

2025-2026 Competitive Events Guidelines

Computer Game & Simulation Programming



Computer Game & Simulation Programming gives members the opportunity to design and develop an interactive game or simulation based on a specific topic. This event highlights the growing role of game-based solutions in business, education, and training, encouraging creativity, technical skill, and problem-solving in a real-world context.

Event Overview

Division	High School
Event Type	Team of 1, 2, or 3 members
Event Category	Presentation
Event Elements	Presentation with a Topic

Educational Alignments

Career Cluster Framework Connection	Digital Technology
NACE Competency Alignment	Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Technology

2025-2026 Topic

Game Topic: Career Quest

Create an engaging game where players jump into mini-worlds that showcase different careers. In each career world, players must:

- Experience a short scenario that captures what the job is like
- Complete skill-based challenges and tasks unique to that profession

The game must:

- Be playable on a device using Windows 10, Mac OS, a modern web browser, or a mobile platform
- Be secure
- Have no game-breaking bugs

By the end, players will discover what each career involves and the skills they'll need to succeed. Ready to code the ultimate job tour?



This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at [this link](#).

Region

Each chapter may submit one (1) entry for this event at the Spring Regional Leadership Conference.

State

Each region may submit one (1) entry for this event at the State Leadership Conference.

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National

Required Competition Items

	Items Competitor Must Provide	Items FBLA Provides
Preliminary Presentation	- Conference-provided nametag Photo identification - Attire that meets the FBLA Dress Code - Technology and presentation items	- Table - Internet Access
Final Presentation	- Conference-provided nametag Photo identification - Attire that meets the FBLA Dress Code - Technology and presentation items, including any adapter or cord needed beyond an HDMI connection	- Table - Power - Projector with HDMI cord - Projector screen - Internet Access

Important FBLA Documents

- Competitors should be familiar with the Competitive Events [Policy & Procedures Manual](#), [Honor Code](#), [Code of Conduct](#), and [Dress Code](#).

Eligibility Requirements

To participate in FBLA competitive events at the National Leadership Conference (NLC), the following criteria must be met:

- Membership Deadline:** FBLA national membership dues must be paid to the specific division by 11:59 p.m. Eastern Time on March 1 of the current school year.
- Repeat Competitors:** Members may only compete in an event at the NLC more than once if they have not previously placed in the top 10 of that event at the NLC. If a member places in the top 10 of an event at the NLC, they are no longer eligible to compete in that event at future NLCs, unless the event has been modified beyond a name change. Chapter events are exempt from this procedure.
- Conference Registration:** Members must be officially registered for the NLC and must pay the national conference registration fee to participate.
- Official Hotel Requirement:** To be eligible to compete, competitors must stay within the official FBLA housing block.
- State Entry Limits:** Each state may submit up to four entries per event.
- Event Participation Limits:** Each member may participate in:
 - One individual or team event, and
 - One chapter event (e.g., *Community Service Project* or *Local Chapter Annual Business Report*).
- Competitor Responsibility:** Only registered competitors are permitted to plan, research, prepare, and set up their presentations. Advisers and others may not assist.
- Participation Requirement:** To be eligible for an award, each competitor must complete all components of the event at the National Leadership Conference.
- Team Composition:** All members of a team must be from the same local chapter.

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- **Identification at Check-in:** Competitors must present valid photo identification (physical or digital) that matches the name on their conference name badge. Acceptable forms include a driver's license, passport, state-issued ID, or school ID.
- **Late Arrivals:** Competitors will be allowed to compete until such time that the results are finalized, or participation would impact the fairness and integrity of the event, as determined by Competitive Events staff. If judges have left the competitive event area, it is no longer possible to compete. Five penalty points will be assessed for late arrivals in any competitive event.
- **Event Schedule Notes:**
 - Some events may begin before the Opening Session.
 - All schedules are posted in local time for the NLC host city.
 - Schedule changes are not permitted.

