



## 2026 INDIANA SkillsUSA CHAMPIONSHIPS TASK & MATERIALS LIST

SKILL OR LEADERSHIP AREA: INTERACTIVE APPLICATION & VIDEO GAME DEVELOPMENT

### CONTEST LOCATION:

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

**DATE:** Saturday April 11, 2026

**TIME:** 7:30 am at West Pavilion

7:45 am must be at contest area

8:00 am contest begins

### PURPOSE:

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of interactive application and video game creation.

### CLOTHING REQUIREMENTS:

*NO SCHOOL LOGO OR AFFILIATION ON ANY CLOTHING, MUST BE COVERED*

#### FOR MEN:

White polo shirt, black dress pants, black socks and Black leather shoes – No logos, solid black, Black accessories

#### FOR WOMEN:

White polo shirt, black dress skirt (knee-length) or black dress slacks, black socks or black or skin-tone seamless hose and black leather dress shoes.

**\*\*\*NO CELLPHONES IN CONTEST AREA**

**ALL CONTESTANTS (BOTH TEAM MEMBERS) MUST BRING A 1 PAGE RESUME TO BE TURNED IN AT THE BEGINNING OF THE CONTEST. A 10 POINT DEDUCTION WILL BE PLACED PER TEAM IF THEY ARE NOT TURNED IN AT THIS TIME.**

### **\*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!!!*

### EQUIPMENT AND MATERIALS:

#### TECHNICAL COMMITTEE WILL SUPPLY:

- 1- 6' table per team; 2- chairs per team
- 1- 110V electrical outlet
- No internet access will be provided.

#### CONTESTANTS WILL SUPPLY:

- 1 PAGE RESUME FOR EACH TEAM MEMBER
- See Technical Standards and Follow "#2- Supplied by contestants from a-j" \*\*make sure you bring a workstation that this program will run on.

**SCOPE OF CONTEST:**

The contest is a two-person team event that tests technical knowledge and production skills, including creative problem solving, artistic design and technical programming.

- Written test online during testing period open from March 13-27, 2026
- Teams must produce an original prototype or sample of an interactive multimedia application or video game with at least one level and 10 minutes of interactive content. It must be created during the school year immediately preceding the contest deadline. Their production should include the sample or prototype itself and other submissions described in Section 2 above. Résumés should include the skills gained from the experience developing the contest submission, the amount of time invested, and the professional and academic relevance to the contestant's career ambitions.

Revised 3/26