

Southwest GEORGIA RESA STUDENT MEDIA FESTIVAL OFFICIAL ENTRY FORM 2018

(Please type or print the information below)

PRODUCTION TYPE: (Check one.)

Animation Live Action Interactive Stills Podcast Sequential Stills Web Site

Project has Audio: YES NO

Indicate software, equipment, and plug-ins (including version) used for production of entry: _____

Production Title: _____

Synopsis: _____

Name(s) of Producer(s): (list additional names on back) _____

Number of certificates needed: _____

Media Release Form included for each producer: Yes No

Was GALILEO used and cited as a resource for this project? Yes No

PROJECT OBJECTIVE: (Check one.)

Tell a Story Instruct Entertain Inform Persuade/PSA

(If applicable) Runtime _____ (Minutes) _____ (Seconds) ****ONLY THE FIRST SEVEN (7) MINUTES OF ENTRY ARE JUDGED****

Teacher: _____

School: _____

Phone most likely to be reached: _____

Teacher email: _____

PRODUCED BY: (Check one) Individual Class (K-5 only)
 Group (limit group to 5 students) GRADE (of oldest student): _____

Copyright Information (check all that apply)

Copyrighted material follows Fair Use Guidelines

We are using copyrighted material and have included written permission

All material was created by students.

CERTIFICATION: (by student producer(s)) I certify that I am an amateur and have never made a production for profit. This production was made entirely without the aid of any professional producer. If copyrighted material or music was used, permission has been obtained. The source of any public domain material or music used has been identified. A copy of the permission statement or a copyright disclaimer has been submitted with the entry. I understand that if this documentation is not included the entry will be disqualified. I have read all the rules and agree to abide with them. GSMF and affiliates have the right to make a copy of the production.

Signature: _____

CERTIFICATION: (by teacher or administrator) I certify that to the best of my knowledge this production has been made by students without the aid of any professional assistance.

Signature: _____

COMPLETE THIS CHECK LIST OF FORMS TO BE INCLUDED WITH EACH PROJECT SUBMISSION:

- Entry Form
- About My Project
- Copyright Compliance Form (including copyright release/permission from copyright owner)
- Media Release(s) – required for demonstration of projects
- Envelope Label – attach one label for EACH project to 9 x 12 envelope (one project per envelope)
- Site Map – required for web pages only

SWRESA Student Media Festival 2017 Copyright Compliance Form

School Name: _____

Production Title: _____

Production Type: _____

**Please select one or more of the following, as appropriate for
your project**

_____ No copyright material was used.

_____ Followed fair use guidelines and copyright information is
cited on my project.
Refer to website <http://www.gsmf.us/fair-use.html>

_____ Permission letter from copyright holder is attached to this
form.

_____ Copyright free music was used.

Source(s): _____

Southwest GA RESA Media Festival 2018

March 20 (K-5) and 21 (6-12) 2018

Entry Guide

We know that today's students live in a technology rich world. Teachers and parents respond to this by finding ways to engage students in deep, rigorous, active learning through technology.

- For students of all ages, media projects—such as live action video, website design, animation, and photography—foster learning across the curriculum.
- Reading comprehension, writing, research, and math skills are developed and strengthened; students utilize technology tools to create their own media to communicate and to interpret their ideas.
- Students increase their abilities to plan, analyze, and interpret results.
- Cooperative learning and leadership flourish where student media is encouraged.
- Georgia Performance Standards and national educational standards are met and surpassed in the exciting atmosphere of creativity cultivated through the use of student media projects.

In short – students who create their own media projects have fun while they are learning! They transform from passive recipients of information into active, engaged learners. What more could an educator want?



Entry Rules

Eligibility of Participants: Participants must be students attending a public, private, home school, or parochial school in the state of Georgia.

Original Student Work: All entries must be original student work. Faculty or parent guidance and instruction are acceptable, but planning, production, and operation of equipment should be student work. The signature of the teacher/sponsor Official Entry Form must certify that the entry is the work of the student producers. Entries may be the work of one student, a group of students, a class, or a student organization.

Parents of each student producer should complete and sign the SWRESA Media Release Form in order for the entry to be viewed on the SWRESA website.

