

# Game On

Welcome to MADI Team Manager Boot Camp

I am your Affiliate Challenge Master for Challenge C, Game On!

Contact information:

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I can answer questions on site procedures at tournaments, and can talk about how appraisers will be trained in Massachusetts. We cannot, however, validate solutions or answer specific questions regarding challenge requirements. If we are asked a question we can't answer, we will recommend that your team write for a clarification (see pp 24-25 of the *Rules of the Road*).

Please be sure you have the full version of the challenge. It is 12 pages long. You also need *The Rules of the Road* for the current year. The challenge cannot be completed successfully without both. If you do not have them, see your school or town coordinator, or contact us.

## Some Things to Remember:

- READ THE CHALLENGE – all of it. Then, after you've read it, read it again and again and again .....
- Make sure the team reads the challenge. Stop on occasion during the season to re-read the challenge to make sure that the team has not missed anything and/or to make sure that they are not headed in the wrong direction.
- Your team is responsible for knowing about any published clarifications. These are binding on all teams, and supersede the rules in the challenge. All tournaments will abide by the published clarifications. Go to [www.idodi.org](http://www.idodi.org) and click on the 'Clarifications' link under the 'Challenge Program' header on the upper right.
- **Read and understand *Rules of the Road* pages 21-23 under *safety*. If a team breaks any of the rules listed in this section, they may not be allowed to present. If anything the team brings is deemed to be unsafe based on these rules, the team will not be allowed to use it. Period. It is important that they know these rules!** You should also make sure you read the section on expenses (pp 18-19). You will also find the non-challenge specific paperwork the team needs to fill out in the RoR.

## Published Clarifications

As of now, Challenge C has one Published Clarifications! **Please remember that you must continue to check [www.idodi.org](http://www.idodi.org) as listed above to see if any Published Clarifications are added.** Your team is responsible for knowing about any published clarifications.

### Published Clarification #1

In the Challenge, Section I.C.3 should read: "One or more team members must be a physical part of the Game Gizmo. Only operating, holding, and/or interacting with the Game Gizmo do not meet this requirement. If a team member is not a physical part of the Game Gizmo, your team's score for IV.B.1 may be affected."

*This adds to I.C.3: Only operating, holding, and/or interacting with the Game Gizmo do not meet this requirement.*

## Intent of the Challenge

- The team is to create an **eight-minute** presentation with a budget of **\$150**, which will include:
  - A real Game that the team researches
  - A Story that integrates research of the team-selected Game and is presented through 2 Points of View
  - A Game Gizmo
  - A Container that goes through a transformation
  - A Technical Element (the team will choose either the Game Gizmo or the Container)
  - Two Team Choice Elements

## The Game

- The team will select a real Game from any time period and research its history, design, and use.
- **Game:** For the purposes of this challenge, a Game is an organized activity that has specific rules, involves skill and/or chance, and is played by one or more participants.
- A Game can be played in a physical, electronic, and/or digital format.
- The team should research all elements of the team-selected Game. Common game elements include, but are not limited to, components, rules, procedures, boundaries, visual design, and sound design.
- The team should use good judgment when selecting your Game to ensure your solution is appropriate for all audiences. (See Rules of the Road, Conduct and Concerns at Tournaments.)

## The Story

- The team will create and present a story that integrates research of the team-selected Game.
- They will present the story through 2 Points of View.
  - **Point of View:** For this Challenge, a Point of View is the perspective from which the story is told and/or how the Game is viewed by a person, place, or thing.
  - More than 2 points of view may be presented. However, only 2 Points of View will earn points for IV.A.3.
- The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.
- **Scoring**
  - *Creativity of the Story*
    - A story is more creative when there is novel development of the storyline and characters.
  - *Creative Integration of Game Research*
    - This includes how the history, design, and use of the team-selected Game are important to the story.
  - *Effective Portrayal of 2 Points of View*
    - Remember that the team may include more than 2 Points of View; *however only the two listed on the Tournament Data Form will earn points for this scoring element.*
  - *Clear and Effective Storytelling*
    - This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.
  - Describe your story, including a description of your 2 Point of View on the Tournament Data Form – **be specific and concise!**
  - Describe what research about the team-selected Game is included in the presentation AND how the research is integrated into the presentation on the Tournament Data Form – **be specific and concise**

## Game Gizmo

- The team will Design and create a Game Gizmo and integrate it into the Presentation.
- **Game Gizmo:** For the purposes of this Challenge, a Game Gizmo is a theatrical representation of a game component and its use in the team-selected Game.
- The use of the Game Gizmo must cause one or more actions or events to occur during the Presentation.
  - Your team may decide how often to use the Game Gizmo and what happens after it is used.
- One or more team members must be a physical part of the Game Gizmo.
  - If a team member is not a physical part of the Game Gizmo, your team's score for Effective Portrayal of the Game Gizmo may be affected.
  - **Remember the published clarification:** Only operating, holding, and/or interacting with the Game Gizmo do not meet this requirement.
- The Game Gizmo is one of two options for your team's Technical Element.

