

Technical Description

Publishing

Skill 38



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1 Skill Overview

1.1 Skill Name and Category

Publishing, Media

1.2 Number of Competitors

This is an individual Skill Competition with one competitor.

1.3 Competition Time

The total competition time is 5 hours and consists of the following module:

- Module A: Publishing – 5 hours

1.4 Description of the Skill

Publishing involves the creation and design of a print-ready graphic document using Adobe software, based on a given theme and tailored to a specific target audience. Competitors must demonstrate the ability to plan and structure content effectively, combining text, images, layout, and design elements to produce a visually coherent and communicative publication.

Success in this skill requires creativity, technical proficiency in desktop publishing tools, and a clear understanding of visual hierarchy, readability, and audience engagement.

2 Task Assignment Overview

2.1 Task Assignment Description and Familiarisation Session

The Task Assignment is the main competition task used to assess the competitors' skills. It defines what the competitors must complete during the competition and forms the basis for all assessments. The final result is evaluated only on the finished work produced during the official competition time.

A familiarisation session is organised on C-1. During this session, competitors may enter the workshop, see the workspace, check the available tools and materials, and ask questions about procedures or practical arrangements. Competitors are not allowed to practise, start, or rehearse any part of the Task Assignment during this session.

2.2 Task Assignment Structure

The competition consists of one module:

Module A: Publishing

Competition time: 5 hours

Competitors create a two-sided foldable flyer based on the Task Assignment. At the start of the module, competitors receive the module-specific instructions and the materials required to complete the task. The material package may include fonts, logos, and images.

The document file must include all required elements. Competitors must prepare versions of the project suitable for both digital and printed formats. They may print a maximum of two prints while preparing the file.

The printing company prints and folds the final flyers the following day and delivers them to the competition area for assessment.

The Task Assignment specifies the required file formats, print and digital output settings, proof-printing procedures, and submission requirements.

2.3 Task Assignment Technical Requirements

Competitors must be able to apply the following skills and techniques:

- Visual communication
- Layout design
- Visual composition
- Vector graphics
- Image editing
- Typography
- Colour management and the correct use of colour profiles
- File preparation for print and digital media
- Technical accuracy
- Proficient use of multiple design software applications

- Creativity and originality

The Task Assignment defines the exact technical requirements for the current competition, including any additional technical requirements, mandatory content elements, or skill-specific variations.

3 Materials and Equipment

3.1 Materials and Equipment Provided by the Competition Organiser

The Organiser provides the materials, tools, and equipment listed below.

Images are for reference only. They do not indicate a specific brand or model unless otherwise stated in the specifications. Quantities are per competitor unless otherwise stated.

Items will be available at the competitor's workstation or in the designated competition area, as appropriate. Where exact brands, models, or task-specific material details are not specified, these may be confirmed before the competition or defined in the Task Assignment, as appropriate.

No.	Equipment / Material	Picture	Specifications	Quantity
01	Computer workstation		Mac, PC or laptop with monitor suitable for running the required Adobe software	1
02	USB mouse			1
03	USB keyboard			1
04	Table		Standard workstation table	1
05	Chair		Standard working chair	1

No.	Equipment / Material	Picture	Specifications	Quantity
				
06	A4 Paper		For sketching the layout design	As required
07	Pencils			2
08	Eraser			1
09	Pencil sharpener			1
10	Adobe software		Adobe InDesign, Illustrator, Photoshop, and Acrobat in English. Competitors use Organiser-provided Adobe accounts. Personal accounts are not permitted.	1 set
11	Task Assignment assets		Logos, images, and other required digital files provided in the desktop folder	1 set

No.	Equipment / Material	Picture	Specifications	Quantity
12	Fonts		Adobe Fonts and the default fonts available in the provided Adobe applications. Required fonts are installed or made available before competition time begins.	1 set

3.2 Materials and Equipment Supplied by Competitors

Competitors may bring only the materials, tools, and equipment listed below. Personal tools and equipment must fit within a toolbox or tool case suitable for checked luggage, with a maximum total weight of 23 kg, including the toolbox or case. This requirement does not apply to clothing, footwear, personal protective equipment (PPE), or equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

Images are for reference only. They do not indicate a specific brand or model unless the specifications state otherwise. Quantities are per competitor unless otherwise stated.

