

## OVERVIEW

Applying leadership and 21<sup>st</sup> century skills, participants design and produce a comic book as well as a documentation portfolio containing thumbnails, pencil drawings, inks, color, and cover artwork.

## ELIGIBILITY

Open to middle school and high school chapters. Ten (10) teams of one to six (1-6) members per chapter may participate.

## ATTIRE

TSA competition attire is required.

## PROCEDURE

### PRE-CONFERENCE

- A. Participants access the annual design challenge on the OKTSA website under "Competitive Events>Comic Book Design
- B. Participants concentrate their effort on researching writing and illustrating comic books and graphic novels.
- C. Participants develop a high-quality comic book with illustrations and supporting documentation.
- D. Participants record the design process in a documentation portfolio.

### PRELIMINARY ROUND

- A. No more than two (2) team representatives report to the time and place stated in the conference program to check in:
  1. The comic book
  2. The documentation portfolio
- B. Entries are reviewed by judges with neither students nor advisors present.
  1. Judges score the Comic Book criteria to determine the top twenty-four (24) preliminary contestants, which will not be posted.
  2. Judges score the Documentation criteria of those top twenty-four (24) contestants to determine the top twelve (12) semifinalist teams.
- C. A list of twelve (12) semifinalist teams (in random order) is posted

### SEMIFINAL ROUND

- A. Participants report to the event area at the time and place stated in the conference program to sign up for a presentation/interview time.

- B. No more than two (2) representatives report at the assigned time and place for the presentation/interview.
- C. Judges score the presentation/interview criteria.
- D. Ten (10) finalists are announced during the conference award ceremony.

Refer to the official rating form for more information.

## REGULATIONS AND REQUIREMENTS

Students will work to develop their leadership and 21<sup>st</sup> century skills in the process of preparing for and participating in this Oklahoma TSA competitive event. The development and application of those skills must be evident in their submission, demonstration, and/or communication pertaining to the entry.

### PRE-CONFERENCE

- A. The Comic Book
  1. The Comic Book must not exceed ten (10) one-sided pages, excluding the cover, and including the splash page.
    - a. Cover Page: May include the name of the author(s) and illustrator(s) as well as illustrations. This page does not count towards the maximum ten (10) one-sided pages.
    - b. Splash Page: A full-page illustration which opens and introduces a story. The purpose is to capture the reader's attention and can be used to establish time, place, and mood. This page will be the first page of the comic after the cover and is included in the maximum ten (10) one-sided pages.
    - c. Page numbers should be provided at the bottom of each page.
  2. If narrative or illustrations appear in the comic book and they are not authored by one of the team members, the team will be disqualified.
  3. Copyright material is NOT PERMITTED.
  4. All illustrations MUST be original, freehand, and/or computer-generated drawings made by the team member(s).
  5. All computer-generated work MUST be developed from primitive lines and shapes and be the sole work of the team member(s).
  6. Templates, previously existing drawings, characters, background, etc. are NOT PERMITTED.
- B. The Documentation Portfolio
  1. The documentation portfolio is required and must be secured in a clear front report cover with the following single-sided, 8½ x 11 pages, in the following order.
    - a. Title page with the title of the comic book, the event title, the conference state, the

- year, and the team ID number; one (1) page
- b. Table of contents; pages as needed
- c. Purpose: An explanation of the storyline and the concept for the comic book; one (1) page
- d. Plan of Work Log (see Forms Appendix on the [TSA website](#)) that describes the development of the narrative and illustrations for the comic book; pages as needed
- e. Research summary: A written summary of the research, writing strategies, problems encountered, and solutions developed in the writing and illustrating of the comic book; one (1) page
- f. Artwork
  - i. Medium: Artwork can be digitally or hand drawn.
  - ii. Thumbnails: Rough thumbnail sketches showing brainstorming of the overall storyline.
  - iii. Pencils: Base drawings that determine the overall look of the comic. Pencil drawings must show the whole story. Consider the proper placement of dialog balloons.
  - iv. Inks: The final line art of the comic which demonstrates choices of which lines from the initial pencil sketches are necessary for the finished images, correcting earlier problems in the penciling phase. These drawings should show techniques used to affect light and shadow in a composition.
  - v. Color: Final colored artwork. Colors should not compete with the line art, but complement or enhance it.
  - vi. Letters: Insertion of dialogue balloons/boxes into the panels of the comic.
- g. A list of tools, software (if any), and techniques used in the creation of the comic book and illustrations; one (1) page
- h. References/research sources; one (1) page.

## PRELIMINARY ROUND

- A. No more than two (2) team representatives drop off the comic book and documentation portfolio at the time and place stated in the conference program. **NOTE: The documentation portfolio and comic book must be submitted together, in order for the entry to be judged.**

## EVALUATION

### PRELIMINARY ROUND

#### Tier 1

- A. The physical comic book

#### Tier 2

- B. The documentation portfolio

### SEMIFINAL ROUND

- A. The presentation/interview

## STEM INTEGRATION

This event aligns with the STEM (Science, Technology, Engineering, and Mathematics) educational standards.

