Middle School Board Game Pilot Event

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
A. Up to five (5) minutes to set up the game and five (5) minutes to repack the game.
B. Up to ten (10) minutes for the demonstration/interview.

ATTIRE
TSA competition attire is required for this event.

PROCEDURE

PRE-CONFERENCES
A. 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.
B. Participants create a documentation portfolio to record the process.

PRELIMINARY ROUND
A. No more than two (2) team members report at the time and place stated in the conference program to submit the:
1. completed Board Game entry
2. documentation portfolio on a USB flash drive
B. Entries are evaluated by the judges with neither students nor advisors present based on the following criteria:
1. Judges score the Packaging and Board Game criteria to determine the top twenty-four (24) preliminary contestants, which will not be posted.
2. Judges score the Documentation Portfolio criteria of those top twenty-four contestants to determine the top twelve (12) semifinalist teams.
C. A list of twelve (12) semifinalist teams (in random order) is posted.

SEMIFINAL ROUND
A. Semifinalist teams report at the time and place stated in the conference program to sign up for a demonstration/interview.
B. Semifinalist teams report at the assigned time and place for the demonstration/interview.
C. Semifinalist teams may be represented by two (2) to three (3) members.
D. Semifinalist teams will set up the game and give a brief demonstration of the game.
E. Semifinalist teams answer questions about the documentation, the game's purpose, value, design, rules, and the development process.
F. Semifinalist teams repack the game.
G. Judges independently assess the entries.
H. The top ten (10) finalists are announced during the awards ceremony.
I. 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 these 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 package 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.
EVALUATION

PRELIMINARY ROUND

Tier 1
A. The packaging
B. The board game

Tier 2
C. The documentation portfolio

SEMIFINAL ROUND

A. The demonstration
B. The interview

Refer to the official rating form for more information.

CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the careers below:

- Product/packaging design
- Board game designer
- Electronic game designer
- Electronic game technician
- Technical writer

STEM INTEGRATION

This event has connections with the STEM (Science, Technology, Engineering, and Mathematics) educational standards.

LEADERSHIP AND 21ST CENTURY SKILLS DEVELOPMENT

This event provides opportunity for students to build and develop leadership and 21st century skills including but not limited to:

- Communication
- Collaboration/Social Skills
- Initiative
- Problem Solving/Risk Taking
- Critical Thinking
- Perseverance/Grit
- Creativity
- Relationship Building/Teamwork
- Dependability/Integrity
- Flexibility/Adaptability
## Middle School Board Game Evaluation Form

### TIER 1 – PACKAGING (30 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Appearance (X1)</td>
<td>Three (3) or more elements of the packaging look unfinished, are not aesthetically appealing, and are not retail ready.</td>
<td>One to two (1-2) elements of the packaging look unfinished, are not aesthetically appealing, and are not retail ready.</td>
<td>Packaging appearance is retail ready and aesthetically pleasing.</td>
</tr>
<tr>
<td>Functionality/Durability (X1)</td>
<td>Packaging is missing three (3) or more necessary components for game play, and/or one to five (1-5) necessary parts are not reusable or sturdy.</td>
<td>Packaging is missing one to two (1-2) necessary components for game play, and/or one to two (1-2) necessary parts are not reusable or sturdy.</td>
<td>Packaging is reusable and meets all needs for the game; construction of the packaging is complete and sturdy.</td>
</tr>
<tr>
<td>Incorporation of Rules (X1)</td>
<td>Rules of the game are not integrated as part of the packaging, and/or the rules are lacking in durability and quality.</td>
<td>Rules of the game are not fully integrated as part of the packaging design; rules are adequate in durability and quality.</td>
<td>Rules are an integrated part of the packaging and are of exceptional durability and quality.</td>
</tr>
</tbody>
</table>

| TIER 1 – PACKAGING SUBTOTAL (30 points) |

### TIER 1 – BOARD GAME (30 points)

<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Appearance (X1)</td>
<td>Three (3) or more elements of the game look unfinished; game is not aesthetically appealing or retail ready.</td>
<td>One to two (1-2) elements of the game look unfinished; game is adequately aesthetically appealing and retail ready.</td>
<td>Game looks finished, is aesthetically appealing, and is retail ready.</td>
</tr>
<tr>
<td>Functionality/Durability (X1)</td>
<td>Game is missing three (3) or more necessary components for game play, and/or one to five (1-5) necessary parts are not reusable or sturdy.</td>
<td>Game is missing one to two (1-2) necessary components for game play, and/or one to two (1-2) necessary parts are not reusable or sturdy.</td>
<td>Game has all necessary components for game play, and game pieces are all reusable and sturdy.</td>
</tr>
</tbody>
</table>
## Tier 1 - Board Game (30 points) - continued

| Board Game Quality (XI) | The overall quality of the board game appears to be completed with minimal effort, the game and materials lack quality. | The game shows great effort in quality, craftsmanship, and displays high skills of teamwork that has created a high quality game. | The game displays highest quality materials and craftsmanship; the game is excellent in quality and shows that the team focused on the appearance of the final product. |