No.	Equipment / Material	Picture	Specifications	Quantity
01	USB keyboard		Competitor's preferred language and keyboard layout	1
02	USB mouse		Competitor's choice	1

3.3 Prohibited Materials and Equipment

Competitors may use only the materials, tools, and equipment listed in Sections 3.1 and 3.2, unless otherwise authorised by the Skill Manager or Chief Judge. This restriction does not apply to clothing, footwear, or personal protective equipment (PPE) required in Section 4.1, or to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

All other materials, tools, and equipment are not permitted.

4 Skill-Specific Requirements

4.1 Skill-Specific Requirements

The Skill-Specific Requirements below apply to this Skill Competition and must be followed in addition to the Abilympics Competition Rules. The Skill Manager or Chief Judge may provide additional instructions, as needed, to ensure the competition is conducted safely and fairly.

Topic	Skill-Specific Requirements
Materials and tools provided by the Organiser	Competitors must check the workstation, software, files, and printing arrangements before the competition begins. If anything is missing, damaged, defective, or not functioning correctly, competitors must immediately inform the Judges. No replacements will be provided after competition time has commenced, unless authorised by the Judges. If equipment or software provided by the Organiser fails and the failure is confirmed not to have been caused by the competitor, the Chief Judge may grant additional time.
Use of personal tools	Competitors may bring and use only the personal tools and equipment listed in Section 3.2. No other personal tools or equipment are permitted. This restriction does not apply to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser. Competitors may not bring personal files, templates, asset libraries, or other digital resources into the competition.
Personal protective equipment (PPE)	PPE is not required for this skill.
Clothing / Uniform	There is no mandatory uniform. Competitors should wear clean, comfortable clothing suitable for computer-based work. Clothing must not display large commercial logos or promotional branding. Small, non-distracting brand marks are permitted.
Sideline coaching	Competitors must remain at their workstations or within the designated competition area during competition time, unless authorised to leave by the Judges. Competitors may not communicate with other competitors or members of the public during competition time. Competitors may communicate with Judges, Interpreters, personal assistants, and other authorised persons when required. The role and permitted involvement of a personal assistant must be agreed in advance with the Organiser based on the competitor's condition or special needs.

Topic	Skill-Specific Requirements
Use of technology	Competitors may not use personal laptops, tablets, mobile phones, smartwatches, or other personal communication or electronic devices during competition time. Competitors must store such devices away and may access them only during the lunch break or at the end of the competition day. This restriction does not apply to devices required due to the competitor's condition or special needs and agreed in advance with the Organiser. Judges and Interpreters may use devices required for their official duties only as agreed by the Skill Manager and the Chief Judge. The Skill Manager and the Chief Judge may use devices required for competition management and will specify any additional restrictions or permitted device use within the competition area. Only software and digital resources provided by the Organiser may be used. Internet access, cloud services, personal external files, and AI-based assistance, such as Generative Fill, are prohibited unless explicitly permitted in the Task Assignment. The Task Assignment specifies which built-in software features are permitted, including any restrictions on generative AI tools.

5 Assessment Framework

5.1 Assessment Principles

All Abilympics Skill Competitions are marked out of 100 points.

Points are divided between criteria that reflect the required skills and expected outcomes.

Two methods of assessment are used:

- **Measurement:** objective, factual scoring (e.g., size, accuracy).
- **Judgement:** expert evaluation of quality, technique, and artistic choices.

5.2 Assessment Areas

Detailed marking criteria and scoring are provided in the Task Assignment.

Assessment focuses on the following key areas:

Assessment Area	Points
Visual Communication Design	30
Vector Graphics	10
Image Editing	10
Technical Accuracy for Print and Digital Media	25
File Management	15
Creativity and Innovation	10
Total	100