

# WORLD COSPLAY VIDEO CHAMPIONSHIP

## Judging and Competition Rules

### ■ Basic concept

1. This shall be a competition of cosplay prowess in the spirit of the World Cosplay Summit, in which aspects such as the reproduction of the costumes of the characters are evaluated.
2. Even in such cases in which performances include a high amount of original elements and reformulation from a subjective perspective, performances shall demonstrate respect for the original work, without departing from its original setting or disdaining it by means of an inconsiderate interpretation.
3. The project shall be based on creative inspiration, and the judgment of the characters and the video entries should reflect high production values.

### ■ Judging criteria

1. Points are awarded according to the following three criteria related to the production of the main elements that express the character (costumes, hand props, etc.):

- 1) Level of precision in the costumes (30 points)

The costumes are evaluated by comparing the actual costumes with the design of the costumes in the original work. If the actual costumes are completely identical to the costumes in the original work, the full 30 points are awarded. If completely different, the lowest score of 0 points is given. In addition, in cases where there is an unknown part in a costume that appears in the original work, as long as the costume for judging is true to the spirit of the character and the atmosphere of the original work, design construction and choice of color are left up to the discretion of cosplayers, and differences between it and the image submitted of the costume in the original work will not affect scoring. (ie: In black and white manga, it is not possible to know the correct color of costumes)

- 2) Costume Quality (10 points)

The costumes are evaluated according to multiple factors, such as how well the costume is combined, how well it suits the contestant, how beautifully it is designed/sewn, etc.

- 3) Technique (10 points)

Evaluation of costume-making skills.

Costumes that have been made by utilizing a variety of challenging techniques are scored more highly than those using a few basic skills. These criteria look more at the level of quality rather than the number of techniques employed.

If any special techniques such as transformation or other mechanisms are used, the concepts will be evaluated here.

2. Video Judging (100 points)

Points are awarded for the produced video footage according to the following three criteria:

- 1) Conception (45 points)

The efficiency with which the representatives use the 2:30 minutes to create and edit the video scene. Does it utilize effective story composition which easily appeals to the viewers. Lastly the quality of the scene composition and scene arrangement techniques utilized.

2) Acting (45 points)

An evaluation of the general impression of the movie, including the degree of accomplishment of singing, dancing or other action elements in the performance and how well rehearsed they appear, of the expressiveness of performers in scenes with simple or no action, or the delivery of dialogue.

3) X factor (10 points)

An additional evaluation from the individual viewpoint of each member of the jury regarding elements that cannot be measured within the criteria of points 1) and 2), such as how much the video features imaginative and original ideas that provide appeal and entertainment value, or how much it achieves in immersing the viewer in the story.

## ■ About the Scoring

1. The final placement result by the total score is decided on scale of 150 points (total of 1. Character Judging and 2. Video Judging). It is recommended to use the same system as a reference in the preliminary/qualifying rounds of each country and region as well.

2. For the Character Judging, organizers from each country or region will judge the characters of the representative cosplayers from countries or regions other than their own.

Each team's average (A) score for the Character Judging (determined by the organizers) will be calculated without taking the maximum and minimum scores into account, and  $[(A) \times \text{number of video judges}]$  will be added to the total score for the Video Judging.

3. Should the final score for the Character Judging and the Video Judging result in a tie, the ranking will be determined at the discretion of the judges of the Video Judging.

## ■ Judging Method

1. Character (Costume, props, etc.) Judging

1) In the Character Judging, each judge evaluates the excellence of the representative cosplayer's handmade costume creation technique, design, or overall atmosphere. The more high-scoring results emerge during the judging, the more the judges will score by employing the 'score-adding method,' in calculating points.

2) In order to enable the judging of the constituent elements that express the character (as explained in the Judging Criteria section), Character Judging will take place with the contestants wearing/carrying all items - costumes, makeup, wigs, hand props and other relevant materials.

Props used as part of the background or items created with techniques such as animation or CG which are intended for the purpose of establishing a scene and improving the performance shall not be included in the character judging.

3) The character report, whose content must conform with the competition rules and be written in Japanese or English, as well as a presentation video explaining the costumes with a recommended duration of about 5 minutes and a maximum duration of 8 minutes, are to be submitted prior to the indicated submission deadline. There are no

restrictions regarding the language used in the costume presentation video, but it must include subtitles in Japanese or English, or in both languages. In case that subtitles are only in Japanese or only in English, the Executive Office will add the subtitles in the other language, and therefore it is required to leave enough space for the insertion of those subtitles.

