

Multimedia

1. Categories for Multimedia: Video (movie, music video, screencasts, podcasts, etc.), Audio (sound recordings, podcasts, etc.), Presentation (Power Point) and Virtual Models.
2. Separate divisions for middle school and high school will exist if at least 3 items are included in each category for each division.
3. All projects will be uploaded to Google Drive via the Google Form listed on the NCJCL website. Please ensure that your project can be shared and viewed by the judges.
4. All projects must be submitted in either an MP4 or MP3 format. Projects submitted in any other format will be disqualified.
5. Borrowed music must be no more than 30 seconds if copyrighted. Open source/creative commons copyrighted music may be more than 30 seconds. All music must be credited.
6. All images must also be copyright compliant with the proper documentation allowing its use.
7. Copyright infractions will result in a loss of place or disqualification.
8. Delegates must do all the work by themselves.
9. The theme of the entry may be Roman history or culture, mythology, relevance to and promotion of Latin, Greek, JCL, or the convention theme. The entry may be used to attract membership into JCL. The best could be made into promotional material to be distributed by the ACL Teaching Materials Resource Center. Delegates must agree to this when they enter this contest.
10. The maximum length for these presentations is 6 minutes. Give proper credit to pre-recorded music and media.
11. Quality is more important than quantity.
12. There may be group entries, but the presentation may be entered only once and at the highest grade level of the entrants.
13. The Multimedia judge(s) will have some flexibility in determining subcategories for judging purposes.

Video and Audio Judging Guidelines

Characteristic	Judging Guidelines	Points
Concept	The presentation of information adheres to clearly Classical themes.	20
Organization and Visual Design (video only)	There is in -depth delivery of content; clarity with which information is presented; completeness of description of how the video/audio project was produced; video only : scene transitions are smooth, there is high visual quality	20
Theme	There is an engaging theme and purpose in the overall presentation of information; the theme and purpose are creatively delivered; originality of thought is evident.	15
Script	There is a coherent script to the project; the script accurately delivers the concept; supporting information is provided; narrators;actors stay true to the script.	15
Copyright and Use of Media	Any additional use of media incorporated is in compliance with copyright laws; please note where permission was given, credit sources for open source material, and/or note where paid stock media was used for transformative content created as satire, note the original piece.	10
Overall Quality	There is overall evidence of artistic skill in production; high quality implementation of theme/script/content; taken as a whole, what the impression is left on the consumer of the media content and how positive one feels about the quality of the experience once the audio or video project has concluded.	20

Presentation Judging Guidelines

Characteristic	Judging Guidelines	Points
Focus	Presentation has clear and consistent topic of focus leaving the viewer with a thorough and complete understanding of what the presentation is about; there is a clear focus on some aspect of the Classics or JCL	20
Organization	The slides are organized in a logical way; content on each slide uses an outline or bullet format; it is evident that the slides support the topic of focus for the presentation	15
Content	The content is communicated clearly; content is related to the Classics or JCL; images provide support to the topic of focus; the amount of content is just right for a presentation.	15
Images	Most slides have clip art or picture; pictures taken from the internet are properly credited and copyright laws adhered to; images use proper size and resolution; images do not impair viewing of text; images enhance the content	15
Style	The font is readable and consistent; slides have a meaningful heading that stands out; the layout is meaningful and purposeful; there is a consistent visual theme; there are appropriate visual effects; animations are appropriate	10
Conventions	Text is written free of errors in grammar, spelling, capitalization, and punctuation headings are consistent and clean; fonts are consistent; the layout of slides makes sense	10
Works Cited	The presentation includes slide(s) of resources used; books, websites, images, audio clips, videos, etc. All sources of information are clearly identified and credited using an appropriate citation format	10
Overall Effect	The viewer has a positive experience of the presentation with an appreciation for the effort made to create engaging and informative slides for the specific topic of focus	5

Guidelines for VIRTUAL MODELS are on the next page.

Virtual Models

1. This is a video with voiceover/narration, showing and explaining a model created in a 3-D virtual environment such as Minecraft or Second Life. It may be a model of a Roman house, camp, etc., or a video representation of a weapon or any other type of model.
2. The video should consist of the creator giving a tour of the model while explaining what the model is and any notable details, as well as the process by which the model was created and any programs used in its creation.
3. Separate divisions for middle school and high school will exist if at least 3 items are included in each category for each division.
4. This project will be uploaded via the Google Form posted on the NCJCL website.

Characteristic	Judging Guidelines	Points
Adherence to Classics	The piece represents classical culture.	5
Accuracy /Authenticity	The piece is accurate with respect to subject. (Depending on the model, factors such as scale may be taken into account.)	15
Voiceover	Depth of information included about subject Clarity with which information is presented Completeness of description of how model was created	10
Overall Effect	The effect of a piece on the audience with all aspects of the piece taken into consideration	10