features, development process and estimated playtime.

### 4 - Affidavit of Original Work

A signed document (on 8.5" x 11" paper) by all team members and countersigned by a school administrator verifying the submission is work created by the team during the current school year.

Credits for additional contributors must be included.

## JUDGING FORMAT

Presentation Time: 15 minutes per team, including Q&A.

- 5 minutes: Demo the game prototype, including gameplay and mechanics.
- 5 minutes: Present key deliverables (Design Document, videos, visuals).
- 5 minutes: Answer questions from the judging panel.

### JUDGING CRITERIA:

Projects will be evaluated based on:

- Technical Execution: Quality of the game prototype and programming.
- Creative Design: Aesthetic appeal, originality, and alignment with the target audience.
- Presentation Skills: Clarity, professionalism, and ability to engage the panel.

### POINT BREAKDOWN / 100 TOTAL:

POINT BREAKDOWN	/100
<b>Prototype Demonstration</b> Is the prototype demoed effectively, highlighting key features, mechanics, and overall gameplay?	25
<b>Design Document</b> Are the supporting materials (artwork, videos, backboards) documentation effective in showcasing the development process and marketing the game?	25
<b>Delivery and Professionalism</b> Is the presentation clear, engaging, and professional?	50
<b>Total</b>	<b>100</b>

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

#### **Minimum suggested Hardware Requirements:**

- Bring all necessary hardware to be able to present and run your game. Using multiple machines is permissible.

#### **Suggested software:**

- Game Engine Software: Unreal Engine, Unity, Godot, Game Maker, Construct 2 and other software that enables game creation

**\*\*IMPORTANT\*\*** There will be very limited connectivity at the event due to network security. To ensure proper playback and display of files please remit a link to the files to Jonathan Lê at jon@newmediamanitoba no later than April 6, 2026.

### WORKSITE SAFETY RULES / REQUIREMENTS:

No personal protective equipment required.

### SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

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.

## **FAQ:**

### **What do I create?**

Using an existing school video game project, you will create a Design Document and Presentation around your working prototype.

### **How much time do I have?**

You will have up to 15 minutes at the competition to present and play-test your game/experience to the judging panel.

### **What game/experience can I present on?**

Competitors will present completed games for evaluation. No time will be given at the event to create new games or supporting materials. This competition is about the presentation of your existing materials only.

### **What Tech Should I bring?**

Contestants will be responsible for the installation and troubleshooting of all devices. If your game was made for VR, bring a headset. If your game requires a controller, bring a controller. Any devices or materials that enhance the presentation or play-through should be on hand and ready for use.

### **What software should I use?**

That's up to you. You can make games using whatever tool you want. You are not being evaluated on software proficiency but rather on your final output, your supporting materials and presentation.

### **Do I need to stay in the competition area the whole time?**

Yes, during the competition, all competitors must remain within the proximity of the competition area, as specified by the Hosting Committee.

## **THE IMPORTANCE OF THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY:**

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model, defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The following 9 skills have been identified and validated as key skills for success for the workplace: 1.Numeracy, 2.Communication, 3.Collaboration, 4.Adaptability, 5.Reading, 6.Writing, 7.Problem Solving, 8.Creativity and Innovation, 9.Digital

## **FOR MORE INFORMATION CONTACT TECHNICAL COMMITTEE MEMBER:**

Marc Cacho [marc@newmediamanitoba.com](mailto:marc@newmediamanitoba.com)

