



# **THE UNIVERSITY OF THE WEST INDIES**

Faculty of Social Sciences  
Department of Economics  
Trade and Economic Development Unit

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## **Creating a Culture of Transparency: Revenue Reporting**

### ***Visual Arts and Short Film Competition***

#### **Rules and Guidelines**

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## AIM

- To improve the awareness of transparency and accountability issues among the nation's youth so that they can develop an appreciation for these issues.

## PARTNERS

- Department of Creative and Festival Arts, Art Society of Trinidad and Tobago
- Trinidad and Tobago Extractive Industries Transparency Initiative (EITI)

## ENTRY ELIGIBILITY

1. This competition is open to anyone between the ages of 15-30 years who is currently attending secondary school or enrolled in a tertiary level institution.
2. Students not attending secondary school or enrolled in a tertiary level institution are not eligible to participate.
3. Participants may submit only one art piece, animation or short film per category, but may enter more than one category.
4. All entries must be original and must be authored by one individual/group.
5. All submissions must try to capture either of the following:
  - *The Role of Transparency in an Information Society*
  - *The Role of Transparency to combat Corruption and promote Sustainable/Economic Development*
  - *“No Transparency, No Democracy”*
  - *Transparency in the Workplace: How open should we be?*

**Note: English** is the official language for this competition. The **visual art, animation and short film** are considered **separate categories**. Please be guided accordingly.

## COMPETITION & PRIZES

### Categories Prizes

#### **Best Visual Arts:**

15 - 19 yrs	1st Prize \$8,000, 2nd Prize \$5,000
20 - 25 yrs	1st Prize \$10,000, 2nd Prize \$7,000
26 – 30 yrs	1st Prize \$12,000, 2nd Prize \$9,000

**Best Animation:** 1st Prize \$8,000, 2nd Prize 6,000

**Best Short Film:** 1st Prize \$10,000, 2nd Prize \$8,000

**Special Trophies:** Institution with the most entries; 3rd and 4th Place Participant

# RULES

## Visual Arts Category:

1. The prizes for Best Visual Artwork will be awarded based on the following age groups:
  - 15yrs – 19yrs
  - 20yrs – 25yrs
  - 26yrs – 30yrs
2. Work must depict original idea, concept, imagination and/or interpretations of concepts capturing the chosen theme.
3. Each participant may submit a single digital image that comprises: (i) a single still image or (ii) a composite of multiple still images, using **one or a combination** of the following visual medium:
  - **Drawing:** This category includes works in pencil, ink, charcoal, pastel, crayon, etc.
  - **Painting:** This category includes works in oil, acrylic, watercolor, gouache, casein, tempera, etc.
  - **Sculpture:** This category includes 3-dimensional works, which include, but are not limited to clay, metals, wood, fibers, etc.
  - **Media Arts:** This category includes photography, digital photography artwork
  - **Print Design:** This category includes relief printing, silk screening, intaglio, processed hard copy print, etc.
  - **Ceramics:** This category includes all hand built or wheel thrown clay constructions that are primarily functional as opposed to sculptural in terms of intent.
  - **2D or 3D Mixed Media / Collage:** This category includes any 2 dimensional artwork that employs multiple media and /or collage that would not fit into a drawing or painting category.
  - **Graphic Design:** This category includes any artwork that combines image and typography utilizing art and technology to convey a message from a client to a particular audience.

## Animation & Short Film Categories:

- Awards shall be given for the best animation and short film.

## Definitions:

- **Short Film:** A live action film uses live action techniques as the basic medium of entertainment. A short film is an original motion picture that has a running time 5 minutes or less including all credits. **Film must not exceed 5 minutes in length (including opening titles and end credits).**
- **Animation:** An animated film is created by using a frame-by-frame technique, and usually falls into one of the two general fields of animation: character or abstract. Some of the techniques of animation films include cell animation, computer animation, stop-motion, clay animation, pixilation, cutouts, pins, camera multiple

pass imagery, kaleidoscopic effects, and drawing on the film frame itself. **Animation must not exceed 5 minutes in length (including opening titles and end credits).**

- There are no thematic limitations for submitted short films but applicants should use a PG-13 rating as a guideline. Stories, language, images and themes must be appropriate to age group.
- Work must depict original stories or original interpretations of stories. Films that have participated in other competitions cannot compete in this competition.

