Advertising Design

Date	February 1, 2025	Orientation Time	8:45 AM (Open to instructors)
Location	The Modern College of Design 1725 East David Rd. Kettering, Ohio 45440	Contest Time	**Doors Open: 8:00am for computer setup** Immediately following orientation: 9:00AM-1:00PM (CLOSED contest)
Scope of Contest	The competition will be divided into four parts: • The first part of the competition is a written test. • The second part is the creative design challenge part 1. • The second part is the creative design challenge part 2. • The fourth part requires a redesign of an existing advertisement. • Competitors will create their design solutions both by hand and on the computer.		
Testing	Yes. There is a written test.		
Eligibility	1 contestant for every 50 paid members enrolled in program		
Clothing	Clothing Classification Guide - CLASS F		
Provided by Contestant	• Professional Resume – must be typed and physically produced as a hard copy • Emergency Medical Form (Contestants must have this to compete) • Computers of choice with RAM to run industry standard software; compatible monitor, keyboard and mouse; and external storage device, such as a jump drive. **No Ipads allowed** • Software (Check the SkillsUSA Championships update annually for announcement of software choice. Industry standard software packages include InDesign, Photoshop or Illustrator.) • 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**	**Aligned ODEW Career Field Technical Content Standard Outcomes**
	ADV 1.0 - Understand general advertising design industry terminology and concepts.	**A&C Outcome 2.1** Art Elements and Design Principles **IT Outcome 7.1** Interactive Media
	ADV 2.0 - Demonstrate mechanical skills by recreating a given advertisement/design on the computer within a specified amount of time.	**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 340315 Visual Creation 340320 Digital Print Design 340325 Digital Media Art

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