

OVERVIEW

Applying leadership and 21st century skills, participants develop, build, and package a board game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing, and intellectually challenging. Each team designs the packaging, instructions, pieces, and/or cards associated with creating and piloting a new board game. Semifinalists set up the game, demonstrate how the game is played, explain the game's features, and discuss the design process.

ELIGIBILITY

One (1) team per chapter may participate.

TIME LIMITS

SEMIFINAL ROUND

- Up to five (5) minutes to set up the game and five (5) minutes to repackage the game.
- Up to ten (10) minutes for the demonstration/interview.

ATTIRE

TSA competition attire is required for this event.

PROCEDURE

PRE-CONFERENCE

- Participants design and create the game entry, including the physical packaging. All components must be designed, engineered, created, and assembled together solely by the team.
- Participants create a documentation portfolio to record the process.

PRELIMINARY ROUND

- No more than two (2) team members report at the time and place stated in the conference program to submit the:
 - completed Board Game entry
 - documentation portfolio on a ~~USB flash drive~~

online

- Entries are evaluated by the judges with neither students nor advisors present based on the following criteria:
 - Judges score the Packaging and Board Game criteria to determine the top twenty-four (24) preliminary contestants, which will not be posted.
 - Judges score the Documentation Portfolio criteria of those top twenty-four contestants to determine the top twelve (12) semifinalist teams.
- A list of twelve (12) semifinalist teams (in random order) is posted.

SEMIFINAL ROUND

- Semifinalist teams report at the time and place stated in the conference program to sign up for a demonstration/interview time.
- Semifinalist teams report at the assigned time and place for the demonstration/interview.
- Semifinalist teams may be represented by two (2) to three (3) members.
- Semifinalist teams will set up the game and give a brief demonstration of the game.
- Semifinalist teams answer questions about the documentation, the game's purpose, value, design, rules, and the development process.
- Semifinalist teams repackage the game.
- Judges independently assess the entries.
- The top ten (10) finalists are announced during the awards ceremony.
- Semifinalist teams and all preliminary teams pick up their entry from the display area at the time and place stated in the conference program.

REGULATIONS AND REQUIREMENTS

Students will work to develop their leadership and 21st century skills in the process of preparing for and participating in this TSA competitive event. The development and application of those skills must be evident in their submission, demonstration, and/or communication pertaining to the entry.

PRELIMINARY ROUND

- A. Participants design, create and package an entirely original board game including all parts, pieces and/or cards needed to play the game as well as accompanying instructions. If applicable, dice and sand timers may be commercially produced.
- B. No identifying information other than a team identification number is to appear anywhere on the board game or portfolio.
- C. Board Game:
 - 1. The physical board game should be of high quality and designed for the intended age group.
 - 2. The packaged game must be no larger than 12" x 18" x 3".
 - a. The game must be designed, engineered, created, and packaged solely by the team.
 - b. The materials used in packaging and manufacturing the game are to be determined by the team.
 - 3. Game Instructions:
 - a. must be clear, understandable, and age-appropriate
 - b. must be included in both the packaged game and in the documentation portfolio
 - c. must explain the rules in explicit detail
 - d. The team must determine which format best presents the game's instructions.
 - 4. The game must be able to be set up within five (5) minutes of opening the package.
 - 5. Once evaluation of the game is complete, a player (judge) must be able to repackage it within five (5) minutes.
 - 6. The game must include original work of the team. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game segment.
 - 7. When creating the game, the game must be free of any weapons or violence as stated in the general rules.

D. Documentation Portfolio:

- 1. Documentation materials (comprising "a portfolio") are required and must be submitted as a multi-page PDF document on a USB flash drive with pages in this order:
 - a. Title page with the name of the board game, the event title, the conference city and state, the year; and the team identification number; one (1) page
 - b. Table of Contents; one (1) page
 - c. Overview of the game; one (1) page
 - d. Intended audience (age range and number of players) and a game description/reasoning behind the choice of audience; one (1) page
 - e. Game Instructions; pages as needed
 - f. Description of the processes used to create the game and components; two (2) pages
 - g. Engineering drawings of parts/game/packaging; pages as needed
 - h. Cost summary for created game; one (1) page
 - i. Plan of Work Log (see Forms Appendix); pages as needed
 - j. Student Copyright Checklist (see Forms Appendix); pages as needed
 - k. References/research sources; one (1) page
- 2. The USB flash drive and its contents become the property of TSA for communication purposes only. Publishing rights remain with the authors and illustrators.

SEMIFINAL ROUND

- A. Two to three (2-3) members of each semifinalist team report to the event area at the time and place stated in the conference program.
- B. Team members have five (5) minutes to set up the game.
- C. The team members will give a brief demonstration of the game and then answer interview questions. The demonstration/interview will last no more than ten (10) minutes.
- D. The team will have five (5) minutes to repackage the game before leaving