## SCORESHEET:

<b>Prototype Demonstration</b> (25% = 25 Points)	25%
<b>A. Game Concept (5 Points)</b> <ul style="list-style-type: none"> <li>Clarity of explanation of the game idea and objectives.</li> <li>Originality and creativity of the concept.</li> <li>Alignment with the target audience and goals.</li> </ul>	1 2 3 4 5
<b>B. Development Process (6 Points)</b> <ul style="list-style-type: none"> <li>Explanation of planning, tools, and workflows used.</li> <li>Discussion of challenges faced and how they were overcome.</li> <li>Understanding of tools/methods (e.g., game engines, coding, asset creation).</li> </ul>	1 2 3 4 5 6
<b>C. Technical Complexity &amp; Systems (7 Points)</b> <ul style="list-style-type: none"> <li>Explanation of key mechanics, features, or technical achievements.</li> <li>Details of programming/design decisions that contributed to the final product.</li> <li>Demonstration of industry techniques used in their project.</li> </ul>	1 2 3 4 5 6 7
<b>D. Original Content &amp; Asset Creation (7 Points)</b> <ul style="list-style-type: none"> <li>Evidence of original audio (music, sound effects, voice overs, etc.).</li> <li>Evidence of intentional design (not just asset swapping).</li> <li>Evidence of original visuals (sprites, models, UI, animations).</li> </ul>	1 2 3 4 5 6 7
<b>Design Document</b> (25% = 25 Points)	25%
<b>A. Layout &amp; Organization (5 Points)</b> <ul style="list-style-type: none"> <li>Clear structure and formatting.</li> <li>Images, diagrams, or concept art are used effectively to enhance understanding and are of high quality.</li> <li>Writing is clear, concise, and free of grammatical or spelling errors. Ideas are communicated effectively.</li> <li>Information flows logically, with smooth transitions between sections. Each part builds on the previous.</li> <li>All key sections (e.g., game concept, mechanics, visuals, story, target audience) are thoroughly covered.</li> </ul>	1 2 3 4 5
<b>Presentation Demonstration - Presentation Skills (50 Points Total)</b>	50%

(50% = 50 Points)	
<p>A. Delivery (10 Points)</p> <ul style="list-style-type: none"> <li>Confidence, clarity, and enthusiasm in presenting.</li> <li>Effective use of tone, body language, and eye contact.</li> <li>Avoidance of reading directly from notes/slides excessively.</li> </ul>	1 2 3 4 5
<p>B. Organization (10 Points)</p> <ul style="list-style-type: none"> <li>Logical flow and structure of the presentation.</li> <li>Smooth transitions between team members (if applicable).</li> <li>Effective use of time (staying within the allotted time frame).</li> </ul>	1 2 3 4 5
<p>C. Visual Aids and Demo (10 Points)</p> <ul style="list-style-type: none"> <li>Quality of slides, videos, or other visual aids (e.g., clear and professional-looking).</li> <li>Effective demonstration of the game prototype during the presentation.</li> <li>Ability to highlight the most important aspects of the game during the demo.</li> </ul>	1 2 3 4 5
<p>D. Understanding (10 Points)</p> <ul style="list-style-type: none"> <li>Ability to answer questions confidently and knowledgeably.</li> <li>Depth of understanding demonstrated in responses to technical or design-related questions.</li> </ul>	1 2 3 4 5
<p>E. Engagement (5 Points)</p> <ul style="list-style-type: none"> <li>Willingness to engage with the judges or audience.</li> <li>Ability to provide thoughtful and insightful answers.</li> </ul>	1 2 3 4 5
<p>F. Team Dynamic (5 Points)</p> <ul style="list-style-type: none"> <li>Evidence of teamwork in handling questions (e.g., not dominated by one person).</li> <li>Smooth handoffs between team members when responding.</li> </ul>	
<b>TOTAL</b>	<b>100%</b>

### **SUBMISSION CHECKLIST:**

- Working Prototype (exe., weblink, game engine file)**
- Game Design Document (PDF, Doc, etc.)**
- Presentation Slides (Google Slides, PowerPoint, Keynote etc.)
- List of participants and their roles (PDF, Doc, etc.)

These items need to be remitted to New Media Manitoba by **Monday April 6, 11.59pm**. Send links (Dropbox, Box, GDrive, etc.) to [jon@newmediamanitoba.com](mailto:jon@newmediamanitoba.com)

### **PRESENTATION AND GAME PRESENTATIONS:**

- Remember to bring a laptop or device with your game loaded ready for the public to play.
- Presentations to judges will be done a central location and files will be preloaded and prepped by New Media Manitoba using your submitted source files.
- **\*\*IMPORTANT\*\*** There will be very limited connectivity at the event due to network security. Plan accordingly.
- Remember the presentation accounts for a large portion of the marks. Practice this component.