4) The judges shall be the organizers of each country or region, although the participation of alumni from the own country shall be allowed as long as information managed can be controlled properly. They are to carry out the judgment based on the evaluation of the documents specified in point 3) received in due date from the representative cosplayers of each team except their own one.

Regarding the documents submitted according to point 3), the character reports written in English will be provided to the judges without Japanese translation, whereas the characters reports written in Japanese will be provided together with an English translation. Also, as mentioned in 3), the costume presentation videos will be provided with subtitles in both Japanese and English.

5) While there shall be no particular order for judgment, the Executive Office will gradually disclose the documents to the organizers of each country and region in order of reception and confirmation that they are not defective. The evaluation is to be completed before 240 hours from the submission deadline (within 10 days).

In case that documents are received after the submission deadline, a 10% deduction of the score in Character Judging will be applied for every 24 hours of delay in submission, and a score of 0 points will be awarded without judgment in case that the delay exceeds 120 hours. (delay exceeding 24 hours: 10%, delay exceeding 48 hours: 20%, and so on).

Additionally, in case that the Executive Office requests the correction of documents determined to be defective, it is required resend a corrected version of the documents addressing the defects indicated from the Executive Office within 24 hours from the communication of the request. In this case as well, a 10% deduction of the score in Character Judging will be applied for every 24 hours of delay, and a score of 0 points will be awarded without judgment in case that the delay exceeds 72 hours.

In case that there is a delay in both the submission deadline and resubmission, the penalties are to be applied cumulatively (delay exceeding 24 hours from the submission deadline: 10% + delay exceeding 24 hours in resubmission: 10%, for a total deduction of 20% of the score in Character Judging).

## 2. Video Judging

1) In the Video Judging, each judge is to evaluate the representative cosplayers' movement, expressiveness, composition of story, entertainment value and other overarching impressions through a video with a maximum length of 2 minutes and 30 seconds. The more high-scoring results that emerge during the judging, the more the judges will score by employing the "score-adding method" in calculating points.

For entries exceeding the limit of 2:30 minutes, a 10% deduction of the score in Video Judging will be applied for an overtime of every 5 seconds, and the score will be 0 for videos over 2:46 minutes.

2) In accordance to the competition rules, participants must submit a script and details on the production, together with the reference images for the costumes or information about the characters in advance to the Executive Office. A change of the original work or major changes to the information submitted to the Executive Office will not be allowed. In case that the Executive Office determines that the contents depart from the competition rules, the addition of corrections or the suppression of concrete points may be requested. In addition to the completed entry video, the resources of objects such as effects, animations and pictures, as well as the resources of music and sound effects used in the edition of the video shall be submitted within due date. Whenever third persons other than the representatives have been involved in the production of the video, either their cosplayer name or nickname, or their real name, shall be provided as well.

3) The Championship judges will be appointed by the Executive Office, including the champions of the World Cosplay Championship in 2019, and will judge all the participating teams.

4) The order of judging will be decided beforehand through a fair lottery with all teams.

## ■ Contest Rules

1. Please make sure to check the National · Regional Representative Regulation (separate document) in addition to these Judging and Competition rules.

### 2. Character Judging

1) Items that are assessed in the Character Judging are only those items that are necessary to express the character -- the costumes, wigs, and hand props, make-up. Specifically, these are limited to A) and B) below:

A) "Costumes" refers to what the cosplayers are wearing.

B) "Hand props" refers to objects that can be carried by the cosplayers without assistance, such as weapons or items held by characters during scenes in the performance.

C) This category refers to objects not included in A) and B). (These are not assessed in the character judging).

· Objects appearing in the video which are not worn or used by the cosplayers at least once during the performance fall under the C) category and are not included in the Character Judging.

· Special effects drawn by contestants as animation or CG are considered to fall under the C) category and are not included in the Character Judging.

2) All items that are judged should all be made by 2 representatives. A proportion of 75% or more of the items shall be handmade. If friends or family members have assisted in the creation process, this should be clearly presented in the character report. If it is determined that 25% or more of an item is not made by hand, the item will not be included in the judging.

3) Shop-purchased items that are included or used will not be eligible for judging.

4) If details of the original are changed (i.e. parts added for augmented purposes), this must be clearly presented in the character report and also explained during the character judging.

