



CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

GRAPHIC DESIGN TECHNOLOGY ARTS GRAPHIQUES

SECONDARY AND POST- SECONDARY /
NIVEAUX SECONDAIRE ET POSTSECONDAIRE



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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:

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

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/graphic-design/>

2.2 Purpose of the Challenge.

Assess the competitor's ability to perform duties relating to graphic design and preparation of files for print, presentation and digital uses.

2.3 Duration of contest.

2 themes one per day each with a length of 6 hours or 1 theme with a length of 12 hours (6 hours per day)

2.4 Skills and Knowledge to be tested.

2.4.1 Work organization and management

- The competitor needs to know and understand:
 - The time constraints of the industry
 - Industry specific terminology
 - The specific nature and purposes of client-based projects
 - Appropriate software usage for the outcomes required
 - Methods of working within competition limitations
- The competitor shall be able to:
 - Interpret specifications and projects
 - Adhere to project timelines
 - Conduct themselves in a professional manner
 - Manage workload under pressure and within time constraints
 - Interpret projects in a sustainable manner to minimize wastage in terms of paper prints, errors and time management
 - Recover from unexpected setbacks
 - Problem solve and adapt to changes
 - Complete multiple tasks given at the same time

2.4.2 Communication and interpersonal skills

- The competitor needs to know and understand:
 - The importance of active listening skills
 - Methods for interpreting the design project and clarifying/questioning the client
 - How to visualize and translate the clients' objectives in regard to design requirements

2.4.3 The competitor shall be able to:

- Use literacy skills to:
 - Follow documented instructions from a supplied project
 - Interpret workplace instructions and other technical documents
- Use oral and written communication skills to:
 - Communicate in a logical and easily understood manner
 - Pose questions in an appropriate manner
 - Explain design goals, design rationale, and use of design elements

2.4.4 Problem solving

- The competitor needs to know and understand:
 - Common problems and unexpected setbacks that can occur within the work process
 - How to troubleshoot minor software and printing issues
- The competitor shall be able to:
 - Use analytical skills to determine the requirements of given specifications
 - Use problem-solving skills to translate the required outcomes of the project and determine an appropriate solution
 - Use time management skills
 - Check work regularly to minimize problems that may arise at a later stage

2.4.5 Innovation, creativity, and design

- The competitor needs to know and understand:
 - Creative trends and developments in the industry
 - How to apply appropriate colours, typography and composition
 - Principles and techniques for adapting graphics for various uses
 - Different target markets and the elements of design which satisfy each market
 - Protocols for maintaining a corporate identity, brand, and style guide
 - How to provide consistency and refine a design
 - Principles of a client appropriate and creative design
 - Design principles and elements
 - Standard sizes, formats, and settings commonly used in the industry
- The competitor shall be able to:
 - Create, analyze and develop a visual response to the given project(s), including understanding hierarchy, typography, aesthetics, and composition
 - Create, manipulate, and optimize images for both print and online publishing
 - Analyze the target market and the product being delivered
 - Create an idea that is appropriate to the target market
 - Take into consideration the impact of each element that is added during the design process
 - Use all the required elements to create the design
 - Respect existing corporate identity guidelines and style guides
 - Keep the original design concept and improve the visual appeal
 - Transform an idea into a client appropriate and creative design

2.4.6 Technical aspects and output

- The competitor needs to know and understand:
 - Technological trends and developments in the industry
 - Different output requirements: print or digital and their limitations and techniques
 - Standards for client presentation
 - Image manipulation and editing
 - Appropriate file formats, resolution, and compression
 - Colour gamuts, colour matching, spot colours and ICC profiles
 - Printers marks and bleed
 - Dielines – use, modify or create
 - Software applications
 - Different types of paper and surfaces (substrates)
- The competitor shall be able to:
 - Create prototype mock-ups for presentation
 - Mount for presentation standard
 - Apply the correct and appropriate adjustments for the specified printing process
 - Adjust and manipulate images to suit the design and technical specifications
 - Apply the appropriate colours mode to the file
 - Save files in the correct format
 - Use software applications comprehensively and appropriately
 - Organize and maintain folders (for final output and archiving)