## REGISTRATION

1. Applicants will have to register for each category they enter.
2. ***Each applicant(s) can only register once per category***, however the applicant(s) can register for multiple categories.
3. Applications will have until **the 31st of March 2014** to register. Registration for the **Visual Arts & Short Film Competition** can be done online. Within 24 hours of registering you will receive a confirmation email, please take note of the registration number assigned since this must be written on all submitted materials that must be submitted by **30th April 2014**.
4. Any applications received after March 31st, 2014, will not be accepted. The organizers reserve the right to extend the registration deadline.

**Note:** For the Visual Arts Category only, applicants will be grouped based on their age as at 30th April 2014, irrespective of the date on which you submit your registration.

## SUBMISSION

1. All submission must be in no later than **30th April 2014**.
2. Please take note of the registration number assigned since this must be on all submitted materials that must be submitted by **30th April 2014**. (**Names of individuals and secondary/tertiary should not appear on any submitted material**)
3. **Visual Arts Competition:** Each participant may submit a single digital image that comprises (i) a single still image or (ii) a composite of multiple still images. All Visual Art submission must be accompanied with a statement not exceeding one hundred (100) words on how the artwork relates to the chosen topic. All artwork/ images must be submitted in high resolution (300 dpi) **to TEDU.UWI@gmail.com** no later than the **30th April 2014**.
4. **Animation and Short Film Competitions:** Applicants must submit one high-resolution image (300 dpi) for promotional use, along with the completed animation or short film.

5. These must be submitted on a DVD, Flash-Drive or via the upload link provided on the competition web pages. Please clearly mark your registration number assigned via online registration on all submitted documents.
6. Applicants who receive an error message should contact the Secretariat at 662-2002 ext. 83231 or via email **TEDU.UWI@gmail.com** as soon as possible to let us know that you are having problems with the online application.

## **JUDGING**

- The judging for the competition is blind, so the jurors will not know the identities of the people who have entered the work. This means an applicant's name; school, gender, and age are not presented during judging.
- A three-member panel of judges will be selected to assess all the entries for the Visual Arts category, and the animation and short film categories, in accordance with the rules and judging criteria respective to each competition.
- Professionals with experience in practicing, teaching, or representing visual arts and/or film will be selected to judge each competition offering a balance in skills and expertise.
- The second phase of judging involves the participants' work being uploaded on to Facebook to accumulate a Social Media Score.
- All finalists will receive notification via email or telephone of their success prior to the conference where their work will be put on display
- The Visual Arts and Short Film Competitions would use a two-part judging process and it is important that you and/or your team follow the criteria as outlined below:

### **Visual Arts:**

- i. **Judging Phase 1:** This phase of judging account for 60% of the final score. The judging criteria will be based on creativity and originality, technical skill and content as defined below.

#### **Creativity and originality (24 %)**

- Artwork that is submitted should represent independent thought and imagination. It should be novel and distinctive in style and concept

#### **Technical Skill (18 %):**

- Degree of expertise in the chosen medium: To have a strong command and proficiency of an art medium.
- How it is applied to further the idea or originality of the artwork will be taken into consideration.

#### **Content (18 %)**

- Significance of the ideas, issues, and/or objectives as creative research in the visual arts or documentary film.
- Relevance of the work to the topic chosen.

ii. **Judging Phase 2:** This phase of judging showing the artwork's **ability to go viral** accounts for 40% of the final score. The best 20 will be posted on Facebook where they would accumulate a Social Media score based on the number of Facebook "likes".

**Short Film/Animation:**

- i. **Judging Criteria Phase 1:** This phase of the judging will account for 60% of the final score. The judging criteria will be based on creativity and originality, technical skill and content as defined below.

