



# VIDX

**CATEGORY**

**SELECTION STAGE RULES**

**BAKU 2025**

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## 1. Introduction

**Art** is a medium for expressing human emotions and serves as a form of social consciousness within culture. As a reflection of reality, it manifests in various artistic forms—visual representations (fine arts, architecture), sound (music), words (literature), and in a synthesized form in disciplines like theater and film. With technological advancements, different forms of art continue to evolve. As a result, technology has become an inseparable part of artistic expression.

In the STEAM concept, the "**A**" **stands for Art**, allowing students to transform their projects into artistic, design-driven, and creative works.

The primary goal of the competition is to enhance participants' imagination and storytelling skills, encouraging them to use technology to create their own narratives while collaborating in teams. Additionally, it aims to improve their skills in editing, scriptwriting, filming techniques, and video production. This competition fosters innovation in the field of digital animation, inspiring participants to explore new creative possibilities.

## 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 2025 (<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. Teams must create a painting and a script in accordance with the theme **'Humans on Earth'** during the selection stage.
- 5.2. Participants must create their paintings based on the theme on A2-sized paper.
- 5.3. The script must not exceed 200 words.
- 5.4. In this stage, teams must create their paintings at the pre-designated STEAM centers on the dates announced by the organizers.
- 5.5. To create the paintings, teams must bring the necessary materials, including A2-sized paper, colored pencils, paints, etc., to the designated centers.

**5.6.** Team members must prepare a report about their teams. The report must be in PDF format.

The written report should consist of the following sections:

- **Title Page** (The title page should include the following information:)
  - Team name;
  - Name of the category joined;
  - Names, surnames, ages, and school information of the team members.
- **Scenario** written in accordance with the topic.

The final submission deadline for the report is **April 30, 2025**.

## 6. Selection 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
<b>Ecological Message and Assessment</b> – Explaining how the drawing and scenario express human impact on Earth and ecological responsibility, emphasizing environmental protection, waste reduction, and proper use of natural resources..	30
<b>Creativity and Originality</b> – Presenting a new and unique approach to the topic, demonstrating different ideas and creative solutions in the drawing and scenario.	20
<b>Aesthetic Skill</b> – Proper and harmonious use of colors, shapes, and composition, ensuring technical accuracy and visual comfort.	20

<b>Relevance to the Topic</b> – Ensuring the drawing and scenario fully align with the theme " <b>Humans on Earth</b> ", expressing the theme clearly and specifically.	20
<b>Overall Impact</b> – The emotional and intellectual effect of the drawing and scenario on the audience, with a strong and thought-provoking message.	20
<b>Visual Appeal</b> – The overall aesthetic beauty of the artwork and its visual attractiveness for the audience.	10
<b>Total</b>	<b>120</b>