



DESTINATION IMAGINATION[®]

Engineering Challenge
Orientation

BUILT TO LAST
ENGINEERING



Affiliate Challenge Masters

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Ground Rules

- Team managers and School Coordinators only
- Your voice will be muted by the administrator
- Use the chat window at any time
- “Raise your hand” to speak
- Keep the Rules of Interference in mind
- Nothing anyone says tonight is binding at Tournaments...use the official clarification process if needed

Introductions

- **Affiliate Director** Dick Pinney
- **Affiliate Challenge Masters**
Jennifer Timm and Catherine Schmidt
- **Regional Challenge Masters**
 - Best of the Bay Jim Schettler
Stephanie Yeo
 - Central Coast Charles Richards
 - LA-DI Land Catherine Schmidt
Ryan Williams
 - Region One Alan Mayer
 - San Joaquin Bill Robinson
 - Silicon Valley Rebecca Riegelsberger
 - Waves to Dunes Jennifer Timm

This Challenge cannot be solved
without thoroughly reading and
understanding :

- The Central Challenge
- The Rules of the Road
- Published and Team Clarifications

Clarifications

- Published Clarifications found at www.destinationimagination.org under the challenge program tab
- Team Clarifications
Rules of the Road
Page 32 and 33

Published Clarifications

Challenge: Built to Last

Published Clarifications found: 2

1 **2020-11-11** **Rules of the Road, Section XII.D.1.c**

In Rules of the Road, Section XII.D.1.c should read: "However your team chooses to record your solution (see Section XII.D.1.b), no two team members may be in the same physical room during your team's virtual Instant Challenge video solution AND no two team members may be in the same window. A window is defined as an area in the virtual Instant Challenge video solution that shows the video feed from one camera. This is to ensure a level playing field for all teams, regardless of health and safety guidelines in your local area."

2 **2020-11-11** **Rules of the Road, Section XII.C, Table B, Rubber Band**

In Rules of the Road, Section XII.C, Table B, Rubber Band should read: "7in (17.5cm) unstretched loop length; 1/8in (3mm) thickness width. Measure the unstretched loop length by pinching the rubber band at each end to lay the band flat. Then measure the distance from end to end."

Learning to Read the Challenge

See Road map for more

- Read and understand the entire challenge before beginning to solve the challenge.
- Look at the scoring page 11 that breaks down scored elements and notice where the points are.
- Scored elements have special requirements.
- **Remember, if it doesn't say you can't, then you can.**
- Quick tips:
 - Highlight all sentences that include “**must**” in yellow
 - Highlight all sentences that include “**will**” in pink (except sentences that have the phrase “will earn points”).
 - Circle words “will not”, “cannot”, “no”, “not”, “can't”, “won't”
 - Highlight all sentences that include “**point**” in blue
 - Highlight all sentences that include “**may**” in green
 - **Yellow** and **pink** are rules the team must follow
 - **Blue** and **green** are areas the team gets to decide how and what they will do

Intent of Challenge

- Model of a Building
 - Design and create a single three-dimensional physical model of a building.
 - Integrate 2 team-chosen Purpose Features into your model.
 - Research Visual Art Styles and Architectural Styles
 - Integrate 4 Style Features into your model of a building.
- Story
 - Create a Video Presentation that tells a Story about how opposites can be complimentary.
 - Integrate your building and its purpose into the story
 - Integrate the Planning Artifact(s) into your Video Presentation.
- Split Screen
 - Present part of the Video Presentation using Split Screen to enhance the story.
- Incorporate 2 Team Choice Elements.
- 5 minute time limit, plus optional 3 minute Q&A
- \$100 budget

Model of a Building

- A structure with a roof and walls, used for a particular purpose
 - Any kind
- Purpose Features (2)
 - A design element that helps the building better fulfill its purpose.

Model of a Building (cont.)

