

G. W. Carver Center for the Arts and Technology

938 York Road
Towson, MD 21204

IT & Interactive Media Production

2024-2025 Assessment Guidelines

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Eligibility

Applications must be submitted on or before 1 p.m. on Friday, November 3, 2023. Applications can be accessed from the [BCPS Magnet Programs' Web site \(www.tinyurl.com/BCPSMagnet\)](http://www.tinyurl.com/BCPSMagnet) beginning at 12:00 noon on Tuesday, September 12, 2023. Late applications are not processed.

Applicants must attend and complete the assessment for the program to which they applied. Failure to do so will disqualify the applicant; and admission into the magnet program will be denied.

Applicants may only assess for the program(s) to which they applied. Assessments completed for a program not selected on the application will not be scored.

Documented testing accommodations, as appropriate to the assessment, will be provided. Education plans for students not currently attending a BCPS school must be submitted with the magnet application.

Assessment Scheduling

Assessments must be scheduled through the online application system when the application is submitted.

Failure to attend an assessment WILL result in disqualification.

If there are scheduling conflicts with other magnet assessments, parents must contact the Magnet Programs' office by no later than November 8, 2023.

It is the responsibility of the parent(s) to:

- ensure the applicant attends the assessment on the scheduled date and time.
- ensure the applicant brings the required materials to the assessment.
- contact the schools immediately if an unforeseen illness or emergency occurs.

Unforeseen Illness or Emergency: If the applicant cannot attend or complete the scheduled assessment due to an unforeseen illness or emergency, **please immediately contact G. W. Carver Center for the Arts and Technology at (443) 809-2793.** Please be aware that assessments will not be rescheduled without documentation verifying the illness or emergency. Documentation must be provided to the school within 72 hours of the illness or emergency.

Inclement Weather: If school activities are cancelled due to inclement weather, magnet assessments will be postponed. Postponed assessments will occur on the designated inclement weather date. All emergency closing and cancellation information will be posted on the BCPS automated information line, (443) 809-5555. Closings and cancellation announcements may also be made through local media.

Academic Integrity

By taking the BCPS magnet assessments, applicants agree NOT to participate in any of the following activities. Violation of this agreement may result in disqualification:

- Submitting, copying, or attempting to copy another's work, including plagiarizing another's words or ideas
- Using or attempting to use unauthorized materials and/or technology
- Falsifying information in an academic exercise
- Assisting another in academic dishonesty

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Assessment Overview

Magnet Coordinator(s): Lori Turner lturner2@bcps.org
 Maria Tazelaar-Ngo mtazelaar@bcps.org

Assessment Date(s): **Saturday, Dec. 9, 2023 @ 8 a.m. – 6 p.m.**
Applicants must arrive 15 minutes prior to assessment start time
Inclement Weather Date: Saturday, Dec. 16, 2023

Assessments are by appointment only. Assessments must be scheduled by Nov. 8, 2023.

Assessment Duration: 2 hours

Assessment Description: Applicants will prepare an Industry Brochure prior to the assessment appointment. At the assessment, applicants will complete a questionnaire based on the brochure. They will also complete a math test of approximately 20 questions and a Practical Drawing test.

On-Site Registration

- **Arrival:** Report to the Dining Hall 15 minutes prior to appointment time. Late applicants will not be admitted into the assessment.
- **Accompaniment Information:** Parents are asked to drop off applicants and return at the conclusion of the assessment. There is no seating available in the school for parents and parking is limited
- **What to Bring (see Preparing for the Assessment below for details):**
 - Demonstration of Interest - Brochure

Assessment Components & Self Evaluation

| Evaluation Component | Point Values |
|------------------------|---------------|
| Brochure | Up to 20 pts |
| Math Test | Up to 40 pts |
| Practical Drawing Test | Up to 20 pts |
| Questionnaire | Up to 20 pts |
| TOTAL | Up to 100 pts |

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Preparing for the Assessment

Applicants will prepare an Industry Brochure prior to the assessment appointment. At the assessment, applicants will complete a questionnaire based on the brochure. They will also complete a math test of approximately 20 questions and a Practical Drawing test.

Demonstration of Interest—Brochure: (MUST BE COMPLETED PRIOR to coming to assessment)
Applicants must create a two-sided 8.5"x11" tri-fold brochure from a single sheet of plain white paper. This brochure will detail information about a fictional video game company that the applicant would own and operate.

