



SAF 2023

—STEAM AZERBAIJAN FESTIVAL—



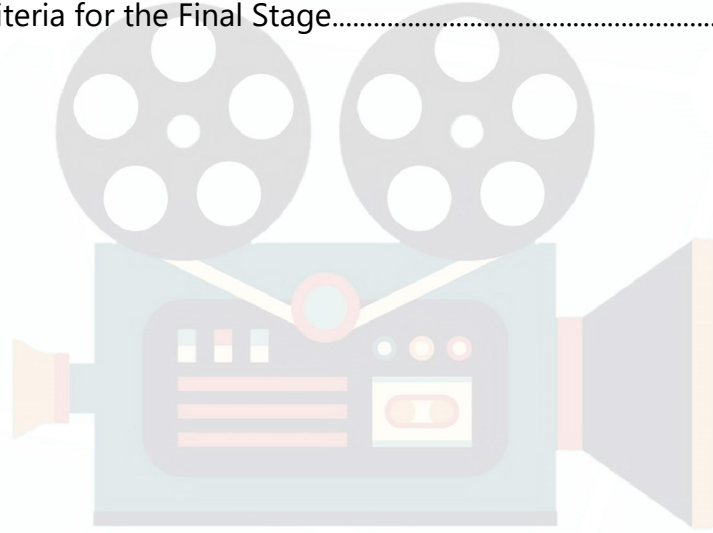
VidX

GUIDELINES

BAKU 2023

Table of Contents

1. Introduction.....	2
2. Terms of Participation	2
3. Application Method	2
4. Special Cases.....	3
5. Qualification Stage.....	3
6. Qualification Criteria	4
7. Final Stage.....	5
8. Points Calculation (Competition Stage)	6
9. Evaluation Criteria for the Final Stage.....	6



1. Introduction

The competition's purpose is to inspire competitors to use their creative thinking and narrative talents, to create stories of their own utilizing technology, and to collaborate as a team. Participants are also required to enhance their editing, scripting, filming techniques, and video montage abilities. The contest is established for entertaining reasons and to foster digital creativity.

2. Terms of Participation

- 2.1. Teams are going to participate in the VidX competition according to the regulations.
- 2.2. Teams must have one team leader who is over the age of 18 and three members who are between the ages of 9 and 12. Every member of the team can only join one team, and each team leader can only lead one team.
- 2.3. If the contestant has already competed with the project he created in another competition, all information of that project (date, venue, organizer, and outcome) must be supplied to the the event's organizer.
- 2.4. With an identical team, only one category may be applied for. Entries from the identical teams or individuals registering for various SAF-2023 categories will be rejected.
- 2.5. Teams have to be conscious of safety issues and refrain from engaging in safety endangering activities teammates or others. Illegal usage of electric lanes, of open flames, and the introduction of dangerous materials into the competition area are all prohibited.
- 2.6. Team coaches and team escorts are not permitted to access the competition field or interfere with the match in any way from outside of the venue during the competition. If the team's coach or an accompanying member leads the team and interferes with other teams' games, the referee has the authority to warn, disqualify, and inflict other punishments.
- 2.7. Each candidate is only allowed to compete in one category. Duplication of the competition, fake registration, misrepresentation of the contestant's age, unlawful changing of contestants, and similar practices are severely forbidden. The contestant will be disqualified if the incidence is discovered and confirmed.

3. Application Method

- 3.1. Applications will be accepted through the official website of SAF 2023 (<https://saf.steam.edu.az/>).

4. Special Cases

- 4.1. The most common causes of special situations are interruptions caused by venue personnel, venue management, competition area, or force majeure. Following inspection and talks, the head judge might determine whether or not to have a rematch.
- 4.2. Participants who are unable to take part at the competition location due to personal reasons or force majeure have to alert the tournament's organizing committee in advance.

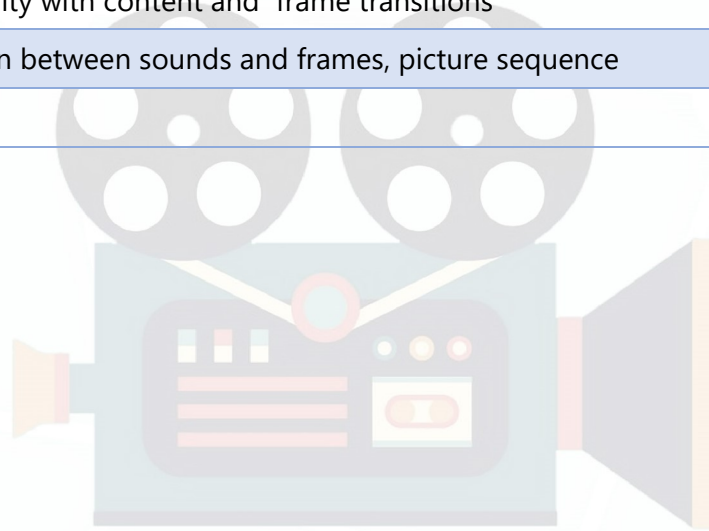
5. Qualification Stage

- 5.1. Following the completion of registration, each team will compete in a qualification stage to determine the final teams. Following the completion of registration, the terms and schedule of the qualification phase will be alerted.
- 5.2. Teams should submit a 1-minute video and a narrative (in pdf format) on the subject matter "Nature."
- 5.3. Video report evaluation criteria in this category:
 - 5.3.1. Content of the report:
 - Presentation;
 - Titul sheet;
 - Team information;
 - Project Information.
 - 5.3.2. The team must complete a project as well as deliver a video within the time frame allotted. (The video needs to be uploaded to the **YouTube**, the duration needs to be one minute, and the bare **minimum** resolution is **720p**).

6. Qualification Criteria

6.1. Evaluation criteria for the qualification stage:

Criteria	Points
Content - a display of thorough and comprehensive topic knowledge, clarity, fluency, and coherence	30
Directing - picture alignment with content, sound and language, color hues	10
Camera - proper angle selection, shot clarity, and lighting	10
Music - Music compatibility with content and frame transitions	10
Editing - Synchronization between sounds and frames, picture sequence	10
Total	80



7. Final Stage

- 7.1. Contestants in the event will create a narrative out of their imaginations and then convey that story to life in a short video utilizing the competition stand.
- 7.2. The device has "chromakey technology" that lets you modify anything from the backdrop to the characters.
- 7.3. Students will be given an engineering kit, 3D printers, and a collection of 3D models to help them create characters. These resources will be used by teams to create their own characters.
- 7.4. Students will also be able to manipulate characters without revealing their hands by utilizing a toolkit called Toolbox.



Figure 1 - Competition Stand

8. Points Calculation (Competition Stage)

- 8.1. The contest will last three days. A narrative (in pdf format) and a video with a duration of one minute will be produced based on the theme.
- 8.2. Evaluation criteria for video content in the VidX category:
- Content;
 - Directing;
 - Camera;
 - Music;
 - Editing.
- 8.3. Furthermore, the character designs produced by the contestants will be assessed using the "**Design**" criteria.

9. Evaluation Criteria for the Final Stage

- 9.1. Three experts will perform the final stage evaluation.

Criteria	Points
Content - a display of thorough and comprehensive topic knowledge, clarity, fluency, and coherence	10
Directing - picture alignment with content, sound and language, color hues	10
Camera - proper angle selection, shot clarity, and lighting	10
Music - Music compatibility with content and frame transitions	10
Editing - Synchronization between sounds and frames, picture sequence	10
Design - correct design selection, task completion	10
Total	70