

INTERACTIVE APPLICATION AND VIDEO GAME DESIGN UPDATE: SLSC26

This is a two-day contest.

Day 1: Tuesday, March 31, 2026 – Set up and public viewing

Day 2: Wednesday, April 1, 2026 – Judging and Interviews

DAY 1

Teams must set up their display no later than 10 AM on Day 1. At least one team member must remain at the display from 10 AM until 2 PM to showcase their project to the public and watch over their materials. Contest attire is required. Teams are expected to interact with attendees who are interested in their project. Team members may rotate throughout the day, provided one member is always present. Interview times for Day 2 will be posted in the contest area. Teams should report at least 15 minutes before their scheduled interview.

Display areas will be assigned on arrival, and teams should look for their team letter or contestant number to identify their display area. All displays must fit through doors and up escalators/elevators. Forklifts and carts are not available. It is the responsibility of the team to deliver and remove all items from the competition floor. Electrical is available only to power displays, and teams must provide a 20' extension cord and power strip if electrical access is necessary. Tables will be outfitted with a plain white tablecloth only. Wi-Fi is not available.

Displays will remain in place overnight. Security is provided, but teams are encouraged to use their best judgement when leaving display items overnight and should remove any expensive items. The setup, configuration, and teardown of all competitor-provided equipment will be the team's responsibility.

DAY 2

Teams have an opportunity to make adjustments to their display before the competition starts promptly at 9 AM. No adjustments may be made after 9 AM. At their interview, teams must turn in affidavits, resumes, Design Document (DD) and two videos as described in the technical standards. Teams should also be prepared to show proof of licensing for all software used. Late submissions will be docked 10% against all applicable judging criteria, and submissions will not be accepted after the designated competition setup time.

The technical committee will be responsible for developing the evaluation tools by which to objectively measure the competing team's performance. Judging criteria will be general in nature and will be done from the completed concept art/storyboard, demonstrated sample or prototype, any written and video submission, resumes, exam scores and interviews with the judges. Specific criteria may be based on the demonstration of competency in the elements of conceptualization, design, artwork, content creation, gameplay, or effective simulation, programming effectiveness, user-interface design, implementation, functionality, and performance on the target platform.

BREAK DOWN

Displays must remain in place until 2 PM or until judging is complete, whichever is later. Displays may be removed from the ballroom between 2 PM and 4 PM on April 1. Trash receptacles will be provided for breakdown. Any displays or items left after 4 PM will be discarded and may be subject to penalty.