Copyrighted Materials: Any visual or audio material which is not student-produced must adhere to the Fair Use Guidelines for Educational Multimedia (found on the Fair Use page: <http://www.gsmf.us/fair-use.html>). Extended use of copyrighted material (e.g., more than 30 seconds of a song) requires written permission from the owner of the copyright and must be enclosed with entry. Include all citations and acknowledgements at the end of each project making sure to list all sources of materials used (images, music, videos, websites, books, etc.) This is required whether citing material used under Fair Use or with permission.

Student Identification: Please follow digital safety guidelines. **If student producers are credited in the production itself, do not include the last names of students unless there is a release form signed by an authorized parent or legal guardian of the minor.** You will need to provide the full names of all students and teachers who participated in creating the project on the entry form. Use back of form if needed.

ALIGNMENT TO STANDARDS/SUBJECT AND TREATMENT: For the SWRESA Festival, entries may deal with any subject or theme but should be aligned to a CCGPS Standard or Content Standard, if possible. The subject may be treated in any way. Examples include a story, a documentary, teaching unit, or simply as entertainment.

Language: All entries should be in English, if possible. If not possible, information in English about the production must accompany the entry.

Online Availability: Website entries must be live, online, and viewable via the Internet through November of the festival year. Links to sites, which were not created by the entrants, should be identified and will not be considered in the judging.

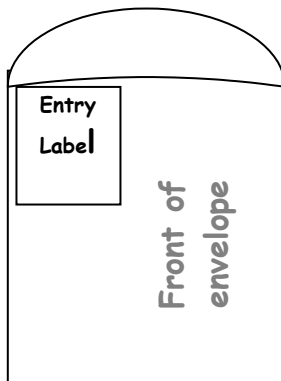


SUBMISSION OF PROJECTS: Live Action, Animations, Interactive Stills, Sequential Stills (all types), Podcasts and Website entries **MUST** be submitted on CD or DVD. It is highly recommended that you test all entries on a machine other than the one it was created on to ensure that project works as intended. (Entries requiring Hyperstudio or Kidpix for viewing will no longer be accepted.)

RETAINING ENTRIES: The SWRESA Media Festival Committee reserves the right to retain entries after Media Festival and to make copies of or take excerpts from them for use in publicizing or reporting on the festival. Do not send master copies or your only copy of projects. Make a copy to keep for your records.

ENTRY PACKAGING AND LABELING: The system level coordinator or designated contact person is responsible for labeling each project with the system name, submitting the projects, and submitting the *Registration Checklist* at the state level by the deadlines. Return postage or transportation to and from Southwest GA RESA Student Media Festival must be provided by the system.

Entries must be properly packaged. **SUBMIT ONLY ONE ENTRY IN EACH 9"X12" ENVELOPE.** All entries must be clearly labeled with the official SWRESA entry label. Please complete all information on the label and affix it **to the upper left hand corner of the entry envelope.** **ALL PARTS OF THE ENTRY SHOULD BE LABELED AND STORED IN THE LABELED 9" x12" ENVELOPE.**



Include the following inside the envelope for each entry:

- completed entry form
- copyright compliance form, and/or documentation
- media release forms
- "About My project" form (*now required)
- site map (required for web pages only)

Do NOT include judging sheets or certificates from previous festivals.

Judging forms will be provided onsite.

FESTIVALS

***Projects must arrive at Southwest Georgia RESA by March 5, 2018.**

GEORGIA STUDENT MEDIA FESTIVAL

SYSTEM CONTACT PERSON: Each system that participates is required to send contact information for their designated contact person or the coordinator as most communication will be done via email. This person will be responsible for disseminating information to all participants in their system before, during, and after the festival.

Projects must arrive at Southwest Georgia RESA, 570 Martin Luther King Road, Camilla, Georgia 31730. Attention: Kelly Young

Production Types

Audio Podcast: A podcast is a digital audio program that can be downloaded and played on a computer or digital audio player. A podcast can be a stand-alone item or one of a series, though only one of the series should be submitted. Files should be in mp3 or mp4. RSS files are not required.

Live Action (includes Video Podcasts): Full motion productions such as dramas, comedies, documentaries, commercials, news shows, talk shows, interviews, instructional presentations, etc. These productions generally will have on-screen talent in the form of actors, instructors, hosts, and/or narrators. A computer may be used for title, credits and overlays, and may be used in the editing process. Such projects are still "Live Action".



