



CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

# VIDEO PRODUCTION PRODUCTION VIDEO

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 2017 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 with in section 2.4 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 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 television/video communications field.

### 2.3 Duration of contest.

12 hours

### 2.4 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

- Produce 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/infomercial; 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 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.
- Creating a one page document stating the following:<sup>7</sup>
  - Target audience
  - Goals and Objectives
  - Approach
  - Synopsis
  - Equipment Used
  - Innovative Solutions to Problems
- Only music/sound effects from the copyright-cleared music library and the provided and the installed software shall be used.<sup>9</sup>
- No importing of JPEG/RAW still images from DSLRs
- **Note:** There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, 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

- Desk area with power bar
- Copyright-clear music library

### 4.2 Equipment and material provided by the competitor

- One computer with video editing software  
*Teams must bring their own computer. Please contact your provincial Executive Director if you are unable to bring a computer; there may be some machines made available if sufficient notice is provided.)*

Computers 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 or 512gb HDD. You are responsible for any software you wish to use, as well as any required accessories (power adapter, keyboard, mouse, monitor, etc.).

If individuals are bring 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.

- One video camera or DSLR with lenses  
(Note: no limit on the number of lenses competitors can use.)  
A memory card 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). These can be separate from the camera, but cannot be communication devices like a cell phone  
Headphones  
*(Optional: a splitter so both competitors can hear audio at once.)*  
Single stationary tripod / monopod (no dollies, steadicams, rails, jibs, or other supports)
- USB Stick (for saving your completed videos for your own use)
- No other equipment including cell phones, tablets, 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 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 environment 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 competitors**

- No PPE required

### **5.3 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 <ul style="list-style-type: none"> <li>Goals, Objectives and Solutions to Problems</li> </ul>	5
Camera Work <ul style="list-style-type: none"> <li>Exposure, Focus, Composition and White Balance</li> <li>Steadiness and Effective Use of Camera Movement</li> </ul>	20
Audio <ul style="list-style-type: none"> <li>Clarity &amp; Overall Mix</li> <li>Appropriate Use</li> </ul>	20
Editing <ul style="list-style-type: none"> <li>Flow, Pacing, Transitions</li> <li>Graphics, Titles, Effects</li> </ul>	15
Storytelling <ul style="list-style-type: none"> <li>Effective Writing and Evidence of Planning</li> <li>Introduction and Closing</li> <li>Coherency</li> </ul>	15
Project Specifications <ul style="list-style-type: none"> <li>Correct length</li> <li>Correct format</li> <li>Correct filename</li> <li>Meets genre specifications</li> </ul>	15
Overall Impact <ul style="list-style-type: none"> <li>Impact, Creativity and Overall Production Quality</li> </ul>	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 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.

### 7.3 Tie (No ties are allowed)

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

### 7.4 Competition Rules

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

## 8 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name	Email address
Alberta	Stuart Serediuk	
British Columbia	Shannon Hagen	
Manitoba	Nicole Bouchard	
New Brunswick	Michel Guitard	
Newfoundland and Labrador	Cathy Downey	
Nova Scotia - Chair	Matt Corkum	Matt.Ccorkum@nsc.ca
Nunavut	Jade Owen	
Ontario – Co-Chair	Rob Currie	
Prince Edward Island	Brian Sharp	
Saskatchewan	Robert Wall	