



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

CONTEST NAME: VIDEO PRODUCTION

CONTEST NO: 82

LEVEL: SECONDARY

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 Campus – Connected Classroom

CONTEST START TIME AND DURATION: 8:00am – 1:00pm (5 hours)

1:15pm - 2:00pm Public Screening

***All teams are to register in the Connected Classroom by 7:45am.** The Connected Classroom is located near the North Gym. (Teams will not be given

any extra time to complete their project if they do not arrive at this scheduled time.)

CONTEST DEADLINES:

- Registration is open online through the Skills Canada Manitoba website
- Early bird deadline is **February 6, 2026**
- Final deadline is **March 2, 2026**
- Skills Canada Manitoba Competition to be held **April 9, 2026**.
- Details and time to be announced by the Provincial Technical Committee.
- Competitor and advisor attendance is mandatory.

PURPOSE OF CHALLENGE:

-To evaluate technical proficiency within the field of video production.

SKILLS AND KNOWLEDGE TO BE TESTED:

Production Planning and Design

Camera Work

Audio Use

Editing

Story Telling

Teamwork

Time Management

Problem Solving

Literacy

Adaptability

PROJECT DESCRIPTION:

Working in the skilled trades and technology sectors can be a challenging and rewarding career for anyone.

You are to produce a 60 second to 2:00 minute video which explores what makes a good skilled trades and technology worker.

-All video and audio (other than music) must be captured at RRC Polytech.

EQUIPMENT AND MATERIALS:

Equipment and materials provided by the competitors:

- Teams use their own editing system or one provided by their school. Editing system can be laptops, desktops or tablets. You are responsible for any accessories (power adapter, keyboard, mouse, monitor, monitor adapters, external drive, headphones, splitter, mouse pad, etc.) and editing software you wish to use. Must be able to export a 1080p H.264 file (mov/m4v/mp4). Up to two displays may be used.
- Video cameras (maximum of two, video/DSLR/mirrorless/mobile device).
- Lenses (no limit on number of lenses)
- Memory cards free of previously 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, mobile devices, etc.)
- Headphones / splitter
- Tripods, monopods, handheld stabilizers (no rails, jibs or sliders)
- Camera mounted or handheld, battery-powered lights

COMPETITION SPECIFIC RULES:

- Visuals created or footage captured must be completed during the competition
- AI can be used for written and story development but not for the creation or modification of video or audio media.
- Any AI tools used must be identified in the project brief.
- Use of any software, AI assisted or otherwise, installed locally or web-based, which are not part of your editing software, that create or modify media content is prohibited.

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- There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, plugins, templates, etc. which are part of the

editing program. However, custom made visual or audio effects, graphics, or transitions cannot be created in advance of the competition and loaded into software prior to the start of competition.

- Pre-production and planning documents are allowed to be completed prior to arriving on site.

- Coaches or reps are not to help, supply props or appear in their team's video. Only the registered team members may work on or act in team's video. Unscripted interview footage does not constitute "acting" and is therefore permitted.

- Use of drones will not be allowed.

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

SAFETY RULES / REQUIREMENTS:

The health, safety and welfare of all individuals involved with Skills Canada Manitoba are of vital importance.

At the discretion of the judges and technical committees, any competitor submission can be denied should the participant not have the required proper safety equipment and/or act in an unsafe manner that can cause harm to themselves or others.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Ethical Conduct: We expect all competitors to compete fairly, respecting and abiding by the established rules in the true spirit of Skills Canada Manitoba.

COVID 19 Protocol:

Please follow all established COVID 19 protocol as per your school and Manitoba Health guidelines.

NATIONAL COMPETITION ELIGIBILITY:

A mark of **70% or higher** must be scored by the gold medalist in each contest for them to attend the National Skills Competition.

POINT BREAKDOWN / JUDGING CRITERIA:

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: demonstrating an advanced understanding and proficiency with proper use of effects, colour correcting, titling, key framing, etc. /10

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

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Project Specifications: project is on topic and fits within time limits and follows all rules /5

Overall Impact: message and genre easily identifiable /5

Project 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.

THE IMPORTANCE OF 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

TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:

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

Noel Smith – Louis Riel Arts & Technology Centre (Co-Chair)

Sean Reid – Tec Voc High School (Co-Chair)

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