- Research Visual Art Styles and Architecture Styles
 - Choose one from each table

Table 1: Visual Art Styles		
Aboriginal/Indigenous Art	Arabesque	Ancient Art
Cartooning/Anime	Cubism	Hyperrealism
Impressionism	Pointillism	Prehistoric Art
Surrealism	Renaissance	Street Art/Graffiti

Table 2: Architecture Styles		
Ancient Americas/Native American	Art Deco	Baroque/Rococo
Brutalism	Classical	Dravidian and Vesara
Gothic	Neoclassical	Organic Architecture/Prairie School
Ottoman Architecture	Postmodernism	Traditional/Dynastic Chinese

Model of a Building (cont.)

- Style Features - design elements that are inspired by your team's research of chosen Visual Art Style (VAS) or Architecture Style (AS). May be functional or aesthetic.
 - 4 Style Features
 - 1 inspired by VAS and 3 inspired by AS
 - 2 inspired by VAS and 2 inspired by AS
 - 3 inspired by VAS and 1 inspired by AS
 - Your team may integrate features of more than one visual art style and more than one architecture style into your model of a building, but only the Style Features inspired by one Visual Art Style and one Architecture Style will earn points for IV.A.3, IV.A.4, IV.A.5, and IV.A.6.

Model of a Building (cont.)

- Use good judgement to ensure your solution is appropriate for all audiences
- Design and create all parts using own ideas and skills
- May use any physical materials
- May be any size or scale, as long as features are clearly visible in video
- Planning Artifact - a team-created planning document, diagram, mockup, prototype, early version of model, or any other documentation or data used in development
 - save at least one

Model of Building Scoring

A. Model of a Building (See Section I.A.)		Up to 125
1.	Including the Purpose Features in the model of a building Your team will earn 5 points for each Purpose Feature included in the model of a building.	0, 5, or 10
2.	Creativity of the Purpose Features This includes, but is not limited to, how the Purpose Features help the building to better fulfill its purpose.	Up to 20
3.	Including the Style Features in the model of a building Your team will earn 5 points for each Style Feature included in the model of a building.	0, 5, 10, 15, or 20
4.	Effective use of the Visual Art Style Feature(s) in the model of a building This includes, but is not limited to, how the Visual Art Style Feature(s) are inspired by your team's research about your chosen Visual Art Style.	Up to 25
5.	Effective use of the Architecture Style Feature(s) in the model of a building This includes, but is not limited to, how the Architecture Style Feature(s) are inspired by your team's research about your chosen Architecture Style.	Up to 25
6.	Integration of all Purpose and Style Features into the model of the building This means that the Purpose and Style Features work together to create a single, cohesive building design.	Up to 25

Central Challenge



The Story

- Create a Video Presentation that tells a Story about how opposites can be complimentary.
 - Complimentary means that the opposites enhance/emphasize the qualities of one another
- Can be set in any time/place
- Integrate your building and its purpose into the story, using any style, method, or manner
- Integrate the Planning Artifact(s) into your Video Presentation

Story Scoring

B. Story (See Section 1.B.)		Up to 75
1.	Creativity of the story about how opposites can be complementary A story is more creative when there is novel development of the storyline and characters.	Up to 25
2.	Clear and effective storytelling This means the Video Presentation has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.	Up to 15
3.	Integration of the building and its purpose into the story	Up to 20
4.	Integration of the Planning Artifact(s) into the Video Presentation	Up to 15

Central Challenge



Split Screen

- Present part of the Video Presentation using Split Screen to enhance the story
 - Pieces of video shown may be same or different from one another
 - May last for as long as your team chooses
 - If appraisers believe use of Split Screen is too brief, your scores may be affected
 - May use digital and/or physical methods to present
 - i.e. editing, film techniques, staging, and blocking

Split Screen Scoring

C. Split Screen (See Section I.C.)		Up to 40
1.	Theatrical effect of the use of Split Screen to enhance the story This means that the use of Split Screen is dramatic, interesting, and/or memorable.	Up to 25
2.	Creativity of the methods used to present Split Screen	Up to 15

Central Challenge



Team Choice Elements

- Two creations that show off the interests, skills, areas of strength, and talents of a team
- Should have a meaningful connection to the team's solution.
- Must be presented as part of the 5 minute Video Presentation
- Evaluated for:
 - Creativity and originality
 - Quality, workmanship or effort
 - Integration into the video presentation