Animation: An Animation includes drawn images, clay models, and/or real-life models that are animated to create the illusion of movement. If a piece integrates live action and animation, it falls under the animation production type. Famous examples of integrated animation are the 1945 Gene Kelly film, *Anchors Aweigh*, and 1988's *Who Framed Roger Rabbit*.

Sequential Stills:

"Sequential Stills" is defined as a series of still images from slides, photographs, still video or digital images rendered into a production using photographic, electronic or computer technology, including Quicktime, PowerPoint, or similar computer programs. Text, music, video clips and/or narration **may** be added. The order that the stills are viewed in is fixed by the producer. These are submitted on CD, or DVD.

- a) Sequential Stills Regular – series of still images from slides, photographs, still video or digital images rendered into a production using photographic, electronic or computer technology, including Quicktime, PowerPoint, or similar computer programs.
- b) Sequential Stills Class Project – K-5 Only
This is a special form of Sequential Stills-Regular (see description above) where a teacher provides more guidance to the student(s). For example, entries are classified as Sequential Stills Class Projects when a teacher structures a template and the students produce the content. This production type is intended for younger students just learning how to create media projects.
- c) Electronic Picture Book – These projects must be original student work that has been scanned into slideshow software or original student artwork that has been created on a computer and imported into some type of slideshow software. (An author page may include a commercially produced school picture of the student.)
- d) Electronic Photographic Essay – These projects are a slideshow presentation that involves the organization of a number of original photographs on a single theme. Titles and captions may be used.

Interactive Stills: An Interactive Stills production includes images that are viewed in an order chosen by the viewer. Interactive Stills use navigation buttons and/or menus to enable the viewer to select a path. Text, music, video clips and narration may be incorporated into an Interactive Stills production.

Website: All URL addresses must be available for download from the Internet, but due to technological uncertainties all website entries must include a backup CD or DVD. Important note: A “site map” must be included inside the project envelope. (It may be in either a flow chart or table of contents format that gives the judges information on bringing up the website.)

Purpose of Production

Instructional: The purpose of an instructional piece is to teach. Excellent entries in this category go beyond simply presenting facts. Examples include: tutorials, teaching tools, and interactive games with assessment.

Informational: The purpose of an informational piece is to present a factual view of a topic or issue, without the bias of persuasion or opinions. Informational pieces may briefly cover multiple topics or choose to focus on one or two. Examples include: news programs, biographies, community calendars, and personal websites.

Documentary: The purpose of a documentary is to convey an actual event or topic beyond the scope of a typical news story. It should reflect serious research and present facts objectively without fictional matter. (“Inside Our Schools Award”: Please see the Special Honors section for a description.)

Persuasive/PSA: The purpose of a persuasive piece is to present an idea, product, concept, organization or individual in a credible way, so as to change public opinion and/or encourage audience approval, support or participation. Examples include: Advertising, Public Service Announcements, and Movie Trailers. Public Service Announcements (PSAs) are 30 to 60 second messages designed to change public opinion, actions, or feelings.

Story: The purpose of a story piece is to tell a story, whether serious or lighthearted, fictional or non-fictional. Examples include: comedies, dramas, and student/family experiences.

Entertainment: The purpose of a piece in this category is to entertain and/or amuse the audience in a format other than telling a story. Examples include: music videos, variety shows, interactive games, and game shows.



Specifications

Copyright: Any visual or audio material which is not student-produced must adhere to the Fair Use Guidelines for Educational Multimedia (found on the Fair Use page: <http://www.gsmf.us/fair-use.html>) . Extended use of copyrighted material (e.g., more than 30 seconds of a song) requires written permission from the owner of the copyright and enclosed with entry. Include at the end of each project listing sources of materials used (images, music, videos, websites, books, etc.) whether citing material used under Fair Use or with permission.

Length of Production: Entries may be as long as producers deem fit. Judges will view as much of the entry as needed to ensure a fair appraisal of the work (typically 7 minutes).

Divisions/Grade Levels: Sponsors will indicate the grade level of the majority of the production team. Projects are judged in 4 divisions: kindergarten through second grade (K-2), third grade through fifth grade (3-5), sixth through eighth grade (6-8), ninth through twelfth grade (9-12).

Production Teams: Entries may be produced by an individual student, a group, a class, or a club. The entry submission should include the names of all students and teachers who participated in creating the project. This ensures we provide certificates and/or awards to all winning participants.

