

THE NEXT LEVEL

TECHNICAL



2020-21 CHALLENGE SEASON

THE NEXT LEVEL TECHNICAL



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Review this information before beginning work on your team's solution.



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Read this section thoroughly to make sure your team understands it.



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Review all of the elements that will be scored in your team's Video Presentation.



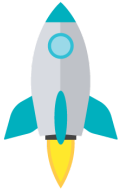
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Complete the required information in the online Tournament Data Form, found on the Resource Area of DestinationImagination.org.

GETTING STARTED

Approaching This Challenge



This Challenge can be solved on many levels, ranging from the simple to the complex.

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms “should” or “may.” If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road for the 2020-21 Challenge season.) Remember, if it doesn’t say you can’t, then you can.

Solving the Challenge



The information in the following materials is binding on all teams.

Teams must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at [DestinationImagination.org](https://www.destinationimagination.org)).

Health and Safety



Recommendations for the 2020-21 Challenge Season

Destination Imagination (DI) encourages your team to follow your area’s health guidelines and practice social distancing as you create and record your solution. In order to ensure your safety and the safety of others, DI recommends that your team finds ways to limit in-person meetings. These ways may include phone calls, email, virtual chats and messaging, and video conferencing, all with parental knowledge and access. Teams meeting virtually should be supervised by parents and/or Team Managers.

GETTING STARTED

To Enter



Create and submit a Video Presentation based on the Challenge requirements. Your team is also encouraged to submit an optional Q&A Video to explain important elements of your solution.

Team Budget



The total value of the materials used in your Video Presentation must not exceed **\$125US**. (See Rules of the Road.) Your team's budget does NOT include any software and/or devices used only to record or edit your team's video.

Time Limit



Your team's Video Presentation must be no longer than 5 minutes, measured from the start of the video. All Challenge elements must be presented within the 5-minute time limit. If your team's Video Presentation is longer, your team will not earn points for anything that is presented after the 5-minute mark.

Your team's optional Q&A Video must be no longer than 3 minutes, measured from the start of the video. If your team's Q&A Video is longer, Appraisers will not review anything that is presented after the 3-minute mark.

Tournament Data Form



Your team must explain elements of your Challenge solution on the Tournament Data Form found on the Resource Area of DestinationImagination.org. A version of the form can be found at the end of this Challenge for your reference. The check mark icon pinpoints the elements that will appear on the form. Your team is encouraged to focus on these elements in your optional Q&A Video.

I. CENTRAL CHALLENGE



A. Video Game

1. Create a Video Presentation in the style of a Video Game. For this Challenge, a Video Game is a cinematic representation of a virtual world in which one or more characters interact with the game environment.
2. Include an Adventurer in the Video Game. For this Challenge, an Adventurer is one or more characters that go on a quest to attain an Ultimate Prize.
3. For this Challenge, the Ultimate Prize is the main goal of the Video Game. The Ultimate Prize may be anything your team chooses.
4. The Adventurer must attain the Ultimate Prize by the end of the Video Presentation.
5. The Adventurer must have a Special Ability that is used in the Video Game. For this Challenge, a Special Ability is an action, skill, or power that helps the Adventurer.
6. Use Technical Methods to help portray the Special Ability. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, statistics, software engineering, or structural engineering. Other technical fields are also acceptable.
7. Your team may include more than one special ability, but only one Special Ability will be scored for **IV.A.3**, **IV.A.4**, and **IV.A.5**.
8. The Video Game may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.
9. Your team's Video Presentation may include physical and/or digital content.



