

ОСМТ

2219

SCNC SCNC 2019 SKILLS CANADA **NATIONAL COMPETITION** 

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**ET DES** 

**OLYMPIADES** 

CANADIENNES DES MÉTIERS

**TECHNOLOGIES** 

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SkillsCompétences Canada Halifax2019

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**CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS** 

**VIDEO PRODUCTION PRODUCTION VIDÉO** 

SECONDARY / NIVEAU SECONDAIRE



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# 1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

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

<sup>1</sup>Numeracy, <sup>2</sup>Oral Communication, <sup>3</sup>Working with Others, <sup>4</sup>Continuous Learning, <sup>5</sup>Reading Text, <sup>6</sup>Writing, <sup>7</sup>Thinking, <sup>8</sup>Document Use, <sup>9</sup>Digital

These essential skills have been identified in your Contest Description and if applicable, in your Project and all other supporting project documents.

# **2** CONTEST INTRODUCTION

**2.1** Description of the associated work role(s) or occupation(s).

http://skillscompetencescanada.com/en/careers/information-technology/tv-video-production/

**2.2** Purpose of the Challenge.

To evaluate proficiency in the video productions field.

**2.3** Duration of contest.

11 hours

- 2.4 Skills and Knowledge to be tested.
  - Storytelling<sup>6</sup>
  - Production Planning and Design<sup>7</sup>
  - Camera Work<sup>9</sup>
  - Audio Use
  - Editing<sup>9</sup>
  - Teamwork<sup>3</sup>
  - Time Managament<sup>7</sup>
  - Problem Solving<sup>7</sup>
  - Literacy



Essential Skills – <sup>3</sup>Working with Others, <sup>6</sup>Writing, <sup>7</sup>Thinking (Job Task Planning & Organizing, Problem Solving), <sup>9</sup>Digital

# **3 CONTEST DESCRIPTION**

**3.1** List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
No other documents will be released prior to the competition	N/A

- **3.2** Tasks that may be performed during the contest
  - Produce 2 separate videos
    - Day One Produce a video to persuade parents/guardians that a career in skilled trades and technologies is a viable career choice. Length: 1:30 to 1:45.
    - Day Two The type and topic will be provided at the start of competition day.
    - Potential types of videos that competitors will be asked to produced will be: news report/ENG, short film, PSA, commercial/infomercial, promotional, instructional.
    - Note: Video 1, which will be completed by the end of day one, will be worth 60% of the final mark. Video 2, which will be completed by the end of day two, will be worth 40% of the final mark.
    - Create a Production Brief stating the following:
      - Target audience
      - Goals and Objectives
      - Pre-Production Planning that Occurred
      - Approach
      - Summary
      - Equipment Used
      - Innovative Solutions to Problems
  - It is the responsibility of the competitors to obtain permission to record in other contest areas. They must also ask about and take proper safety precautions.

# 4 EQUIPMENT, MATERIAL, CLOTHING

- 4.1 Equipment and material provided by Skills/Compétences Canada.
  - Desk area with power bar
  - Copyright-clear music library
- 4.2 Equipment and material provided by the competitors.
  - One computer



- with video editing software. Must be able to export a 1080p H.264 file (mov/m4v/mp4). Up to two displays made be used.
- Teams, must bring their own computer. Computers can can be laptops or desktops. We suggest the following or similar at minimum: MacBook Air, MacBook Pro, or iMac with 2.0ghz i5 processor, 8gb RAM, 256gb+ SSD. You are responsible for any software you wish to use, as well as any accessories (power adapter, keyboard, mouse, monitor, external drive, headphones, splitter, mouse pad, etc.).
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.
- Video cameras (maximum of two, video/DSLR/mirrorless/mobile device).
- Lenses (no limit on number of lenses)
- Memory cards free of previous 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
- Tripods, monopods, handheld stabalizers (no rails, jibs or sliders)
- USB Stick (for saving your completed videos for your own use)
- Camera mounted lights

# 5 SAFETY REQUIREMENTS

**5.1** Safety workshop.

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

#### 5.2 Personal protective equipment (PPE) provided by Skills/Compétences Canada

- Safety Glasses
- Safety Gloves
- Safety Vests
- Hard Hat
- Hearing protection
- CSA approved toe caps



- 5.3 Personal protective equipment (PPE) provided by competitors
  - NA

# 6 ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100
Production Brief	5
<ul> <li>Goals, Objectives and Solutions to Problems</li> </ul>	
Camera Work	20
Exposure, Focus, Composition and White Balance	
<ul> <li>Steadiness and Effective Use of Camera</li> </ul>	
Movement	
Audio	20
Clarity & Overall Mix	
Appropriate Use	
Editing	15
<ul> <li>Flow, Pacing, Transitions</li> </ul>	
Graphics, Titles, Effects	
Storytelling	15
<ul> <li>Effective Writing and Evidence of Planning</li> </ul>	
<ul> <li>Introduction and Closing</li> </ul>	
Coherency	
Project Specifications	15
Correct length	
Correct format	
Correct filename	
Meets genre specifications	
Overall Impact	10
<ul> <li>Impact, Creativity and Overall Production Quality</li> </ul>	



# 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK		CONTEST SPECIFIC RULE
Project Details	1.	Only music from the provided copyright-cleared music library shall be used
	2.	Only props found on site are to be used during the competition
	3.	No visuals created or footage captured prior to the competition is allowed to be used
	4.	Coaches or province/territory reps are not to help, supply props or appear in their team's video
	5.	There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, plugins, templates, etc
	6.	Completed videos must be within +/- 4 seconds of the specified length. If length is more than +/- 4 seconds, the video will not be judged.
	7.	Competitors must submit final videos via the supplied USB drive. At the exact end of each of the competition days, videos must be in the exporting phase. If it is not actively exporting, it will not be judged. If it is exporting and NTC have to copy it from your computer to the USB drive, you will lose all the points within the Project Specifications criteria – 9 points first day; 6 points second day.
	8. 9.	Final videos must be named using the naming convention provided in the project brief All editing must completed in the skill area

# 8 ADDITIONAL INFORMATION

#### 8.1 Interpreter

If a competitor requires the help of an interpreter once onsite during the competition, 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.



#### 8.2 Ties

- Tiebreaker #1: The team with the highest combined score in Overall Impact criteria will determined the winner.
- Tiebreaker #2 : The team with the highest score in combined Storytelling criteria will be determined the winner.
- Tiebreaker #3: The team with the highest score in the Editing criteria will be declared the winner.

#### **8.3** Competition rules.

Please refer to the competition rules of the Skills Canada National Competition which can be found on our website.

#### Member Organization Name Alberta Stuart Serediuk **British Colombia** Shannon Hagen Nicole Bouchard Manitoba Evar Simon New Brunswick Newfoundland and Labrador Cathy Downey Nova Scotia - Chair Matt Corkum Ontario - Co-Chair Rob Currie Saskatchewan Robert Wall

# NATIONAL TECHNICAL COMMITTEE MEMBERS

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve (nathaliem@skillscanada.com).