



CONTEST DESCRIPTION

# Graphic Design Technology

VIRTUAL SECONDARY

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## 1 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 next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competitor about their current level of nine identified Skills for Success based on their competition scores. With this knowledge, the competitor will be made aware which 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 skills for success for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity and Innovation, <sup>9</sup>Digital

These Skills for Success have been identified in section 3.2 of your Contest Description and if applicable, in your Project and supporting documents.

## 2 CONTEST INTRODUCTION

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

[https://www.skillscompetencescanada.com/en/skill\\_area/graphic-design-technology/](https://www.skillscompetencescanada.com/en/skill_area/graphic-design-technology/)

### 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

During the SCNC 2022, the secondary category will be hosted virtually. The competition for your skill will consist of a total of 12 hours. A detailed schedule will be posted on our website.

## 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 communications skills to:
  - Communicate in a logical and easily understood manner
  - Pose question in an appropriate manner
  - Explain design goals, design rationale, and use of design documents

#### 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 outcome 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

### 3 CONTEST DESCRIPTION

#### 3.1 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

DOCUMENT	DATE OF DISTRIBUTION
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 <sup>5</sup>
- Implementing time management and workflow planning <sup>4</sup>
- Understanding and utilizing basic design fundamentals
- 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 manipulations <sup>9</sup>
- Drawing and redrawing information design elements like diagrams, graphs,
- and maps <sup>8</sup>
- Converting digital manuscripts into typographic texts <sup>9</sup>
- 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. <sup>8</sup>
- Graphic design of 3D objects such as packages, grocery bags, etc. <sup>9</sup>
- Using master pages, styles (character, paragraph, etc.) and dieline
- Working knowledge of specified applications in Adobe Creative Cloud
- (Photoshop, Illustrator, InDesign, Acrobat, Bridge) <sup>9</sup>
- Exporting to final formats (.ai, .eps, .tif, .psd, .pdf, .jpg, .png, .gif, .svg) <sup>9</sup>
- Correcting proofs <sup>7</sup>
- Applying print pre-press and PDF standards (resolution/line screen,
- separations, crops, registration, bleed, ICC profiles, trapping, etc.)
- Project assembly for presentation <sup>7</sup>
- Projects that may be performed during the contest
- The Format/Structure of the Projects could be two stand-alone 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 event <sup>7</sup>
- 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. <sup>2,6</sup>
  - 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 spot colours; could include text, illustration, logo creation, symbol, vector drawing, image manipulation, the use of large files, etc.

*Skills for Success – <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity & Innovation, <sup>9</sup>Digital*

## 4 EQUIPMENT, MATERIAL, CLOTHING

### 4.1 Equipment and material provided by the competitor and/or host facility

- 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
- Worktable
- Chair
- 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 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 the 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 that 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
  - Sketch Book
  - Eraser
  - Ruler/straight edge that measures at least 18"
  - Glue stick or double-sided tape
  - Optional
    - New USB stick (min 8 gigs) 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
    - Mouse pad
    - External music devices with headphones
    - Bone folder/butter knife

#### 4.2 Required clothing provided by the competitor

- N/A



## 5 HEALTH AND SAFETY

### 5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures to make the work environment in each skill area safer.

#### 5.1.1 Safety manual

As part of our program a safety manual has been created to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

#### 5.1.2 Safety workshop

During orientation, 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 COVID-19 Protocol

The COVID guidelines already in place within the participants' jurisdiction would need to be followed during the SCNC. It is the responsibility of the participants (Competitor, Proctors, NTC members, and anyone onsite during the competition) to ensure that the COVID guidelines are respected.

### 5.3 List of required personal protective equipment (PPE) provided by the competitor and/or host facility

- N/A

**Note:** Competitors who do not have the required protective equipment will not be allowed to participate in the competition

## 6 ASSESSMENT

### 6.1 Point breakdown

**Note:** This list is subject to change.

TASKS	/100
Measurement	40
Computer Images Correct colour mode of all images	

<p>Correct colour ICC profile in all used images Correction resolution of all used images Correct saving formats of all images Images vector only</p>	
<p>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</p>	
<p>Saving and File Format PDF for press is correct size PDF for press includes trim &amp; 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.</p>	
Judgement	60
<p>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</p>	

## 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 the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Use of technology - personal laptops, tablets, mobile phones and music	<ul style="list-style-type: none"> <li>• Competitors will only be allowed to use their cell phones as a music device, no calling, texting or internet use during the competition.</li> </ul>
Use of technology – Microsoft Office, Corel Draw	<ul style="list-style-type: none"> <li>• These software suites will not be accepted as design software for this competition.</li> </ul>
Use of technology – internet	<ul style="list-style-type: none"> <li>• There will be no access to the internet during the competition</li> </ul>
Infrastructure – material and equipment	<ul style="list-style-type: none"> <li>• Spray adhesive will not be permitted</li> <li>• A Font library will be provided but competitors will be able to use fonts that have been installed on their computer</li> <li>• No templates can be used except for those provided</li> <li>• External Software Plugins will not be permitted. Examples include ON1, Macphun.</li> <li>• No reference materials related to the computer, or the software being used will be allowed</li> <li>• 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.</li> </ul>

## 8 ADDITIONAL INFORMATION

### 8.1 Interpreter

If a competitor requires the help of an interpreter 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 used 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 our website.

## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
Prince Edward Island	Michael C. Thomas
Nova Scotia	Tracey DeWolfe – Co-Chair
Quebec	Caroline Austin
Ontario	Sydney Taylor
Manitoba	James Rogowy
Saskatchewan	Cody Peterson
Alberta	Lyle Cruise - Chair
British Columbia	Paul Pahal
Newfoundland and Labrador	Allison Chrislett

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