5) In cases in which it is difficult to make a decision, these cases will be discussed and judged by the Advisory Committee.

### 3. Video Judging

1) In order to ensure the safety of competitors, the use of dangerous weapons such as shop-purchased imitation swords, katana or similar items with processed metal edges, blunt instruments and firearms is prohibited. Additionally, performances in which actual fire is lit, or in which dangerous substances that require special care in handling, are also prohibited.

2) Contents that violate the guidelines of the streaming platforms, like those detailed in points A)~E), referring to aspects such as contents subject to age-rating in the video, will be prohibited. The following points are just a partial extract of platform guidelines, and participants shall refer to their full text for the details.

(Ex)YouTube : [https://www.youtube.com/intl/en\\_us/howyoutubeworks/policies/community-guidelines/](https://www.youtube.com/intl/en_us/howyoutubeworks/policies/community-guidelines/)

A) The use of official illustrations or logos from the WCS or official logos, images edited into video, animation, copywritten special effects, copywritten sounds effects and copywritten music from other original works or violating someone's copyright.

- B) Excessive sexual expression or narration.
  - C) Detestable violence expressions such as immoderate description of blood or vomit, assault, torture.
  - D) Contents instigating hate speech, suicide, bullying.
  - E) Video challenges which can cause serious injury or encourage the possibility of it.
- 3) Rules for the use of background music and videos are as follows:
- A) Music used in the video must be played or created by representatives if it is music which would otherwise be subject to rights management by JASRAC, or it must be copyright free music and sound clips. Organizers should confirm no sound sources used in representative's video is copyright infringement.
  - B) It is allowed to use the mother tongue of the participants, whereas dubbing in unrecognizable Japanese will be rejected.
  - C) The use of copywritten background music or the voices of voice actors from original works and the copying or tracing of scenes or images appearing in original works for use in the background videos, and sources where the copyright holder is someone other than the representative team is not permitted. In addition, the basic video editing must be done by the representatives, however adding CG or visual effects done by someone other than the representatives is allowed with credit to them.
    - ※ Basic video editing means the editing of the video and to ensure the finished length of the video is no longer than 2:30 minutes.
  - D) Shooting without permission in public places or private places which are not the property of the team, as well as 'guerrilla-style', unpermitted shooting is prohibited.
  - E) It is allowed to feature persons other than the members of the team participating as extras, as well as creating characters by means of techniques such as animation or CG, but the two representatives shall be clearly performing as such. Also, in case of creating characters, these shall not be produced copying or tracing original designs, as specified in C).
  - F) It is allowed for the representatives to perform as multiple characters, but in the case of characters such as those performed by extras, these are excluded from Character Judging and judging criteria 2) Acting in Video Judging. Since there are no limitations in the use of extras, as well as with the use of backgrounds or computer graphics, the use of commercially available costumes for the extras is also allowed. However, in any case these resources shall be exclusively used as a support to the entry, and the total time during which any of the representative cosplayers do not appear in the frame is limited to a maximum of 15 seconds in the entire video.
    - When this time limit is exceeded, Video Judging points will be deducted as follows
      - 15.1 ~ 16 seconds: 5 point deduction
      - 16.1 ~ 17 seconds: 5 point deduction
      - Hereafter, 5 point deduction for every second in excess
      - For an excess time of 20 seconds or more, an unconditional score of 0 will apply.
  - G) Japanese and English subtitles will be displayed on the lower fourth part of the display for any lines spoken during the performance. The Executive Office is to arrange the subtitles, and therefore it is not necessary to add them to the video in advance. It is recommended to use the native language of the representatives for speaking lines. The subtitles will be shown in accordance with the timing of lines that have been included in the storyboard in Japanese or English.

H) Sound: Full Stereo at least 192kbps Image: 1920×1080 pixels, Screen resolution 1080p, Aspect ratio 16:9 If using a background video, submit it as a video file mixed with the sound clip in one of the following file formats: MOV, AVI, or WMV.

4) The Executive Office may request a modification of the video in case that its contents are deemed to be dangerous or problematic with regard to age ratings.

A) In the case of planning to use special expression methods not listed in the rules, consult with the Organizers of your country or region in advance, sending some document with information the planned expression method and include the details in the script.

B) There must be a consideration for safety at filming locations, and filming shall be done in accordance with national and local regulations.

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The World Cosplay Summit Secretariat