## Tier 2 - Documentation Portfolio (70 points)

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Portfolio Components (XI)</strong></td>
<td>The overview and purpose of the game are unclear.</td>
<td>The overview and purpose of the game are generally clear.</td>
<td>The overview clearly explains the purpose of the game and how the game is played.</td>
</tr>
<tr>
<td><strong>Overview of the Game (XI)</strong></td>
<td>The intended audience and reasoning behind the game are not clear and/or are poorly supported.</td>
<td>The intended audience and reasoning behind the game are clear and generally supported.</td>
<td>The intended audience is clearly expressed and reasoning behind game play is well supported.</td>
</tr>
<tr>
<td><strong>Intended Audience (XI)</strong></td>
<td>The instructions for the game are not clear for the intended age range.</td>
<td>The instructions for the game are generally clear for the intended age range.</td>
<td>The instructions for the game are clearly understandable for the age range intended.</td>
</tr>
<tr>
<td><strong>Game Instructions (XI)</strong></td>
<td>The processes used to create the game are not clearly described and/or are missing four (4) or more aspects of the creation of the game</td>
<td>The description for the creation of the game and the aspects of the game creation are generally clear.</td>
<td>The processes used to create the game are clearly described and explain all aspects of the game creation.</td>
</tr>
<tr>
<td><strong>Description of Processes (XI)</strong></td>
<td>Four (4) or more engineered drawings for all parts, game boards, and packaging are missing and/or are of poor quality.</td>
<td>One to three (1-3) engineered drawings for all parts, game boards, and packaging are missing and/or are of adequate quality.</td>
<td>Complete cost breakdown for the game, including the quantity of the materials used, cost of the materials, and total cost of the project are present, complete, and clearly identified.</td>
</tr>
<tr>
<td><strong>Engineering Drawings (XI)</strong></td>
<td>Cost breakdown for the game is present and generally clear with minor information missing for the following categories: quantity of materials used, cost of materials, and/or total cost of the project.</td>
<td>Complete cost breakdown for the game, including the quantity of the materials used, cost of the materials, and total cost of the project are present, complete, and clearly identified.</td>
<td></td>
</tr>
</tbody>
</table>

## Tier 2 - Documentation Portfolio Subtotal (70 points)

Rules violations (a deduction of 20% of the total possible points for the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: ______________

## Preliminary Subtotal (130 points)
<table>
<thead>
<tr>
<th>CRITERIA</th>
<th>Minimal performance</th>
<th>Adequate performance</th>
<th>Exemplary performance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theme of Game and Age of the Audience</td>
<td>The theme of the game is not addressed and/or was unclear; the intended age range of the game is not addressed and the description of the audience was not appropriate.</td>
<td>The theme of the game is adequately addressed and the intended age range of the game is addressed but one to three (1-3) elements of the description did not match the audience.</td>
<td>The theme of the game is clearly expressed and easily interpreted; the age range of the intended audience is clearly addressed and the description of the audience matched the game.</td>
</tr>
<tr>
<td>Presentation of Rules and Demonstration of Game Play</td>
<td>Rules are confusing and difficult for the audience to understand; more than five (5) questions are asked in order to start the game play; game play is confusing and unorganized; how players win or lose is not addressed.</td>
<td>Rules are somewhat clear for the audience to understand; game play requires less than four (4) questions to clarify the rules; game play is somewhat confusing but organized; how players win or lose is somewhat addressed.</td>
<td>Rules are clearly explained and game play is easily started after presentation of rules, with no clarifying questions needed; various scenarios of the game are addressed and explained; how players win or lose is clearly explained.</td>
</tr>
<tr>
<td>Engagement and Participation</td>
<td>The team must be prompted to provide answers and information; a clear team leader dominates; the interview, while other team members are unresponsive.</td>
<td>Team members generally answer questions with responses of acceptable length and depth; most team members participate adequately in the interview and engage the judges when answering questions.</td>
<td>All team members contribute in the interview, while there may be a clear team leader, all members provide appropriate substantive material in the conversation; the team engages the judges in the interview, which becomes less of a question and answer session and more of a conversation about the topic and solution.</td>
</tr>
<tr>
<td>Articulation</td>
<td>Communication of the design process is unclear, unorganized, and/or illogical; leadership and/or 21st century skills are not evident.</td>
<td>Communication of the design process is somewhat logical and clear; leadership and/or 21st century skills are somewhat evident.</td>
<td>Communication of the design process is clear, concise, and logical; leadership and/or 21st century skills are clear and evident.</td>
</tr>
<tr>
<td>Game Set-Up</td>
<td>Total game set-up time is over five (5) minutes, and/or game set-up and/or take down is longer than five (5) minutes.</td>
<td>Total game set-up time is exactly (5) minutes, and/or game set-up and/or take down is exactly (5) minutes.</td>
<td>Total game set-up and total game take down are under five (5) minutes.</td>
</tr>
</tbody>
</table>

**SEMIFINAL DEMONSTRATION/INTERVIEW SUBTOTAL (50 points)**

Rules violations (a deduction of 20% of the total possible points in the semifinalist sections above) must be initiated by the evaluator, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: ________________

**SEMIFINAL SUBTOTAL (50 points)**

To arrive at the TOTAL score, add the PRELIMINARY SUBTOTAL and the SEMIFINAL SUBTOTAL. **TOTAL (180 points)**