



STEAM
A Z E R B A I J A N



SAF 2024

VidX

Category



QUALIFY STAGE RULES

BAKU 2024

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1. Introduction

Art - is a means of depicting human emotions. Art is a form of social consciousness that is a part of culture. It is defined as the artistic reflection of reality through visual images (visual arts, architecture), sound images (music), words (literature), as well as through the synthesis in certain forms of art (theater, cinema). In an era of technological advancement, certain forms of art are also evolving in turn. For this reason, technology constitutes an integral part of art.

The "A" in STEAM stands for Art. It allows students to transform their projects into works of art, design, and creativity.

The aim of the competition is to encourage participants to develop their imagination and storytelling skills, create their own stories using technology, and work as a team. Additionally, participants are expected to improve their skills in editing, scriptwriting, filming techniques, and video editing. This competition is organized to promote the combined development of artistic and digital skills.

2. Participation Terms

- 2.1.** Teams will compete in the VidX competition according to the rules outlined below.
- 2.2.** Teams must consist of one team leader who is over 18 years old and two participants aged between 9 and 12. Each team member can only join one team.
- 2.3.** During the competition, team leaders and accompanying persons are not allowed to enter the competition area or interfere with the game in any form from outside the competition area. If the team leader or accompanying person supports the team or interferes with other teams' games, the referee has the right to issue a warning, disqualify the team, and impose other penalties.
- 2.4.** Each participant is limited to competing in one category. Repeating the competition, false registration, misrepresentation of a participant's age, unauthorized substitution of participants, etc., are strictly prohibited. If discovered and confirmed, the participant will be disqualified.

3. Application Method

- 3.1.** Applications will be accepted through the official website of SAF 2024 (<https://saf.steam.edu.az/>).

4. Special Cases

- 4.1. The main reasons for special cases are interruptions due to venue staff, venue control, the competition area, or force majeure. After inspections and discussions, the chief judge may decide whether or not to hold a response meeting.
- 4.2. Participants who are unable to compete at the venue due to personal reasons or force majeure must inform the competition organizing committee in advance.
- 4.3. If force majeure cases not covered by the rules occur, decisions will be made by the coordinators.

5. Selection Stage

- 5.1. The selection stage, teams must create a painting and a composition from waste materials. The painting and composition prepared by the teams should be on the theme of "**Green Cities of the Future.**"
- 5.2. Participants will create their paintings based on the theme on **A2** format paper.
- 5.3. The process of creating the teams' paintings and compositions must be clearly recorded in a video format. The video should accurately and completely show the team's work process. Additionally, teams must perform editing work on the video (animation, transitions, sound effects, and music addition, etc.). The video should be uploaded to the "**YouTube**" platform, and the link should be provided. The video resolution must be at least **720p**, and the total duration should be a **maximum of 3 minutes**.
- 5.4. Teams must prepare a report on their work. The report should be in **PDF** format.
- 5.5. The written report should include:
 - 5.5.1. **Title Page.** The title page should include:
 - Team name;
 - Information about team members (name, surname, age, school information);
 - The name of the category they are participating in.
 - 5.5.2. **A photo of the painting and composition work.**

6. Qualifying Criteria

- 6.1. The selection stage will be evaluated by a jury of three members.
6.2. Evaluation criteria for the selection stage:

Criteria	Points
Ecological Message and Value - The strength of the composition's ecological message and emphasis on the reuse of waste materials.	30
Creativity and Originality - New and unique ideas, expression methods. Innovative approach and creative solutions to the theme.	20
Aesthetic Skill - Proper and effective use of colors, shadows, and lighting. Harmony and coherence of colors. Technical skill and precision in executing the composition.	20
Quality of Editing - Proper application of editing techniques such as animation, transitions, sound effects, and music in the video.	20
Relevance to the Theme - The composition's alignment with the designated theme and its relevance to the subject. Proper and thorough expression of the theme.	10
Overall Impact - The overall impact the video has on the viewer. Its ability to engage and create interest.	10
Visual Appeal - The overall aesthetic appeal and visual attractiveness of the composition.	10
Total	120

NOTE: The organizing committee reserves the right to change the rules at any point in time. The change will however be highlighted on the website <https://saf.steam.edu.az>.