Event Administration

This event consists of two phases: a preliminary presentation and a final presentation.

Preliminary Presentation Details

Timing Structure

- **Equipment Set-Up:** 3 minutes
- **Presentation:** 7 minutes (a one-minute warning will be provided)
- **Question & Answer (Q&A):** 3 minutes
- **Important:** Time allocations are exclusive. The presentation must begin immediately after the 3-minute set-up time concludes. Time may not be shifted between segments. Competitors will not interact with judges during the set-up period.

Venue & Format

- Presentations occur in-person at the National Leadership Conference (NLC).
- Competitors/teams are randomly assigned to presentation sections.
- Presentations will take place in a large, open area with a designated space of approximately 10' x 10', which includes a table and chairs for the judges.
- The preliminary round is closed to conference attendees and audience.

Technology Guidelines

- **Internet Access:** Provided (*Please be aware that internet access at conference venues may be unreliable. Always prepare a backup plan in case the connection is lost or does not work with your device.*)
- Presentations must be delivered using no more than three personal devices (laptop, tablet, mobile phone, or monitor approximately laptop-sized).
- Projectors and projector screens are not permitted, and competitors may not bring their own.
- Wireless slide advancers (e.g., presentation clickers or mice) are allowed.
- External speakers are not allowed; audio must come directly from the presenting device(s).
- Electricity will not be available.

Non-Technology Items

- Visual aids, samples, notes, and other physical materials related to the project may be used.
- Items may be placed on the provided table or on the judges table, if space allows.
- No items may be left with the judges following the presentation.

Restricted Items

- Animals, except for authorized service animals.

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- Food, which may be used for display only and may not be consumed by judges.
- Links and QR codes, which may be shown but may not be scanned or clicked by judges at any time.

Research

- Information must be supported by credible, well-documented sources.
- Any use of copyrighted material, images, logos, or trademarks must be properly documented.

Team Expectations

- In team presentations, all members must actively participate in the delivery of the presentation.

Event Specific Information: Competitors should incorporate the following aspects in response to the topic

- **Concept & Game Design**
 - Clear, engaging concept identifiable by all users
 - Game includes multiple outcomes
 - Rules are well-defined
- **Innovation & Technical Implementation**
 - Game shows creativity and originality
 - Tools, languages, and engines are clearly explained and used effectively
 - Implementation reflects advanced programming and thoughtful complexity
- **Visual & Audio Design**
 - Graphics and assets are consistent, purposeful, and enhance gameplay
 - Design elements support a polished user experience
 - Development tools are identified and appropriate for the style
- **User Experience & Functionality**
 - Game is intuitive and easy to navigate
 - Includes title screen and accessible UX features
 - Controls and mechanics are smooth, responsive, and player-friendly

Final Presentation Details

Timing Structure

- **Equipment Set-Up:** 3 minutes
- **Presentation:** 7 minutes (a one-minute warning will be provided)
- **Question & Answer (Q&A):** 3 minutes
- **Note:** Each time segment is exclusive. Once the 3-minute set-up period ends, the 7-minute presentation time begins automatically. Competitors may not shift time between segments. Competitors will not interact with judges during the set-up period.

Advancement to Finals

- The top-scoring competitors or teams from each preliminary section will advance to the final round in equal numbers.
- The number of competitors or teams advancing to the final round depends on the number of preliminary sections:
 - 2 sections: Top 6 from each section advance
 - 3 sections: Top 4 from each section advance
 - 4 sections: Top 3 from each section advance
 - 5 sections: Top 3 from each section advance

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- More than 5 sections: Top 2 from each section advance

Audience & Viewing Rules

- Final presentations may be open to conference attendees, depending on space availability.
- Finalists may not view other presentations in their own event.