**Story-Film and Animation Judging Criteria (100 points):**

**Content (24%)**

Pay close attention to the following areas, which pertain to the story and structure of your movie:

- Script/Story
- Creativity
- Originality
- Coherence

**Technical Excellence (24%)**

This section pertains to the technical aspects of the movie.

- Visual Creativity
- Cinematography
- Sound Design and Soundtrack
- Editing
- Composition Skill

**Originality and Overall Quality (12%)**

Pay close attention to the following areas, which pertain to the overall experience of watching the movie:

- Independent thought and imagination
- Overall impression
- Enjoyment Factor
- Meaningfulness
- Replay value

ii. **Stage 2 Judging Criteria (40%)**

**Ability to go viral:** The 10 best short film and 10 best animations coming out of the first stage of judging will then be posted on Facebook where the respective accumulated Social Media score (Facebook "likes") would account for 40% of the work's overall score.

## **PRESENTATION OF PRIZES:**

- Winning entries will be put on display and shown as part of the Revenue Reporting Conference on June 5th and 6th 2014 at the Hyatt Regency Hotel. Winning entries may be rescreened or shown without additional approval of the winning contestant
- Finalists will attend the Opening Ceremony of the Conference to receive their prizes on **Thursday, 5th June 2014 from 9 am.**
- All submissions can be used in the promotion of the conference and can be used on a variety of media platforms. Permission from unsuccessful applicant will be sought before artwork(s) and / short-film will be used.

## **Agreement and Release Forms**

### **Copyright Release Form:**

Participants cannot use copyrighted music in their work without the permission of the original artist. Review our Copyright Release Form, and follow the directions accordingly. For additional guidelines on the use of copyrighted materials, visit the Copyright Organization of Trinidad and Tobago (COTT) website at <http://www.cott.org.tt>

### **Photography and Video/Film Appearance Release Form:**

In addition to the registration form, you must get the consent of any recognizable people who you may have photographed, videotaped or filmed. (See: Appearance Release Form)

### **Visual Artwork Usage Policy:**

Any original work(s) of art or other forms of intellectual property shall belong to the student(s) who created them. TEDU and our sponsors reserve the right to photograph, reproduce, and use for display the works of art entered into the Visual Arts and Short Film competitions for marketing and publicity in the future.

As a condition of participation in any of the Visual Arts and Short Film competition, participants give permission for photos of themselves to be used by TEDU or our sponsors for marketing, publicity, or other related purposes if they should be one of the winners of a prize or honorary mention.

TEDU does not take responsibility for any original artwork submitted to the Visual Arts and Short Film competitions, unless specified otherwise. (See: Visual Artwork Release Form)

### **Video Entry Agreement Form:**

Participants who submit work to the Animation or Short Film category are required to complete the Video Entry Agreement Form (per video entry) along with the submission form. (See: Video Entry Agreement Form)



**Enrollment Confirmation:**

Once you have finished uploading your artwork, we will contact your teacher, school or tertiary institutions to confirm that you are their student and/or currently enrolled.

**Agreement:**

By entering this competition, applicants signify their willingness to abide by these rules and guidelines. Any issues not clarified by these regulations shall be adjudicated by the conference administration. For any further question, queries, comments or information regarding the Revenue Reporting conference and/or Visual Art and Short Film Competition, please contact us via:

**Mailing Address:**

Secretariat  
Creating a Culture of Transparency: Revenue Reporting  
Trade and Economic Development Unit  
Department of Economics  
Faculty of Social Sciences  
The University of the West Indies  
St. Augustine, Trinidad and Tobago, W.I.

**Phone:** (868) 662 2002 ext. 83231

**Email:** [tedu.uwi@gmail.com](mailto:tedu.uwi@gmail.com)

**Website:** [www.sta.uwi.edu/conferences/14/PWYP2014](http://www.sta.uwi.edu/conferences/14/PWYP2014)

**Facebook:** <https://www.facebook.com/PWYPTT>