B. Tool

1. Include 3 separate Quest Items that are revealed in the Video Game. For this Challenge, a Quest Item is any physical and/or digital object that is collected by interacting with the game environment.
2. Your team may decide which character(s) collect the Quest Items.
3. The Quest Items may be revealed and collected in any order or at the same time.
4. The Quest Items and the Special Ability (see Section I.A.5) must not be any part of one another.
5. In the Video Game, connect the 3 Quest Items to create a Tool. For this Challenge, a Tool is a single device that uses Technical Methods to help the Adventurer on the quest.
6. Your team may decide how and how much to connect the 3 Quest Items. However, if the Appraisers cannot tell how the 3 Quest Items are connected, your team may receive an Illegal Procedure deduction for IV.B.2 and IV.B.3.
7. The Tool and the Special Ability (see Section I.A.5) must not be any part of one another.



C. Technical Design and Innovation

1. Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Video Presentation to initiate, operate, and or produce the Tool and the portrayal of the Special Ability.
2. If the operation of the Tool and/or the portrayal of the Special Ability are not successful, your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team's score for Technical Design may be affected.
3. Design and create all parts of the Tool and the portrayal of the Special Ability using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team's changes and/or additions to those items.
4. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.



D. Portrayal of the Video Game

1. Use cinematic techniques to enhance your team's portrayal of the Video Game.
2. Cinematic techniques include, but are not limited to, aerial shots, camera angles, close-ups, cross cutting, deep focus, establishing shots, framing, point-of-view shots, tracking shots, etc.
3. Use artistic and/or theatrical techniques to enhance your team's portrayal of the Video Game.
4. Theatrical and/or artistic techniques include, but are not limited to, visual effects, sound effects, digital effects, dance, set pieces, props, costumes, makeup, music, etc.

II. TEAM CHOICE ELEMENTS

- A. Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, sound effects, music, technical gadgets, costumes, physical actions, etc.
- B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 5-minute Video Presentation.
- C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.
- E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Video Presentation.

III. SUBMISSION REQUIREMENTS

- A. **Performance Space:** Your team may use any space(s) to record your solution. Your team should be sure to use a space that allows for all elements of your solution to be clearly seen and/or heard in the Video Presentation. If an element of your solution cannot be clearly seen and/or heard, your team's scores may be affected.
- B. **Forms:** Your team will need to fill out the online Tournament Data Form, Expense Report, and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the Resource Area of DestinationImagination.org.
- C. **Video Presentation:** Your team may use any method(s) to record, edit, and/or combine segments to create your team's Video Presentation. Upload your team's Video Presentation to a YouTube account. Set the video's privacy to "unlisted." Submit the link in the appropriate blank in your team's online Prep Checklist, found in the Resource Area of DestinationImagination.org. The Team Manager may assist the team in uploading the Video Presentation. The YouTube account should be held by an adult.
- D. **Optional Q&A Video:** Your team may choose to submit a Q&A Video that explains important elements of your solution. (See Rules of the Road, Optional Team Challenge Q&A Video.) To submit, upload your team's Q&A Video to a YouTube account. Set the video's privacy to "unlisted." Submit the link in the appropriate blank in your team's online Prep Checklist, found in the Resource Area of DestinationImagination.org. The Team Manager may assist the team in uploading the Q&A Video. The YouTube account should be held by an adult. Your team's Q&A Video may include visual and/or auditory elements. For any elements you wish to explain in your Q&A Video, your team may use the following questions as a guide. You may choose to answer as many or as few of these questions as you like.
1. How did your team work together to create _____ ?
 2. What tools or methods did you use to create _____ ?
 3. What was the process you followed to create _____ ?
 4. What is something you learned while creating _____ ?
 5. What is something that may not be obvious about _____
that you want the Appraisers to know?
- E. **Instant Challenge:** Your team will solve one Instant Challenge in addition to submitting your Team Challenge solution. The Instant Challenge is kept confidential until it is released for your team to solve. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.) Your Instant Challenge may be completed virtually or in person, depending on the tournament. Contact your Regional, Affiliate, and/or Tournament Director for information about how Instant Challenge will be presented for your tournament.