About My Project Form: Judges feel they can make a better evaluation of a media project if they have some background information and understand the project from the students' point of view. The student will have the opportunity to provide answers to the following questions for each project:

- What inspired you to create this project?
- Describe the steps you took to create your production. (How long did it take you to create?)
- What would you like the judges to know about this project?
- What challenges to creating your project did you have, if any?
- What have you learned from producing this media project?

Entry Media and Delivery: It is highly recommended that you test your entry, using a machine other than the one used for production. Students are encouraged to view web pages online after they have been uploaded to confirm there were no errors introduced through file conversion and transfer. The SWRESAMF is not responsible for lost, damaged, or non-functioning entries. Projects can be picked up after all entries are judged.

Never send your masters or the only copy of CDs or DVDs.



Judging Feedback: Our volunteer judges believe educational comments help the students hone their media production skills. Feedback for each project judged will be provided.

<i>We especially liked...</i>	the way you used different points of view. I learned a lot about paper and am pretty sure I can make my own now.
<i>You did a great job with...</i>	the way your audio set the mood. I was really scared during the chase scene.
<i>Next time you may want to...</i>	make the words easier to read with a larger font.

Criteria For Scoring

A. Content and Organization (All Production Types)

Creativity/Originality	Provides fresh, meaningful & interesting insights into the subject of the production.
Emotional Impact/Attitude	Heightens viewer attention and interest. Touches human emotions or feelings. Has a strong effect. Most podcasts should have a professional serious attitude throughout (Humor is great, but just being silly, isn't).
Organization	Shows a clear and obvious planning through all parts of the production.
Continuity/Structure	Shows that the information or story is paced and developed in a way that keeps viewers interested and helps them understand the meaning.
Purpose	Achieves its stated purpose.

B. Technical Quality

Audio (All with sound)	Background music and sound effects (if present) balance with speaking voices, and are appropriate to content. There is a minimum of hiss or extra noise.
Vocal Quality (All with narration)	The vocal performers speak clearly, and at an appropriate speed. They are lively and enthusiastic. Speaking voices are clear and easy to understand.
Editing/Transitions (Podcasts, Live-Action Video, Sequential Stills)	Scene changes are smooth and appropriately placed. Cuts/transitions used are appropriate and do not distract the audience. Images (if included) are appropriate, easily understood, and add useful information.

Timing/Flow/Synchronization (All) Fluid Movements (animation)	The narration and visuals move at a suitable pace. Length is right for the amount of information (not too short, not too long). Animated objects move smoothly.
Visual/Emotional Impact (All productions except podcasts)	Heightens viewer attention and interest. Touches human emotions or feelings. Has a strong visual effect.
Grammar/Punctuation/Spelling (All with text or audio)	Onscreen text is correct (taking into account the grade of the producers).
Focus/Lighting (All productions except podcasts)	The image is clear and the lighting is appropriate for the desired mood.
Camera Techniques (All productions using cameras)	The angle of the shot is effective in showing the subject and action appropriately. A tripod was used if it was needed.
Composition/Clarity/Color (All productions except prodcasts)	The elements within a scene (the main subject, supporting subjects, foreground and background) are arranged in a pleasing way. The images, graphics, and fonts are clear. The color palette and the contrasts between dark and light are appropriate for the desired mood.

C. General Effectiveness

An overall evaluation of the production based on the above criteria combined with the considered judgment of the evaluator.

SCHOOL: _____

SYSTEM: _____

GRADE (of oldest student): _____

PRODUCTION TYPE: _____

2017 Southwest GEORGIA RESA STUDENT MEDIA FESTIVAL About My Project

Title: _____

Purpose: _____

1. **What inspired you to create this project?** (write or type your answers below – continue on back, as needed)

2. **Describe the steps you took to create your production.** (write or type your answers below – continue on back, as needed)

3. **What would you like the judges to know about your project?** (write or type your answers below – continue on back, as needed)

4. **Were there any challenges to creating your project: (optional)** (write or type your answers below – continue on back, as needed)

5. **What have you learned from producing this media project?** (write or type your answers below – continue on back, as needed)

TEACHER/SPONSOR/MENTOR INSIGHT

6. **What did you want your students to learn in the process of producing this project?** (write or type your answers below – continue on back, as needed)

7. **Were there any special circumstances or constraints you would like to make the judges aware of?** (write or type your answers below – continue on back, as needed)