Technology Guidelines

- **Internet Access:** Provided (*Please be aware that internet access at conference venues may be unreliable. Always prepare a backup plan in case the connection is lost or does not work with your device.*)
- Presentations must be delivered using no more than three personal devices (laptop, tablet, mobile phone, or monitor approximately laptop-sized).
- If the final round takes place in a conference room, the following equipment will be provided: a projector, projector screen, power access, and a table.
- Competitors using laptops or devices without an HDMI port must bring their own compatible adapters.
- It is the responsibility of final-round competitors to decide whether or not to use the provided technology.
- Wireless slide advancers (e.g., presentation clickers or mice) are allowed.
- Electricity will not be available.

Non-Technology Items

- Visual aids, samples, notes, and other physical materials related to the project may be used.
- Items may be placed on the provided table or on the judges table, if space allows.
- No items may be left with the judges following the presentation.

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Scoring

- Preliminary round scores are used to determine which competitors or teams advance to the final round from each section.
- Final round scores determine the final rankings and top award winners.
- Judges are responsible for breaking all ties in both preliminary and final rounds.
- All judging decisions are final. Results announced at the National Leadership Conference are considered official and will not be changed after the conclusion of the National Leadership Conference.

Penalty Points

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

Recognition

- A maximum of 10 entries (individuals or teams) may be recognized per event.

Americans with Disabilities Act (ADA)

- FBLA complies with the Americans with Disabilities Act (ADA) by providing reasonable accommodations for competitors. Accommodation requests must be submitted through the conference registration system by the official registration deadline. All requests will be reviewed, and additional documentation may be required to determine eligibility and appropriate support.

Recording of Presentations

- Unauthorized audio or video recording is strictly prohibited in all competitive events.
- FBLA reserves the right to record presentations for educational, training, or archival purposes. Competitors should be aware that their presentations may be recorded by FBLA-authorized personnel.

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Computer Game & Simulation Programming Presentation Rating Sheet

Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Concept & Design					
Game/simulation addresses all parts of the concept/topic and guidelines	<i>Concept / topic are not addressed, and 3 or more guidelines not followed</i>	<i>Concept / topic not fully developed, and one or two guidelines not followed</i>	<i>Fully addresses the concept/ topic and followed all guidelines</i>	<i>User with no knowledge of the concept/topic can identify it based on use of project and followed all guidelines</i>	
	0 points	1-8 points	9-12 points	13-15 points	
Game/simulation rules are well-defined and clearly explained	<i>Rules contain substantial errors affecting game play</i>	<i>Rules contain errors that have minimal impact on game play</i>	<i>Rules are error free as discovered through basic game play</i>	<i>Rules are well explained to the judges and exist within the game</i>	
	0 points	1-2 points	3-4 points	5 points	
Game/simulation is challenging, but can be completed	<i>Game is overly simplistic and/or cannot be completed</i>	<i>Game can be completed but is simplistic</i>	<i>Game is challenging and can be completed</i>	<i>User can navigate the game with rules as defined and several outcomes are available for completion</i>	
	0 points	1-2 points	3-4 points	5 points	
Innovation and creativity of the game/simulation	<i>No innovation or creativity is demonstrated</i>	<i>Very little innovation or creativity is demonstrated</i>	<i>Game is innovative <u>or</u> creative</i>	<i>Game is innovative <u>and</u> creative</i>	
	0 points	1-2 points	3-4 points	5 points	
Implementation					
Describes programming language selection, graphic design tools, game engines, or other software used and evaluates the technical complexity and sophistication of the implementation	<i>Tools, languages, or software used are not identified or described. No explanation of implementation.</i>	<i>Technologies are mentioned (e.g., programming language or game engine), but explanation is vague or lacks clarity. Little to no discussion of complexity or implementation.</i>	<i>Tools and technologies are appropriate and clearly described. Some discussion of the implementation process and technical complexity is provided.</i>	<i>Tools and technologies (e.g., language, design tools, game engines) are thoroughly explained with clear rationale. The implementation demonstrates sophistication and complexity, with evaluation of effectiveness and possible improvements.</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are appropriate for concept and/or topic	<i>No graphics used, text-based game play</i>	<i>Graphics are included but distracting and take away from game play, graphic tools are mentioned but not explained</i>	<i>Graphics are appropriate for the concept/topic and development tool is explained</i>	<i>Graphics are appropriate for the concept/topic and tools for development are explained</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are consistently applied	<i>Graphics & assets not available</i>	<i>Graphics & assets not consistent</i>	<i>Graphics & assets consistently applied</i>	<i>Graphics & assets consistently applied and enhance the user experience</i>	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are appropriate for the concept and/or topic, and their quality and consistency enhance the overall user experience	<i>No design principles applied</i>	<i>Color, contrast, background, typography, sound and design are distracting or busy</i>	<i>Color, contrast, background, typography, sound, and design are appropriate for the concept or topic</i>	<i>Color, contrast, background, typography, sound, and design enhance the user experience</i>	
	0 points	1-2 points	3-4 points	5 points	
User Experience					
Title screen functions & provides clear instructions	<i>No title screen provided</i>	<i>Title screen has limited instructions and/or functionality</i>	<i>Title screen functions and provides clear instructions</i>	<i>Title screen provided, but allows user to execute without instructions</i>	
	0 points	1-2 points	3-4 points	5 points	

