



CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

VIDEO PRODUCTION **PRODUCTION VIDÉO**

SECONDARY / NIVEAU SECONDAIRE



SCNC / OCMT
2020
VANCOUVER

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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 with in section 2.3 and/or 3.2 of your Contest Description. The top three Essential Skills for your area of competition have been identified on your Project and all other supporting project documents.

2 CONTEST INTRODUCTION

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

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

2.1 Purpose of the challenge

To evaluate proficiency in the video productions field.

2.2 Duration of contest.

11 hours

2.3 Skills and Knowledge to be tested.

- Storytelling
- Production Planning and Design⁷
- Camera Work⁹
- Audio Use
- Editing⁹
- Teamwork³
- Time Management⁷
- Problem Solving⁷
- Literacy⁵

Essential Skills – ³Working with Others, ⁵Reading Text, ⁷Thinking (Job Task Planning & Organizing, Problem Solving), ⁹Digital

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	

3.2 Tasks that may be performed during the contest

- Produce 2 separate videos on the subject matter given at the start of the competition.
- Day One - Produce a video to make people aware of how diversity has benefited the skilled trades. 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 produce 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: ⁷
 - **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.
- Monitor supplied upon request (however any adapters must be supplied by competitors).
- USB stick which contains the project description, production brief, scope, instructional documents, and a copyright-clear music library.

4.2 Equipment and material provided by the competitors.

- One editing system. 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 editing system. 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 software you wish to use. This software must be loaded prior to arriving on site.
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so projects can be saved 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 / splitter
- Tripods, monopods, handheld stabalizers (no rails, jibs or sliders)
- Camera mounted or handheld, battery-powered lights

COMPETITORS WILL BE REQUIRED TO USE THE MATERIAL AND EQUIPMENT PROVIDED BY SCC. ALL OTHER MATERIAL AND EQUIPMENT WILL BE REMOVED FROM THE SKILL AREA.

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) provided by Skills/Compétences Canada.

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

6 ASSESSMENT

6.1 Point breakdown

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

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	<ul style="list-style-type: none"> • Only music from the provided copyright-cleared music library shall be used. • Only props found on site are to be used during the competition. • Visuals created or footage captured must be completed during the competition. • Pre production and planning documents are allowed to be completed prior to arriving on site. • Coaches or province/territory reps are not to help, supply props or appear in their team's video. • There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, plugins, templates, etc. These must be loaded onto editing system prior to arriving on site. • All editing must be completed in the skill area. • Completed videos must be within +/- 4 seconds of the specified length. If length is more than +/- 4 seconds, the video will not be judged. • Final videos must be named using the naming convention provided in the project brief: TeamxVideo1 or TeamxVideo2 • 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 (4pm for Day One and 12pm for Day Two). If it is not actively exporting, it will not be judged. If it is exporting and an NTC

	<p>member has 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.</p> <p>Once the checklist and final project on the supplied USB stick has been submitted there will be no opportunities to make any changes to the submission.</p>
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8 ADDITIONAL INFORMATION

8.1 Interpreter

If the competitor requires the help of an interpreter once on site 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: In the event of a tie, the team with the highest combined score in Overall Impact criteria will determined the winner.
- Tiebreaker #2: If a tie still remains the team with the highest score in combined Storytelling criteria will be determined the winner.
- Tiebreaker #3: If a third tie occurs, the team with the highest score in the Editing criteria will be declared the winner.

8.3 Competition rules

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

9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Alberta	Stuart Serediuk
British Colombia - Chair	Shannon Hagen
Manitoba	Noel Smith
New Brunswick	David Carson
Newfoundland and Labrador	Cathy Downey
Nova Scotia	Matt Corkum
Ontario - Co-Chair	Rob Currie
Saskatchewan	Robert Wall

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