

Advertising Design



Date	Friday, January 31 st 2025	Orientation Time	8:00 a.m.
			(CLOSED to instructors)
Location	Mahoning County Career & Tech Center 7300 N. Palmyra Rd Canfield Ohio 55506	Contest Time	Immediately following orientation (CLOSED contest)
Scope of Contest	 The skill performance portion of the competition will be divided into two parts: redesign an existing advertisement and a design challenge. The first part of the competition requires a redesign of an existing advertisement using competitor-supplied software. The second part of the competition is a creative design challenge to be completed in the time allotted. All three stages of the creative process must be followed: thumbnails, roughs and the comprehensive stage. Competitors will create their design solutions both by hand and on the computer. The theme, size, product and number of colors will be standardized. The use of generative Artificial Intelligence (AI) is strictly prohibited and will result in an automatic disqualification of the contestant. Mac computers are provided for use during the competition, contestant may still choose to bring their own (See Provided by Contestant). 		
Testing	No		
Eligibility	1 contestant for every 50 paid members enrolled in program		
Clothing	Clothing Classification Guide: Class A or Class F		
Provided by Contestant	 Professional Resumé – Typed Hardcopy Emergency Medical Form (Contestants must have this to compete) Contestants may choose to bring their own computer; the computer must come with the necessary access to Adobe Software and Licensure. Software (Check the SkillsUSA Championships update annually for announcement of software choice. Industry standard software packages include InDesign, Photoshop or Illustrator.) If choosing to bring own computer, the contestant needs to have enough RAM to run industry standard software; compatible monitor, keyboard and mouse; and external storage device, such as a jump drive. Competitors may bring a scanner to scan in their own illustrations, as well as 		
	draw and scan in hand-drawn work. A scanner is not required but may be used for this purpose alone. • Assortment of graphite pencils • Colored pencils and/or markers • Fine-point black markers (e.g., Sharpie) • Paper that is appropriate to the medium in which the student will be working (e.g., marker paper or visualizer pad)		

	 Triangle, compass or French curve as needed by student for drawing purposes A ruler at least 12" long Small T-square for drawing appropriately sized thumbnail or rough boxes Pencil sharpener Tape for securing paper to table if the student will be using a T-square Erasers Students may bring with them whatever items they feel they need to visually express their creative ideas 		
Contest Standards	Contest Skilled Performance Standards ADV 1.0 - Understand general advertising design industry terminology and concepts.	Aligned ODEW Career Field Technical Content Standard Outcomes A&C Outcome 2.1 Art Elements and Design Principles	
	ADV 2.0 - Demonstrate mechanical skills by recreating a given advertisement/design on the computer within a specified amount of time.	A&C Outcome 7.1 Interactive Media A&C Outcome 2.4 Visual Layouts A&C Outcome 5.3 Graphics IT Outcome 7.3 Production IT Outcome 7.4 Graphics	
	ADV 3.0 - Administer creative skills by solving a graphic design problem relevant to the skill set required for the advertisement/ design industry.	A&C Outcome 2.5 Typography A&C Outcome 3.4 Market-Based Writing A&C Outcome 6.1 Content Management IT Outcome 7.5 Typography	
		Above Outcomes can be found in the following ODEW courses: 340006 Business of Arts and Communication 340110 Media Arts Primer 340120 Digital Image Editing 340310 Visual Design Primer 340320 Digital Print Design	

340340 Advertising and Communication
145095 Design Techniques
145100 Creating and Editing Digital Images
145105 Multimedia and Image Management