



## **Student Competition for Creation of Instructional Resources for the 2021 Instructor Competencies**

### **Introduction**

The International Board of Standards for Training, Performance, and Instruction (IBSTPI) is pleased to announce a global competition for students in academic programs to develop instructional resources for the 2021 Instructor Competencies. The competition's goal is to produce instructional materials (i.e., short videos, infographics, and assessments) that help people understand and apply the 2021 Instructor Competencies. The competition will unfold across two phases, with finalists eligible for awards starting from \$300 to \$700 to \$1000 for third, second, and first places, respectively. Submissions are due by **April 4, 2024**. Join us in shaping the future of education!

### **Context**

IBSTPI has been developing and validating the standards for professionals in the learning, development, and performance improvement fields for more than four decades. Our most recent competencies are for our fourth generation 2021 Instructor Competencies, which are organized into core, online, and blended standards across four domains: 1) Professional Foundations Domain, 2) Designing for Learning Domain, 3) Facilitating Learning Domain, and 4) Evaluating Learning Domain. Each domain includes competencies and associated performance statements (see 2021 Instructor Competencies).

### **Goals**

We are seeking to develop instructional resources (e.g., job aids, interactive media, infographics, assessments, concept maps, flowcharts, and short instructional videos) to assist stakeholders in the understanding and use of the 2021 Instructor Competencies. Student teams could select to unpack a single competency or domain of the 2021 Instructor Competencies (Hint: Remember, sometimes less is better).

Students enrolled at universities in related programs (e.g., Instructional Design, Learning Design and Technology, etc.) are welcome to participate in this competition. Each team must identify an academic advisor at their institution. We will supply the 2021 Instructor Competency sets (at no cost to participating institutions), and the teams will receive a single copy of the fourth

edition of the 2021 Instructor Competency book published by IAP: [Link to IAP Book](#) (In the second phase). The book provides depth into the 2021 Instructor Competencies not available from the competency sets alone. Student teams are required to incorporate the IBSTPI logo and utilize IBSTPI's provided colors and branding in their instructional resources and solutions. IBSTPI hereby consents to the student team's limited use of the IBSTIP logo only for inclusion with their institutional resources and solutions.

## **Process**

The IBSTPI-sponsored competition will host a formal webinar on **January 18, 2024 at 6:00pm EST** to launch the official competition. Student teams must be formed, and academic advisors selected; and each team must apply to participate in the competition by January 11, 2023: [IBSTPI Competition Application Link](#). During the following three months, student teams, with support from an advisor at their university and the professional community, will create a set of instructional resources and solutions to unpack the 2021 Instructor Competencies to relevant IBSTPI constituents.

### ***Competition Phase I***

The competition will be broken into two phases. The first phase requires the creation of a 1,000-word proposal for the instructional resources and solutions. Figures and references are not included in the word count. The proposals should emphasize the 2021 Instructor competency or competencies that will be addressed by the solution and provide theoretical and practical support to justify the design solution. The proposals for phase one are due on **February 1, 2024**. Instructions for submission will be sent to participants. Ten finalists will be selected for the second phase of the competition. The finalists will be announced on the IBSTPI website and social media platforms on **February 15, 2024**.

### ***Competition Phase II***

The finalists will move forward to create their instructional resources and solutions for the final competition. Three winning teams will be selected by the IBSTPI board (i.e., 1<sup>st</sup> place, 2<sup>nd</sup> place, and 3<sup>rd</sup> place) and will have the honor of presenting their instructional resources in 15-minutes during a 1-hour webinar on **April 25, 2024, at 6:00pm EST**. The instructional resources and solutions must be submitted by **April 4, 2024**, and the finalists will be announced by **April 18, 2024**, on the IBSTPI website.

The solutions will be resources stakeholders can download or stream from the IBSTPI website and social media platforms. We encourage faculty members at each university to organize teams in their courses and programs to participate. The competition is limited to **30 individual teams on a first-come, first-served basis based on the registration dates**. Teams should consist of three to five students each. Please understand that the final accepted submissions may be modified by the IBSTPI board before dissemination.

## Questions and Support

Questions about the competition should be submitted by the designated academic advisor from the university to: aritzhaupt@coe.ufl.edu While we will not provide specific guidance on instructional resources and solutions, our aim is to assist by clarifying the competition process, guidelines, and the interpretation of the 2021 Instructor Competencies. Teams are also encouraged to seek professional guidance from members of the broader professional community and their academic advisor.

## Delivery Instructions

Each team will upload a single ZIP file (10 MB) with their instructional resources along with a separate ReadMe.docx/pdf file that explains the sequence and use of the instructional resources and solution. One folder in the ZIP file should contain the native files for editing the resources (e.g., Photoshop files). The other folder should contain the production version of the final solution. All submissions must be submitted to the designated URL **by April 4, 2024, 11:59pm EST**. Instructions and the URL will be sent to each team. Each team represents and warrants that any files uploaded does not and will not knowingly: (a) violate any law or regulation; (b) be defamatory or libelous; (c) be pornographic or obscene; or (d) contain any viruses, Trojan horses, worms, time bombs or other computer programming devices which are intended to damage a user's system or data or prevent the user from using same.