Make sure to **accurately** indicate on the Tournament Data Forms exactly what should be scored

May not be a specific item that is required and evaluated as part of the Central Challenge

May be a unique PART of a required item, or a larger item that includes a required element, as long as it can be evaluated separately

May both be presented at the same time **ONLY** if both can be easily identified and scored separately

Team Choice Element Scoring

TEAM CHOICE ELEMENTS: Up to 60

D. Team Choice Element 1 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10
E. Team Choice Element 2 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10

Putting It All Together



Submission Requirements

- Performance Space
 - any space, should allow all elements of solution to be clearly seen/heard
- Forms - fill out ONLINE
 - TDFs, Expense Report, Prep Checklist, Declaration of Independence (found in Resource Area)
- Video Presentation (5 min)
 - Use any method(s) to record, edit, combine, etc.
 - Upload to a adult's YouTube Account, set privacy to "unlisted", submit link in online Prep Checklist

Submission Requirements (cont.)

- Optional Q&A Video (3 min)
 - Explains important elements of solution
 - Upload instructions same as Video Presentation
 - May answer as few or as many as possible
 - For any elements you wish to explain in your Q&A, you may use the following questions as a guide:
 1. How did your team work together to create _____ ?
 2. What tools or methods did you use to create _____ ?
 3. What was the process you followed to create _____ ?
 4. What is something you learned while creating _____ ?
 5. What is something that may not be obvious about _____ that you want the Appraisers to know?
- Instant Challenge
 - See Rules of the Road

**TOURNAMENT DATA FORM** (1 OF 3)

Team Name: _____ Team Number: _____

School/Organization: _____ Level: EL ML SL UL

To our teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of DestinationImagination.org. The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.

PART 1: Required Forms

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of DestinationImagination.org unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

- PARTS 2, 3, and 4** of the Tournament Data Form. Part 4 helps your team reflect on how you experienced the creative process.
- Expense Report:** Be sure to upload copies of your receipts to accompany your Expense Report.
- Prep Checklist:** This includes safety information, a checklist of required elements, Declaration of Independence information, and spaces to provide links to your team's Team Challenge Video Presentation and Q&A Video.
- Published Clarifications:** You need to be sure you are aware of the Published Clarifications for this Challenge available at DestinationImagination.org.

PART 2: Brief Description of Team Choice Elements**Team Choice Element 1:** What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

Team Choice Element 2: What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?



TOURNAMENT DATA FORM (2 OF 3)

Team Name: _____ Team Number: _____

School/Organization: _____ Level: EL ML SL UL

PART 3: Brief Description of Central Challenge Elements

This Challenge asks your team to supply the following information to help the Appraisers evaluate your solution. **If applicable, your team is encouraged to include a timestamp to let the Appraisers know when each element first appears in your Video Presentation.**

1. List and describe the 2 team-chosen Purpose Features included in your model of a building.

Purpose Feature	Description of Purpose Feature

2. Describe the 4 Style Features included in your model of a building and how each Style Feature is inspired by your team's research.

Which Visual Art or Architecture Style? (In the blank, list the style from Table 1 or Table 2.)	Description of the Style Feature	How the Style Feature is Inspired by Your Team's Research About the Chosen Style
Visual Art Style: _____		
Architecture Style: _____		
(Choose one.) <input type="checkbox"/> Visual Art Style <input type="checkbox"/> Architecture Style		
(Choose one.) <input type="checkbox"/> Visual Art Style <input type="checkbox"/> Architecture Style		

3. Briefly describe how the Purpose Features and the Style Features included in your model work together to create a single, cohesive building design.
4. Briefly describe your team's story about how opposites can be complementary.
5. Briefly describe how the building and its purpose are integrated into the story.
6. Briefly describe how the Planning Artifact is integrated into the Video Presentation.
7. Briefly describe your team's use of Split Screen and how it enhances the story.

Last but definitely not least

Thank you so much for all you do for our
students of California and all the
United States.

This important program could not be possible
without wonderful volunteers like

YOU (a true **DI** Hero) !!

Any Questions or thoughts?