



TECHNOLOGICAL SKILLS CHALLENGES

EXPLORE
YOUR **INTERESTS.**

DISCOVER
YOUR **FUTURE.**

CREATE
YOUR **CAREER.**

2026 DSBN REGIONAL TV & VIDEO PRODUCTION TEAM SKILLS CHALLENGE SECONDARY LEVEL SCOPE

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PURPOSE OF THE CONTEST: To evaluate proficiency in the Television and Video communication fields.

EVENT DETAILS

Date: Wednesday March 4, 2026

Time: 8:00am - 2:00pm

Location: Niagara College – Welland Campus

Number of Competitors allowed: 30 teams max

ENTRY: Please connect with a teacher advisor at your school to complete your registration for this competition to be eligible to participate.

AGENDA: There will be a ½ hour orientation for this contest. Students will have the opportunity to ask questions of the Technical Chairs, and the secret theme shall be revealed!

ASSIGNMENT:

Produce a video with a length of 1:30 to 1:45 video that is based on a particular subject to be given on the day of the competition. There is a secret twist regarding the subject matter to be revealed!

*All aspects of this production assignment must be done on-site by the contestants.

SKILLS AND KNOWLEDGE TO BE TESTED: (PRACTICAL 100%)

<ul style="list-style-type: none">- Production Planning and Design- Camera Work- Audio Use- Editing	<ul style="list-style-type: none">- Story Telling- Teamwork- Time Management- Problem Solving
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PRODUCTION BRIEF:

Complete a Google Doc Production Brief stating the following:

- Target Audience
- Goals and Objectives
- Approach
- Equipment Used
- Innovative Solutions to Problems
- **Proof of Copyright clearance of music used**

SUBMISSION PROCEDURE

- Name your final video as BadgeID#1 _ BadgeID#2 .MP4 (Example: 023_024.MP4)
- EXPORT in H.264 16:9 aspect ratio.
- Submit your final Google Doc production brief as well.
- Competitors will be provided with a shared google drive to submit their final video.
- Be sure that the music is copyright free or proof of copyright clearance is provided in this submission folder.

SAFETY REQUIREMENTS: Competitors are required to follow all industry safety standards during the competition.

EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

Equipment Supplied by the Competitor:

- **One** computer (per pair) with video editing software. Must be able to export a 1080p H.264 file (mov/m4v/mp4). Up to two displays may be used. Bring a back-up device if desired. No back up devices or monitors will be available/ provided
- Computers can be laptops or desktops. We suggest the following or similar at minimum: MacBook Air, MacBook Pro, or iMac with 2.0ghz i5 processor, 8gb RAM, 256gb+ SSD. You are responsible for any software you wish to use, as well as any required accessories (power adapter, keyboard, mouse, monitor, etc.).
- Video cameras (maximum of two, video/DSLR/mirrorless/mobile device)
- No Drones allowed.
- Lenses (no limit on number of lenses)
- Batteries and chargers (for camera, audio devices, etc...).
- Microphones and audio recording devices (shotgun, boom, lav, handheld, wireless, external audio recorder, desktop usb mic, etc...)
- Headphones
- Memory cards free of previously recorded material and means of transferring footage to the

computer (card reader, USB cable etc...)

- Tripods, monopods, handheld stabilizers (no rails, jibs, or sliders)
- **Only camera mounted lighting gear.**
- **Copyright cleared music – description of source and clearance to be included in the production brief.**

No other equipment including lighting gear, audio mixers or special lenses (tilt shift) are acceptable. Teams can bring backup equipment in case of malfunctions. All backup equipment must only be used in emergency situations and left with the Technical Committee Chair at all times during the competition. **All equipment should be labeled.**

- Only music/sound effects from the provided copyright-cleared music library shall be used.
- **Only props found on-site are to be used during the competition.**
- No footage captured prior to the competition is allowed to be used.
- Coaches are not to help, supply props or appear in their team's video.
- There are no restrictions on the use of the editing software including effects, generators, titles, colour correction, plugins, templates, etc.
- Completed videos must be within +/- 2 seconds of the specified length. If length is more than +/- 2 seconds, the video will not be judged. **Length: 1:30 to 1:45.**
- Competitors must submit final videos via GOOGLE DRIVE by the end of the competition.
- Final videos must be named using the naming convention provided in the project brief.

Books, notes, materials, and assisting devices are not permitted unless listed above.

REQUIRED PRIOR KNOWLEDGE:

Basic Camera knowledge for Filming and Software knowledge for Editing

How to Export to an appropriate video file size for submission

CLOTHING REQUIREMENTS:

Casual business attire with DSBN Technology shirt

JUDGING CRITERIA: (TOTAL: /100)

Criteria	Criteria Description	Points
Pre-Production	Target Audience, Goals and Objectives, Approach for Content, Equipment Used, Innovative Solutions to Problems (<i>Pre-production Organizer will be supplied</i>)	5
Camera Work	Composition and technical operation	15
Audio	Clarity, consistency, appropriate use, overall mix	15
Editing	Flow, pace, transitions, effects, graphics, colour correction	15
Storytelling	Evidence of planning: introduction and closing, fulfills goals and objectives, coherency, effective writing and/or information appropriate to the subject matter	25
Approach	Style/genre; the effective combining of imagery, sound, and graphics	15
Overall Impact	Cohesiveness, impression, emotion, creativity	15
TOTAL:		100

As the rules state, there are no ties. If the score is tied after the contest, the Storytelling Component will be used as the tiebreaker.

Infractions of the contest scope, project outline(s), and/or rules, etc, will result in appropriate mark deduction(s) at the discretion of the Tech Chair(s)/ Judge(s). Infractions of these do not result in an automatic mark of zero (0) or disqualification, unless already stated in the scope. Mark deduction(s) are at the discretion of the Tech Chair(s)/ Judge(s). Any possibilities of disqualification will be reviewed by the Tech Chair(s) and Director of Competitions.

TEACHER'S ROLE: Instructors are expected to acquaint their student participants with all of the enclosed guidelines. Teachers may accompany their students or visit any time during the competition but may not assist the competitors during the challenge.

**** Each competitor will be given a number by their coordinator upon registration at the location and will be judged anonymously during the competition.**