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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
UX Design: User journey, design rationale, accessibility features	No UX design presented	Some elements of UX design are presented	UX design presented, with details missing	UX design presented, with details about the design rationale, user journey, and accessibility features highlighted	
	0 points	1-2 points	3-4 points	5 points	
Users can easily navigate between pages, and the overall user engagement and enjoyment are considered	Experience intended for the game is not defined	User can navigate the game but experience and purpose are not defined	User can navigate and complete the game following the rules	Game is enjoyable and takes user experience into account	
	0 points	1-2 points	3-4 points	5 points	
Game/Simulation controls & mechanics are intuitive	Controls & mechanics aren't present	Controls & mechanics not fully present	Controls & mechanics are intuitive	Controls & mechanics are intuitive and enhance the user experience	
	0 points	1-2 points	3-4 points	5 points	
Presentation Delivery					
Statements are well-organized and clearly stated	Competitor(s) did not appear prepared	Competitor(s) were prepared, but flow was not logical	Presentation flowed in logical sequence	Presentation flowed in a logical sequence; statements were well organized	
	0 points	1-6 points	7-8 points	9-10 points	
Consistently displays confidence, poised body language, engaging eye contact, and effective voice projection.	Did not demonstrate any of the listed skills	Demonstrated 1-2 of the listed skills (confidence, body language, eye contact, or voice projection)	Demonstrated 3 of the listed skills (confidence, body language, eye contact, or voice projection)	Demonstrated all skills, enhancing the overall presentation	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates the ability to effectively answer questions	Does not respond to questions or responses are completely off-topic.	Provides incomplete or unclear answers that show limited understanding.	Responds accurately and clearly to most questions, showing adequate understanding.	Responds confidently with clear, accurate, and thoughtful answers that enhance the overall presentation.	
	0 points	1-6 points	7-8 points	9-10 points	
Presentation Protocols					
Adherence to Competitive Events Guidelines	Competitor(s) Did Not Follow Guidelines	Execution Aligned with Guidelines: (All criteria must be met) ✓ Used only allowable technology devices (sizing specs followed; maximum of three) ✓ Presentation aligned with the assigned topic ✓ Maintained professional boundaries during set-up time (no interaction with judges) ✓ Did not leave materials behind after the presentation ✓ Links or QR codes were displayed appropriately (not clicked or scanned by judges) ✓ Audio was presented without external speakers (preliminary round) ✓ Avoided use of food or live animals			
		0 points	10 points		
Staff Only: Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty)					
Presentation Total (110 points)					
Name(s):					
School:					Section:
Judge Signature:					Date:
Comments:					