IV. SCORING

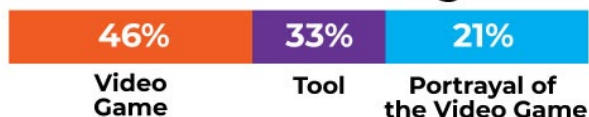
CENTRAL CHALLENGE: Up to 240

A. Video Game (See Section I.A.)		Up to 110
1.	Creativity of the Adventurer's quest to attain the Ultimate Prize This means there is novel development of the character(s) and quest.	Up to 20
2.	Clear and effective storytelling This means the Video Presentation has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.	Up to 20
3.	Theatrical effect of the use of the Adventurer's Special Ability This means that the Adventurer uses the Special Ability in the Video Game in a dramatic, interesting, and/or memorable way.	Up to 20
4.	Technical Design of the portrayal of the Adventurer's Special Ability This means how Technical Methods are used to enhance the depiction of the Special Ability. Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.	Up to 20
5.	Technical Innovation of the portrayal of the Adventurer's Special Ability This means how Technical Methods are used to enhance the depiction of the Special Ability. Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.	Up to 20
6.	The Adventurer attains the Ultimate Prize	0 or 10
B. Tool (See Section I.B.)		Up to 80
1.	Creativity of how the Quest Items are revealed during the Video Game	Up to 15
2.	Technical Design of the Tool This includes, but is not limited to, how each of the Quest Items contributes to the Technical Design of the Tool.	Up to 25
3.	Technical Innovation of the Tool This includes, but is not limited to, how each of the Quest Items contributes to the Technical Design of the Tool.	Up to 25
4.	Creative use of the Tool to help the Adventurer on the quest	Up to 15
C. Portrayal of the Video Game (See Section I.D.)		Up to 50
1.	Effective use of cinematic techniques to portray the Video Game	Up to 25
2.	Effective use of artistic and/or theatrical techniques to portray the Video Game	Up to 25

TEAM CHOICE ELEMENTS: Up to 60

D. Team Choice Element 1 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10
E. Team Choice Element 2 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10

Central Challenge



Putting It All Together





TOURNAMENT DATA FORM (1 OF 3)

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: EL ML SL UL

To our teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of DestinationImagination.org. The Team Manager must submit the Tournament Data Form on behalf of the team using the team’s words. The team members must craft the explanations.

PART 1: Required Forms

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of DestinationImagination.org unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

- PARTS 2, 3, and 4** of the Tournament Data Form. Part 4 helps your team reflect on how you experienced the creative process.
- Expense Report:** Be sure to upload copies of your receipts to accompany your Expense Report.
- Prep Checklist:** This includes safety information, a checklist of required elements, Declaration of Independence information, and spaces to provide links to your team’s Team Challenge Video Presentation and Q&A Video.
- Published Clarifications:** You need to be sure you are aware of the Published Clarifications for this Challenge available at DestinationImagination.org.

PART 2: Brief Description of Team Choice Elements

Team Choice Element 1: What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

Team Choice Element 2: What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?



TOURNAMENT DATA FORM (2 OF 3)

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: EL ML SL UL

PART 3: Brief Description of Central Challenge Elements

This Challenge asks your team to supply the following information to help the Appraisers evaluate your solution. **If applicable, your team is encouraged to include a timestamp to let the Appraisers know when each element first appears in your Video Presentation.**

1. Briefly describe your team's Video Game.

2. Identify your team's Adventurer. _____

3. What is the Ultimate Prize? _____

4. Briefly describe the Adventurer's Special Ability. How did your team use Technical Methods to portray the Adventurer's Special Ability?

5. Briefly describe how each of the 3 Quest Items are revealed in the Video Game.

6. Briefly describe the Tool. How are the 3 Quest Items connected to create the Tool? How does the Tool use Technical Methods? How does the Tool help the Adventurer on the quest?

7. Briefly describe how your team used cinematic techniques to enhance your team's portrayal of the Video Game.

8. Briefly describe how your team used artistic and/or theatrical techniques to enhance your team's portrayal of the Video Game.

THE NEXT LEVEL TECHNICAL



The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download in the [Resource Area](#).

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