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 competition document will be released prior to the competition	

3.2 Tasks that may be performed during the contest

- Reading and understanding technical specifications ⁸
- Implementing time management and work flow planning ⁷
- Understanding and utilizing basic design fundamentals ⁸
- Installation and management of Fonts
- Optimizing images for the specified media by specifying correct values and utilizing them by using all appropriate tools for adjustments and manipulations⁹
- Drawing and redrawing information design elements like diagrams, graphs, and maps ⁸
- Converting digital manuscripts into typographic texts;⁹
- Designing most kinds of printed matter, such as books and book covers, magazines and magazine covers, newspapers, logos and logotypes, corporate identity elements (letterheads, business cards.), posters, banners, advertisements, folders, signage etc.⁷
- Graphic design of 3D objects such as packages, grocery bags, etc. ⁹
- Using master pages, styles (character, paragraph, etc.) and dieline;
- Working knowledge of specified applications in Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Acrobat, Bridge)⁹
- Exporting to final formats (.ai, .eps, .tif, .psd, .pdf, .jpg, .png, .gif, .svg)⁹
- Correcting proofs⁷
- Applying print pre-press and PDF standards (resolution/line screen, separations, crops, registration, bleed, ICC profiles, trapping, etc.)
- Project assembly for presentation⁷
- Projects that may be performed during the contest
 - The Format/Structure of the Projects could be two standalones Projects, one per day or a combined Project over two days.
 - Each Project may include 3 – 6 possible tasks. One of the areas may serve as a timed event⁷.
 - Oral, written or a combination of oral and written task. This would be done in the language of the competitor's choice. The focus of the tasks could be describing the design's overall goal, explaining the rationale for the design, how the design is conveyed through choice of font, colour, layout, element cohesiveness, or how the design meets the needs of the client.^{2,6}
 - Examples of tasks are as follows:
 - Editorial and advertising design (program cover and content pages, banner, poster, menu, packaging, 3D design, door hanger, etc.), printed on sheetfed offset press, web offset press, screen printing or digital printing, using RGB for digital, process and/or spot colours; could include headers, sub-headers, text, images, graphics, or tables, master pages, the use of large files, etc.
 - Corporate and information design (business card, logo, banner, poster, billboard, symbols, full page ads, web design, etc.) printed on sheetfed offset press, web offset press, screen printing or digital printing, digital

display, using RGB for digital, process and/or spots colours; could include text, illustration, logo creation, symbol, vector drawing, image manipulation, the use of large files etc.

Essential Skills – ²Oral Communication, ⁶Writing, ⁷Thinking (Critical Thinking, Job Task Planning & Organizing, Problem Solving), ⁸Document Use, ⁹Digital

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada.

- All images and templates for any projects provided
- USB Keys for transfer of files
- Project Font Library for use during competition
- Paper for preliminary sketches
- Printer driver software
- Printer paper
- Colour Laser printer
- Cutting mat
- Work table
- Chair
- Optional
 - External monitor if requested 1 month before competition date

4.2 Equipment and material provided by the competitor.

- A computer (laptop or desktop) with keyboard and mouse
 - The computers use a Mac or Windows operating system.
 - It is recommended that the computer is running the latest Creative Cloud Software. Or, the newest version of Adobe Creative Suite that will run effectively on the competitor's computer.
 - The computer must have the ability to transfer files via USB. If the computer does not have USB ports the competitor must supply a transfer device.
 - The computer must be setup allowing for either Ethernet and wireless connection to a printer. It must allow for installation of appropriate printer drivers. **(Administrative Rights to the computer)**
 - The competitor and/or advisor will be responsible for the installation of appropriate printer drivers during orientation.
 - A backup computer (with appropriate software) should be considered.
 - 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.

