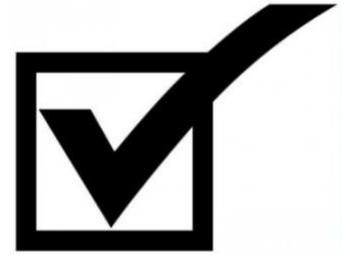




**BUSINESS
PROFESSIONALS**
of **AMERICA**
Giving Purpose to Potential



GRAPHIC DESIGN PROMOTION

(410)

REGIONAL 2023

Topic

You have been hired by a local video game company called Games 'R Us create promotion materials for an upcoming conference. You will need to design a skin that will work on a phone, a computer, and a sticker for water bottles. You can choose the phone and computer skin models you would like to design for, and your designs must follow the same theme but cannot be the same for all three products.

Judging Procedure:

- As a team of judges, formulate two (2) to three (3) questions to ask at the conclusion of the presentation. Be sure to ask the same questions of each contestant.
- Contestants will present before a panel of judges and timekeeper.
- Set-up time will be no longer than three (3) minutes.
- The length of the presentation will be no more than six (6) minutes; followed by judges' questions not to exceed five (5) minutes.
- The presentation will be stopped at six (6) minutes.
- Excuse contestants upon completion of judges' questions.
- **There can be no ties in the top ten (10) contestants.** It is the responsibility of the judges to break any ties.
- Administrator will fill out ranking sheet prior to dismissing the judges.
- If more than one (1) section is necessary, finalists will be determined by selecting an equal number from each section.
- Give administrator all Judges' Scoring Rubrics, Judge Comment Sheets, and contest materials.
- No audience is allowed in the contest room.

Possible Questions:

- What challenges did you face when creating this project?
- What research did you conduct prior to creating your design?
- What resources did you use when designing the skins and sticker?
- What design principle do you feel you used the most? Or broke the most?
- What feelings did you hope to invoke with your designs?
- What was your thought process behind your color choices?
- What was your thought process behind your font choices?

Please double-check and verify all scores!