## Awards

The awards will be provided to the designated person in a check. The awards will be allocated at the following levels:

- 1<sup>st</sup> Place Winner - \$1000
- 2<sup>nd</sup> Place Winner - \$700
- 3<sup>rd</sup> Place Winner - \$300

## Evaluation Criteria

IBSTPI board members will judge each team submission according to the following criteria. The rubric scores will not be shared outside of IBSTPI. We will provide a rank order of the three top solutions based on the IBSTPI board members using the rubric to assign scores to each solution.

Criterion	Superior	Proficient	Adequate	Weak
<b>Completeness:</b> Does the submission address thoroughly the competency or domain selected by the competition team?	The submission comprehensively and effectively addresses all aspects of the selected competency or domain.	The submission mostly covers the selected competency or domain but may have minor gaps.	The submission partially addresses the selected competency or domain; with notable gaps.	The submission inadequately addresses the selected competency or domain; with significant gaps.

<p><b>Accuracy:</b> Does the material submitted include content that addresses or aligns to the competency or domain?</p>	<p>The submission is highly accurate, aligning perfectly with the selected competency or domain.</p>	<p>The submission is mostly accurate, with minor discrepancies.</p>	<p>The submission contains noticeable inaccuracies that affect alignment with the competency or domain.</p>	<p>The submission is significantly inaccurate and misrepresents the competency or domain.</p>
<p><b>Accessibility:</b> Does the submission conform to relevant accessibility standards (e.g., WCAG, 508)? [Note: evaluation of the submission with these criteria does imply the item meets the accessibility standards or laws of any country]</p>	<p>The submission demonstrates outstanding adherence to accessibility standards.</p>	<p>The submission mostly conforms to accessibility standards but may have some minor issues.</p>	<p>The submission partially adheres to accessibility standards, with noticeable issues.</p>	<p>The submission lacks adherence to accessibility standards; hindering accessibility significantly.</p>
<p><b>Usability:</b> Can a variety of users successfully integrate the submission into their workflow, curriculum, or other context?</p>	<p>The submission is highly usable across various contexts with minimal user difficulties.</p>	<p>The submission is mostly usable; with only minor challenges.</p>	<p>The submission is usable but presents noticeable difficulties for some users.</p>	<p>The submission is not easily usable and poses significant challenges for users.</p>
<p><b>Ease of Dissemination:</b> Can the submission be easily shared with a large body of users based on the context of the selected competency or domain?</p>	<p>The submission is exceptionally easy to share with a wide audience.</p>	<p>The submission is mostly easy to share, with minor barriers.</p>	<p>The submission can be shared but presents notable obstacles.</p>	<p>The submission is challenging to share with a broad audience.</p>

<p><b>Learning Effectiveness:</b> Does the submission support contribution to the achievement of learning objectives or competencies typically found in academic programs or professional learning contexts?</p>	The submission highly contributes to achieving learning objectives or competencies.	The submission mostly contributes to learning objectives, with minor gaps.	The submission partially supports learning objectives, with noticeable limitations.	The submission inadequately contributes to learning objectives, with significant limitations.
<p><b>Scalability:</b> Can the submission be easily adapted for use by any contextual user (e.g., higher education or corporate training) with few if any limitations?</p>	The submission is easily adaptable for various contextual users with minimal limitations.	The submission is mostly adaptable but may have minor limitations.	The submission can be adapted but presents noticeable challenges.	The submission is not easily adaptable and poses significant limitations.
<p><b>Creativity:</b> Does the submission show a unique, creative approach in its design that sets it apart?</p>	The submission demonstrates exceptional creativity, setting it apart.	The submission is creative, with some unique aspects.	The submission has limited creativity and lacks uniqueness.	The submission lacks creativity and is conventional in design.
<p><b>Professionalism:</b> Did the design team present their product in a manner befitting professionals within the field?</p>	The design team presented their product in a highly professional manner.	The presentation was mostly professional, with minor deviations.	The presentation had noticeable unprofessional elements.	The presentation lacked professionalism and did not meet industry standards.

## Legal Terms and Conditions

### Copyrights

As consideration for competing in the IBSTPI-sponsored competition, each of the student teams hereby assigns to IBSTPI all of its rights and ownership in any work submitted to IBSTPI and agrees that any copyrights in the work submitted are deemed a “work made for hire” under the U.S. Copyright Act. The winning teams will supply their instructional resources and solution to IBSTPI and sign a copyright agreement transferring ownership to IBSTPI. The final solutions should not include the performance statements verbatim in written or oral form as part of the

solution. IBSTPI hereby grants a limited license to the winning teams to use the final solutions in a student portfolio, website, or other electronic means. If IBSTPI chooses to modify or adapt the final solutions (“IBSTPI Works”), those IBSTPI Works will only be shared by IBSTPI and the winning teams have no right or license to use, publish, reproduce, prepare derivative works based upon, distribute, perform, or display the IBSTPI Works in a student's individual portfolio, websites, or other electronic means. IBSTPI will attribute the creation of the instructional resources and solution to the members of the winning team and university as it disseminates the IBSTPI Works to its constituents.

### **Use of Name and Likeness**

The finalists hereby grant to IBSTPI the right to use their name, image, and biographical data and/or likeness on the IBSTPI website and social media platforms perpetually and without restriction.

### **Limitation of Liability**

Except as otherwise provided, in no event shall IBSTPI be liable to any student or student team for any special, indirect, incidental or consequential damages, whether based on contract, tort or any other legal authority or other pecuniary loss, arising out of or in connection with this IBSTPI-sponsored competition.