- Exacto knife
- Pencil/Pen
- Eraser
- Ruler / straight edge that measures at least 18"
- Glue stick or double-sided tape
- Optional
 - New USB stick (min 8 gig) for personal archiving files
 - Personal drawing tablet with drivers installed prior to competition
 - If external monitor is requested competitor must provide appropriate adaptor for their devices
 - Swatch book and mouse pad
 - External music devices with headphones
 - Bone folder / Butter knife

4.3 Required clothing provided by the competitor.

- N/A

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 List of required personal protective equipment (PPE) provide by Skills/Compétences Canada

- N/A

5.3 List of required personal protective equipment (PPE) provide by the competitors

- N/A

6 ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100 – Post Secondary	/100 - Secondary
Measurement	50	40
Computer Images Correct colour mode of all images Correct colour ICC profile in all used images Correction resolution of all used images Correct saving formats of all images Images vector only		

Computer Layout Correct Measurements All required elements are present Bleed is done at exact value Correct use of dielines /templates/brand standards Correct use of Master pages and style sheets Correct use of glue area Correct use of overprinting inks		
Saving and File Format PDF for press is correct size PDF for press includes trim & registration marks, bleed, fold lines, dielines, document info PDF for press is correct colours PDF is saved to the correct standard ISO The final folder is properly packaged with working files, fonts, linked images, layout files, PDF, final print files.		
Final Presentation Untrimmed colour composite saved or trimmed The layout files are printed, trimmed, assembled Rough sketches/written document		
Judgement	50	60
Understanding the target market Quality of image manipulation – retouch, masking, cloning, blending, colour adjustments etc. Typography – choice, size, colour, legibility, impact, formatting Concept – originality, idea Quality of visual composition – aesthetic appeal, balance, shape, space Unity and relationship of all tasks Quality of colours Impact of design execution		

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
Use of technology - mobile phones and music	<ul style="list-style-type: none"> Competitors will only be allowed to use their cell phones as a music device, no calling, texting or internet use during the competition.
Use of technology - Microsoft Office, Corel Draw	<ul style="list-style-type: none"> These software suites will not be accepted as design software for this competition.
Use of technology - Internet	<ul style="list-style-type: none"> There will be no access to the Internet during the competition.
Infrastructure – material and equipment	<ul style="list-style-type: none"> Spray Adhesive will not be permitted. The only fonts to be used must come from the provided Font Library. No templates can be used except for those provided External Software Plugins will not be permitted. Examples include ON1, Macphun. No reference materials related to the computer or the software being used will be allowed Competitors who wish to bring other editing software, in addition to what has been identified, will need permission from a National Technical Committee (NTC) member. Please contact Skills/Compétences Canada national secretariat one month prior to the competition for approval. If this software is approved by an NTC, this software must be installed on the computers prior to the competition. The competitor will be responsible for the quality of that software, and for any technical problems.

8 ADDITIONAL INFORMATION

8.1 Interpreter

If a competitor requires translation 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 competitor with the highest score in Judgement Criteria will be declared the winner.
- Tiebreaker #2: If a tie still exists the higher score in Computer Layout will be used to declare the winner.
- Tiebreaker #3: If a tie still exists the Computer Images criteria will be used to declare the winner.

8.3 Competition rules

Refer to the [competition rules](#) of the Skills Canada National Competition which can be found on the Skills/Compétences Canada website.

9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Alberta	Lyle Cruise
Saskatchewan – Co-Chair	Jim Hoffman
Québec	Caroline Austin
Prince Edward Island – Chair	April Condon
Newfoundland and Labrador	Jessie Meyer
Manitoba	James Rogowy
Nova Scotia	Crystal McManus
British Columbia	Chloe Stark
Ontario	Sydney Taylor
Northwest Territories	Andrea Nilson

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