

**2024 INDIANA SkillsUSA CHAMPIONSHIPS**  
**SKILL OR LEADERSHIP AREA: WEB DESIGN**

**CONTEST LOCATION:**

Indiana State Fairgrounds- West Pavilion  
1202 E. 38<sup>th</sup> St.  
Indianapolis, IN 46205

**DATE:** April 20, 2024

**TIME:** 6:00 am- concession opens  
7:30 am- latest to arrive at West Pavilion  
7:45 am- be in contest area  
8:00 am- Contests begins

**PURPOSE:**

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of Web Design and Development.

**First, Refer to General Regulations, *SkillsUSA Championships Technical Standards***

**CLOTHING REQUIREMENTS:**

**For men:** White dress shirt or white polo shirt or school SkillsUSA Polo with black dress slacks, black socks and black leather shoes.

**For women:** White dress blouse or white polo shirt or school SkillsUSA Polo with black dress slacks or skirt, black socks or black or clear seamless hose and black leather shoes.

**\*AWARDS CEREMONY DRESS CODE\***

***A Dress Code will be enforced during the Awards Ceremony. To accept an award "on-stage", the student must wear the "Official SkillsUSA Uniform", State T-Shirt or the competition attire. NO SHORTS OR HATS!!***

***EACH COMPETITORS MUST PROVIDE A 1 PAGE RESUME' AT THE BEGINNING OF THE CONTEST, THERE IS A 10 PT. DEDUCTION IF ONE IS NOT TURNED IN AT THIS TIME.***

**EQUIPMENT AND MATERIALS**

**No computer equipment will be provided by the state technical committee. Laptops must be provided by students with Notepad++** Additional items supplied by the state technical committee: supplies and equipment lists will be reviewed and updated periodically and posted on the SkillsUSA Indiana website.

**Supplied by the Technical Committee:**

- All other support or test equipment not specifically required for the contestant to furnish.

**Supplied by Contestant:**

- Laptop computer with a USB port to allow for easy file transfers.
- Laptop computer- with NOTEPAD++- must be preloaded with a plain text (ASCII) editor, multiple browsers, and graphic software to be used by the student. Contestants must bring proof of software license (No software will be supplied by the technical committee). Use of code generating software like Dreamweaver is forbidden. No pre-written code may be used during the competition. This includes, but is not limited to, frameworks like Bootstrap, Tailwind, Foundation, ReactJS, AngularJS, and libraries like JQuery.
- Power Strip
- Sketch paper for storyboards and wireframes
- Drawing Pencils
- Colored Pencils or Markers
- Optional: A hub or switch with straight through cabling to create a peer-to-peer network between the teams 2 computers.

**SCOPE OF THE CONTEST**

The contest will consist of three parts: a team-based website design and development practicum, an individual contestant written exam, and an assessment of professionalism.

The contest will focus on areas such as layout, wireframe and story board and design, website accessibility issues as outlined in the current Web Content Accessibility Guidelines (more information at <http://www.w3.org/WAI/intro/> ). There will be emphasis on mobile responsiveness, creative aspects, CSS, HTML5 coding and client-side scripting.

**Web Design and Development Practicum:**

The purpose of practicum is to test each team's ability to work cooperatively to design and develop a website based upon a set of requirements for a hypothetical or existing company or organization.

**Written Assessment:**

Online prior to conference, open window March 13-March 31, must be proctored.

**Professionalism:**

The purpose of the Professional Assessment portion of the Web Design Contest is to assess each contestant's "soft skills" and skill sets desired by potential employers: the ability to communicate with others, working cooperatively in a team environment, resolving conflicts, confronting ethical dilemmas, and managing time in an effective manner.

**Frequently Asked Questions**

## SkillsUSA FAQ's

*Q.* Will there be a need for Internet access? And if so, how will it be provided?

*A.* Internet access will not be provided during the contest. Contestants found logging into the Internet, texting or talking on cellphones during the contest will be disqualified. Cellphones cannot be used during the contest. All cellphones must remain pocketed and powered OFF.

*Q.* Do we need to make any web hosting arrangements or provide a Web server?

*A.* No. Server-side functionality will not be provided or needed for this year's contest. Each team's website will be evaluated as it displays and functions within a variety of browsers. Each team must deliver their entire website project on thumb drive for judging. Thumb drives and team-provided equipment must be virus scanned before use. If a virus is transmitted to a judge's computer, the team will be disqualified.

*Q.* Can we bring reference material for use during the contest?

*A.* No.

*Q.* What reference material will be provided during the contest?

*A.* None. This contest is to test your skills.

*Q.* Are students allowed to bring stock photos or will necessary photos be furnished?

*A.* No. All graphics and artwork will be provided to the teams on thumb drives the day of the contest. If desired, teams may create graphics during the competition.

*Q.* Are we allowed to bring a printer?

*A.* No.

*Q.* We set a certain level of security on our file sharing – will you need access to our shares?

*A.* No.

*Q.* What are the requirements for the work resume format. Should it be traditional paper resume or designer's e-portfolio. Please, specify the formats.

*A.* SkillsUSA only specifies a one-page resume.

*Q.* Are contestants restricted to using only HTML and CSS, or can Frontpage/Expression and Dreamweaver software be used?

*A.* Teams may use whatever editor they want, provided the software does not generate any code automatically, and provided that they bring proof of software license. If graphical development software is used, the result must be viewable and editable source code. Production sites cannot be 100% Flash or Shockwave. Use of code generating software like Dreamweaver and FrontPage/Expression are forbidden. Use of pre-written code libraries like JQuery are not allowed. Use of frameworks like Bootstrap, Tailwind, Foundation, ReactJS, and AngularJS are not allowed.

*Q.* Are contestants required to supply their own Web hosting / Web server?

*A.* No.

*Q.* Do we need to bring a Web server with us to the conference?

*A.* No. It will not be allowed.

*Q.* Will SkillsUSA verify that there is no Web page content already on each team's computers?

*A.* Absolutely.

*Q.* Do the students need to be working on a non-profit site before the contest, or will they have to start a site from scratch during the contest?

*A.* Each team must develop a website from scratch during the contest. Any team found to be using previously developed content for the contest will be disqualified. This includes *JavaScript libraries and jQuery*.

*Q.* Will participants be able to do any work in Illustrator or Photoshop?

*A.* Teams may use whatever graphics authoring tools they want, provided that they bring proof of software license.

*Q.* We are confused about the use of a wireframe and a storyboard. What is a wireframe? What do we have to put on the storyboard?

*A.* In industry, storyboards are typically used as low-tech methods during initial website design to capture ideas about site navigation. A storyboard is a chart that shows the relationship between all the pages on a site. Wireframes sketch the layout of a single page. A site should have at least one wireframe for each different page layout used within the site. Some wireframes may be used for only one page while others may be used by multiple pages.

*Q.* Can laptops be used instead of desktop computers?

*A.* Considering workspace limitations, laptops are preferable. Each team may have up to 2 computers in their station.

*Q.* Can we bring a test laptop (e.g.: a PowerBook or a Linux laptop.)?

*A.* Each team may have up to 2 computers in their station. Power strips are also required. The room in which we will meet has no computer equipment in it. Contestants must provide their own equipment.

*Q.* What is the time allowed to produce the challenges? (Limitations on who can work when?)

*A.* The contest will be 4 to 5 hours, the exact schedule is TBD.

*Q.* I know it is outlined in the PDF, but for clarification, are contestants required to bring their own computers?

*A.* That is correct, contestants must bring their own computers, preferably laptops. A maximum of 2 computers per team will be allowed.