## LEADERSHIP AND 21<sup>ST</sup> CENTURY SKILLS DEVELOPMENT

This event provides opportunity for students to build and develop leadership and 21<sup>st</sup> century skills including but not limited to:

- Communication
- Collaboration/Social Skills
- Initiative
- Problem Solving/Risk Taking
- Critical Thinking
- Perseverance/Grit
- Creativity
- Relationship Building/Teamwork
- Dependability/Integrity
- Flexibility/Adaptability

## CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the careers below:

- Writer
- Illustrator
- Editor
- Publisher
- Graphic artist

Participant/Team ID# \_\_\_\_\_

# COMIC BOOK DESIGN

## 2022 OFFICIAL RATING FORM

### MIDDLE & HIGH SCHOOL

Judges: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline in the rating form, record the scores earned for the event criteria in the column spaces to the right. The X1 or X2 notation in the criteria column is a multiplier factor for determining the points earned. (Example: an “adequate” score of 7 for an X1 criterion = 7 points; and “adequate” score of 7 for an X2 criterion = 14 points.)

#### Go/No Go Specifications

- Before judging the entry, ensure that the items below are present; indicate presence with a check mark in the box.
- If an item is missing, leave the box next to the item blank and place a check mark in the box labeled ENTRY NOT EVALUATED.
- If a check mark is placed in the ENTRY NOT EVALUATED box, the entry is not to be judged.

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- Documentation portfolio is present
  - Comic Book is present
  - ENTRY NOT EVALUATED

TIER 1 – COMIC BOOK (120 points)				Record scores in the column spaces below
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 9-10 points	
<b>Cover Page (X3)</b>	A full-color copy of the cover is not provided. Cover does not give the reader an idea of what the story is.	A full-color copy of the cover is provided. Cover serves as a “tease” to draw readers to the story.	A full-color copy of the cover is provided. Cover serves as a “tease” to draw readers to the story. Cover provides the reader information about the story without revealing details.	
<b>Splash Page (X3)</b>	The comic book may not include a splash page with a full-page illustration, or the illustration is incomplete, does not capture the reader's attention, or establish time, place, and mood for the story.	The comic book includes a splash page with a full-page illustration without any boxes, kicking off the story. Illustration is clear and captures the reader's attention, and establish time, place, and mood for the story.	The comic book includes an engaging splash page with a full-page illustration without any boxes, kicking off the story. Illustration is clear and captures the reader's attention, and establishes time, place, and mood for the story.	
<b>Illustrations (X3)</b>	Artisanship of the illustrations reflects little technical skill.	Artisanship of the illustrations reflects good technical skill.	Artisanship of illustrations is excellent, reflecting sophisticated technical skills.	

**TIER 1 – COMIC BOOK (120 POINTS) - continued**

<b>Book Construction and Concept (X3)</b>	Book construction demonstrates little or no creativity or innovation; minimal consideration is given to basic design principles and book construction; book is poorly constructed or is not bound.	Construction of the book is of good quality and demonstrates some degree of creativity and innovation and an understanding of basic design principles; adequate choice of materials was used in its construction.	Book is design with attention to detail; construction is of high quality and demonstrates a thorough understanding of design principles; an excellent choice of materials was used in the construction of the book.	
<b>TIER 1 – COMIC BOOK SUBTOTAL (120 POINTS)</b>				

**TIER 2 – DOCUMENTATION PORTFOLIO (120 Points)**

CRITERIA	Minimal performance	Adequate performance	Exemplary performance	Record scores in the column spaces below
	1-4 points	5-8 points	9-10 points	
<b>Portfolio Components (X1)</b>	Portfolio is unorganized and/or is missing three (3) or more components.	Portfolio is missing one (1) or two (2) components and/or is loosely organized.	Portfolio has all required components and is well organized.	
<b>Purpose of Story (X1)</b>	A description/explanation is provided of the story and the concept for the comic. The story's intent, storyline, and theme are poorly explained, and/or the intended audience is not identified.	A description/explanation is provided of the story and the concept for the comic. The story's intent, storyline, theme, and intended audience are adequately explained.	A description/explanation is provided of the story and the concept for the comic. Comic book's intent, storyline, theme, and intended audience are complete and well explained.	
<b>Plan of Work Log (X1)</b>	The Plan of Work log lacks major elements of documentation.	The Plan of Work log is somewhat complete and generally reflects the time and work necessary for the project.	The Plan of Work log completely and accurately reflects the time and work necessary for the project.	
<b>Artwork: Thumbnails (X1)</b>	Rough thumbnail sketches are not included, or may be incomplete in illustrating a full brainstorm of the overall story concept.	Rough thumbnail sketches are provided and show evidence of brainstorming of the overall story concept.	Rough thumbnail sketches are provided and show evidence of extensive brainstorming of the overall story concept.	
<b>Artwork: Pencils (X1)</b>	Pencil drawings are included and provide a definitive look to the comic. Consideration was given for proper placement of dialog balloons.	Pencil drawings are included and provide a definitive look to the comic. Consideration was given for proper placement of dialog balloons.	Detailed pencil drawings are included and provide a clear, distinctive look to the comic. Consideration of dialog balloon placement is evident.	