- **Scoring**
  - *Effective portrayal of the Game Gizmo*
    - This means how well the team member(s) theatrically represent the game component and its use.
    - Again, *one or more team members must be a part of the Game Gizmo*. If not, this score could be affected.
  - *Integration of the Game Gizmo into the Story*
    - This includes how the Game Gizmo causes one or more actions or events to occur.
  - Describe the following on the Tournament Data Form – **be specific and concise!**
    - Describe the Game Gizmo
    - How one or more team members are a physical part of the Game Gizmo
    - What action(s) or event(s) the Game Gizmo causes to occur

## The Container

- The team will design and create a Container that goes through a transformation during the Presentation.
- The team must integrate the Container and its transformation into the Presentation.
- **Container:** For the purposes of this Challenge, a Container is a three-dimensional object that encloses all items used in the team's Presentation.
- **Transformation:** For the purposes of this Challenge, a transformation is any visible change in the appearance of the Container.
- When time begins, all items used in your team's Presentation must be inside the Container.
  - The exception is decorations that are affixed to the outside of the Container.
    - Decorations affixed to the outside of the Container may contribute to the Presentation, as long as they are not intentionally separated from the Container at any point during the Presentation.
  - Your team may receive an Illegal Procedure deduction if you use items during the Presentation that were not inside the Container when time began.
  - The Team Identification Sign may be outside of the Container when time begins.
- Team members and the Container:
  - Team members may be either inside or outside of the Container when time begins.
  - Items your team members are wearing outside of the Container before time begins, with the exception of hairstyles, makeup, and shoes or foot coverings, cannot contribute to your team's solution in any way.
- The shape of the Container may contribute to the Presentation.
- Your team may move and/or unpack the Container at any time after the Presentation time begins.
- The Container must fit through the opening of a standard doorway (approximately 30in x 76in (0.76m x 1.93m).
  - Your team should check with the Tournament Director to determine the sizes of the doorways at the Presentation Site. (See Rules of the Road, Moving Scenery and Props.)
- In the Prep Area, your team should be able to show all elements of your Presentation to the Prep Area Appraiser.
- The Container is one of two options for your team's Technical Element.
- **Scoring**
  - *Integration of the Container into the Story*
    - This means This means that the Container and its transformation are important to the story.
  - *Creative transformation of the Container*
    - This means how creatively the Container transforms into something different from its original form.
    - Describe the method(s) used to transform the Container AND how it visibly changes on appearance on the Tournament Data Form – **be specific and concise!**

## Technical Element

- The team will choose either the Container or the Game Gizmo as the Technical Element.
- The Technical Element must use Technical Methods to accomplish a task during the presentation.
- **Technical Methods:** For the purposes of this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics or structural engineering. Other technical fields are also acceptable.

- Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to complete the Technical Element’s task.
- If the Technical Element’s task is not completed, 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.
- The team will design and build all parts of the Technical Element 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.*
- 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.
- **Scoring**
  - *Technical Design of the Technical Element*
    - *Technical Design:* The result of a plan for carrying out or accomplishing a task. A well-designed device shows careful planning and is effective, efficient, and reliable.
  - *Technical Innovation of the Technical Element*
    - *Technical Innovation:* This includes how new, unique, original, or creative way the methods are for carrying out or accomplishing a task.
  - Remember: Your team may incorporate commercially produced items, but for scoring, *Appraisers will only consider your team’s changes and/or additions to those items.*
  - Remember: 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.
  - Describe on the Tournament Data Form:
    - What is your Technical Element – teams must choose ONE, either the Game Gizmo or the Container.
    - The Technical Element’s task.
    - The Technical Methods used to complete the task.
    - **Be specific and concise!**

## Team Choice Elements

- There are two team choice elements.
- The Team Choice Elements are meant to show off the team’s interests, skills, areas of strength, and talents. The team may create anything it wishes for Team Choice Elements, including props, music, technical gadgets, costumes, physical actions, etc.
- Items that are being scored in the Central Challenge and the Team Identification Sign **cannot** be used as team choice elements. Anything else can (including a single unique PART of a required item) as long as it can be evaluated separately as a ‘stand-alone item’.
- Both Team Choice Elements may be presented at the same time **ONLY IF** both can be easily identified and scored separately.
- The Team Choice Elements must be presented during the 8-minute presentation to be scored.
- The challenge specifically states that “each *Team Choice Element* should have a meaningful connection to the team’s *Central Challenge* solution”. Appraisers will be trained to consider this when determining the score for integration of the Team Choice Element.
- Each Team Choice Element will be evaluated for *the Creativity and Originality of the Team Choice Element*, for *the Quality, Workmanship, or Effort that is evident*, and for *Integration into the Presentation*.
- Describe the Team Choice Elements on the Tournament Data Form – **be specific and concise!**

Have a wonderful rest of the season, and remember that a team’s solution is not complete until the last time they present it! Breathing is good!