The brochure must contain:

- Applicant's name
- Name of the fictional company
- List of sources for information used or media included (using MLA or APA format)

The brochure must address all of the following:

1. A mission statement and concise description of the company.
2. A description of how the applicant sees themselves as a leader in the company.
3. The title and a description of a fictional game that the company would launch. Information about this game must include:
 - its genre
 - target audience
 - core gameplay
 - style of graphics
4. A 3"x3" sketch of the main character from the fictional game described above. This should be an original character and should not be recognizable as any other existing character.
5. Two games that would be an inspiration to the applicant as a game developer. Include how these games are relevant or influence the applicant's creations.
6. Information about two actual competitors for the fictional company. For each competitor, indicate a title that they develop and compare that title with the features in your title.
7. Two job postings, each having a unique role, for a new game that the company is creating. Information about each posting should include the title of the position and three responsibilities for the new hire.

On the day of the assessment, applicants must bring the brochure in a sealed letter-sized envelope with the applicant's name on the front to the assessment at Carver Center. Brochures will be collected before the applicant completes the questionnaire. Brochures will be evaluated based on the applicant's response, neatness, organization, clear labeling of sections, grammar, spelling, and inclusion of required information.

Questionnaire:

At the assessment, applicants will complete a questionnaire about the Industry Brochure to determine their interest in and knowledge in the field. The questionnaire will be evaluated based on the applicant's response, spelling, and grammar. Brochures will be collected prior to the student completing the questionnaire.

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Practical Drawing Test:

Applicants will be asked to complete a drawing. Applicants will spend 30 minutes drawing a screen from a fictional video game based on a description provided to the applicant. Applicants will be provided with all materials. The drawing will not be returned. The following criteria will be applied when scoring the drawing:

- Up to 8 points – Following the directions and inclusion of **all features** provided in the description
- Up to 4 points – Attention to detail
- Up to 4 points – Quality of coloring and shading
- Up to 4 points – Quality and placement of screen elements (Example: Health bar, score display, experience tracker).

Math Test:

Applicants will take a timed math test of approximately 20 questions. Skills evaluated will include basic knowledge of fractions and percent, equations, slope, and solution of logic and word problems. Calculators will be provided. Students are encouraged to review the sample questions below to prepare.

Sample Math Questions

Candidates will be able to use the calculators provided.

1. Change 0.07% to a decimal
2. Change $\frac{3}{4}$ to a percent
3. Solve $\frac{1}{4} + \frac{1}{2}$ and write as a fraction
4. Evaluate $\$300 \times 106\%$
5. Evaluate $3 + \frac{27}{3^2} - (7 - 5)$
6. Evaluate $a^2 + 7b$ where $a = 2$ and $b = 4$
7. Solve for x : $2x + 3 = 23$
8. Find the slope for the line defined by the two points: $(-5,4)$ and $(0,-3)$
9. Identify the slope and the y-intercept for the following: $y = -2x + 10$
10. An advertisement indicated that a new computer priced at \$600.00 could be purchased by putting \$102.00 down. What percent of the price is the down payment?
11. Baxter Associates has a workers' compensation premium that is 73% of wages. Gene is paid \$16 per hour as a skilled worker. What is the cost of the workers' compensation insurance per hour for Gene?
12. A group of five people are all working on the same mathematics problem. On the night before it is due, they call each other to discuss their work. Each person talks to all the other people at least once. What is the fewest number of telephone calls that could be made?
13. Lara invited some people to a party. When the doorbell rang the first time, one guest arrived. When the doorbell rang the second time, three guests arrived. When the doorbell rang the third time, five guests arrived. If the guests continued to arrive in the same manner, how many guests would be at the party after ten rings?

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14. Find the smallest single-digit positive integer that must be added to 2,010 to obtain a number divisible by 9.
15. How many numbers between 77 and 177 are divisible by 8?
16. Harry's class took a field trip to the science museum. They left school at 7:00 A.M. It took them 45 minutes to drive to the museum. They stayed at the museum for 3 hours and 15 minutes and it took them 45 minutes to drive back to the school. What time was it when Harry's class got back to school?

Sample Math Questions—Solutions

1. 0.0007
2. 75%
3. $\frac{3}{4}$
4. 318
5. 4
6. 32
7. 10
8. $-\frac{7}{5}$
9. Slope = -2; y-intercept = 10
10. 17%
11. \$11.68
12. 10 calls
13. 100 guests
14. 6
15. 13
16. 11:45 AM