**TIER 2 – DOCUMENTATION PORTFOLIO (120 Points)**

<b>Artwork: Inks (X1)</b>	The final line art of the comic does not demonstrate an understanding of which lines from pencil sketches are necessary for the finished images. Does not show an understanding of using inks to affect light and shadow in composition.	The final line art of the comic demonstrates an understanding of the lines from pencil sketches necessary for the finished images. Shows some understanding of using inks to affect light and shadow in composition.	The final line art of the comic demonstrates a strong understanding of the lines from pencil sketches necessary for the finished images. Uses advanced techniques of using inks to affect light and shadow in composition.	
<b>Artwork: Color (X1)</b>	The final colored artwork is may not be present, is incomplete, or messy. Colors may compete with line art.	The final colored artwork is included. Colors do not compete with line art.	The final colored art work is included. Great attention to detail is obvious. Colors complement/ enhance the line art.	
<b>Artwork: Letters (X1)</b>	Insertion of dialogue balloons/boxes into the panels of the comic may interfere with story flow. Balloons compete with composition or cover important art.	Insertion of dialogue balloons/boxes into the panels of the comic works with story flow. Balloons do not interfere with composition or cover important art.	Insertion of dialogue balloons/boxes into the panels of the comic enhances story flow. Balloons enhance story/art composition and do not cover important art.	
<b>Research Summary (X2)</b>	A summary of the research, writing strategies, problems encountered and solutions developed in the writing and illustrating of the comic may not be included, or is lacking information necessary to demonstrating participant's work through the process of creating a comic book.	A summary of the research, writing strategies, problems encountered and solutions developed in the writing and illustrating of the comic is included.	A detailed summary of the research, writing strategies, problems encountered and solutions developed in the writing and illustrating of the comic is included. Information is provided which indicates an attention to detail in the process of creating a comic book.	
<b>References and Resources (X2)</b>	There is little or no effort to provide resources and references.	Resources and references included are generally presented appropriately.	There is clear evidence of the appropriate use of applicable resources and references.	
<b>DOCUMENTATION SUBTOTAL (120 POINTS)</b>				

Rules violations (a deduction of 20% of the total possible points for the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right.  
 Indicate the rule violated: \_\_\_\_\_

**PRELIMINARY SUBTOTAL (240 POINTS)**

<b>SEMIFINAL PRESENTATION/INTERVIEW (40 points)</b>				
<b>CRITERIA</b>	<b>Minimal performance</b>	<b>Adequate performance</b>	<b>Exemplary performance</b>	<b>Record scores in the column spaces below</b>
	1-4 points	5-8 points	9-10 points	
<b>Organization (X1)</b>	The team/individual seems unprepared and unorganized for the interview.	The team/individual is adequately prepared and organized for the interview.	The interview with judges is logically organized and impressive.	
<b>Knowledge (X1)</b>	The team/individual seems to have very little understanding of the concepts and gives vague interview answers.	The team/individual has a generalized understanding of the concepts discussed and answers questions well.	There is clear evidence of a thorough understanding of the concepts discussed.	
<b>Articulation (X1)</b>	Communication of the design concept is unclear, unorganized, and/or illogical; leadership and/or 21st century skills are not evident.	Communication of the design concept is somewhat logical and clear; leadership and/or 21st century skills are somewhat evident.	Communication of the design concept is clear, concise, and logical; leadership and/or 21st century skills are clearly evident.	
<b>Delivery (X1)</b>	The team/individual is verbose and/or uncertain in their interview; participant's posture, gesture, and lack of eye contact diminish the delivery.	The team/individual is somewhat well-spoken and clear in the interview; posture, gestures, and eye contact result in an acceptable delivery.	The team/individual is well-spoken and clear in the interview; posture, gestures, and eye contact result in an effective delivery.	
<b>SEMIFINAL INTERVIEW SUBTOTAL (40 POINTS)</b>				

Rules violations (a deduction of 20% of the total possible points for the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right. Indicate the rule violated: \_\_\_\_\_

<b>SEMIFINAL SUBTOTAL (40 POINTS)</b>	
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To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary. <b>TOTAL (280 POINTS)</b>	
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