

CONTEST DESCRIPTION  
DESCRIPTION DE CONCOURS

# TV/VIDEO PRODUCTION

## PRODUCTION TÉLÉVISUELLE ET VIDÉO

SECONDARY  
NIVEAU SECONDAIRE

CONTINUOUS LEARNING



FORMATION CONTINUE

DIGITAL



COMPÉTENCES NUMÉRIQUES

DOCUMENT USE



UTILISATION DE DOCUMENTS

NUMERACY



CALCUL

ORAL COMMUNICATION



COMMUNICATION ORALE

READING TEXT



LECTURE

WORKING WITH OTHERS



TRAVAIL D'ÉQUIPE

WRITING



RÉDACTION

THINKING



CAPACITÉ DE RAISONNEMENT

## 1. The Importance of 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. This will be piloted in a number of areas for 2016 with full implementation in the 2017 Skills Canada National Competition.

This is part of an ongoing initiative that requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. Essential skills are used in nearly every job and at different levels of complexity. They provide the foundation for learning all other skills and enable people to evolve with their jobs and adapt to workplace change. Good Essential Skills means you will understand and remember concepts introduced in technical training. The level of Essential Skills required for most trades is as high or higher than it is for many office jobs. 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 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

### 2.1 Purpose of the Challenge.

To evaluate proficiency in the television/video communications field.

### 2.2 Duration of contest.

12 hours

### 2.3 Skills and Knowledge to be tested.

- Storytelling
- Production Planning and Design<sup>7</sup>
- Camera Work<sup>9</sup>
- Audio Use
- Editing<sup>9</sup>
- Teamwork<sup>3</sup>
- Time Management<sup>7</sup>
- Problem Solving<sup>7</sup>
- Literacy<sup>5,6</sup>

## 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

- Producing 2 separate videos on the subject matter given at the start of the competition. Potential types of videos that will be asked to produced will be: news report/ENG; short film; PSA; commercial; promotional; instructional. The type and topic will be decided at the start of each competition day through a draw.
- **Note:** Video 1 which will be completed by the end of day one will 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.
- Creating a one page document stating the following: <sup>7</sup>
  - Target audience
  - Goals and Objectives
  - Approach/ Treatment
  - Equipment Used
  - Innovative Solutions to Problems
- Only music/sound effects from the copyright-cleared music library and the provided and the installed Apple software shall be used.<sup>9</sup>
- No importing of JPEG/RAW still images from DSLRs
- **Note:** There is no restrictions on the use of the editing software including effects, generators, titles and colour corrections, etc.
- 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.

- Only props found on site are to be used during video recording. No pre-produced videos are allowed to be used.
- Coaches or province/territory reps are not to help, supply props or appear in their team's video.

*Essential Skills – <sup>3</sup>Working with Others, <sup>7</sup>Thinking (Critical, Problem Solving), <sup>9</sup>Digital.*

#### **4. EQUIPMENT, MATERIAL, CLOTHING**

##### **4.1 Equipment and material provided by Skills/Compétences Canada**

- Non-linear editing system
- Software:
  - Apple iMovie
  - Final Cut Pro software (version X)
  - Premiere Pro for Mac

##### **4.2 Equipment and material provided by the competitor**

- One video camera (tape-based or hard-drive/flash memory) with up to two lenses, (camera must be USB 2.0 compatible or team must provide a means to digitize footage in a format readable by the Skills supplied USB reading computer)
- A recording hard drive/memory card free of previous recorded material or brand new raw footage tapes (if applicable) in original sealed packaging
- USB mouse
- Batteries
- Recharger
- USB Stick (8 GB minimum)
- Any audio recording device (shotgun, lav, handheld, wireless, external audio recording device, desktop usb mic) that can be separate from the camera (but is not a communications device like a phone)
- Headphones
- Single stationary tripod (no dollies, steadicams, rails, or other supports)
- No other equipment including cell phones, tablets, laptops, lighting gear, media storage devices, or other electronic devices are acceptable.
- Teams can bring backup equipment in case of malfunctions. All backup equipment must only be used in emergency situations and left with the NTC committee members at all times during the competition.

##### **4.3 Required clothing (Provided by competitor)**

- On-camera talent should wear appropriate clothing with no visible brand logos and/or slogans and no provincial team identification.

## 5. SAFETY REQUIREMENTS

### 5.1 List of required personal protective equipment(PPE) provided by competitors

- No PPE required

### 5.2 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada (S/CC)

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

## 6. ASSESSMENT

### 6.1 Point breakdown

POINT BREAKDOWN	/100
Production Brief	5
Camera Work	20
Audio	20
Editing	15
Storytelling	15
Project Specifications	15
Overall Impact	10

## 7. ADDITIONAL INFORMATION

### 7.1 Consecutive translation

If consecutive translation is required on site, 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.

### 7.2 Software requirements

If French software is required 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 software might not be guaranteed.

### 7.3 Computer keyboard requirements

English Keyboards will be provided, if a French keyboard is required 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 keyboard might not be guaranteed.



#### 7.4 Test Project change at the Competition

Where the Test Project has been circulated to Competitors in advance, NTC shall change a maximum of 30% of the work content. Please refer to the Competition Rules.

#### 7.5 Tie (No ties are allowed)

In the event of a tie, the team with the highest combined score in Overall Impact criteria will be determined the winner. If a tie still remains the team with the highest score in combined Storytelling criteria will be determined the winner.

#### 7.6 Competition Rules

Please refer to the competition rules of the Skills Canada National Competition.

### 8 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organisation	Name	Email address
Alberta	Greg Boutestein	
Ontario	Rob Currie	
Nova Scotia - Chair	Matt Corkum	Matt.corkum@nsc.ca
Saskatchewan	Rob Wall	
Prince Edward Island	Brian Sharp	
Manitoba	Nicole Bouchard	
Newfoundland and Labrador	Cathy Downey	
British Columbia	Shanon Hagen	
New Brunswick	Michel Guitard	