

2022-2023 FCCLA/Knowledge Matters Virtual Business Challenge Simulations Guidelines



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CAREER PATHWAYS THROUGH FCCLA



HUMAN SERVICES

Preparing individuals for employment in career pathways that relate to families and human needs such as counseling and mental health services, family and community services, personal care, and consumer services.

Possible careers include:

- Child, family, or school social worker
- Director of childcare facility
- School counselor
- Sociologist
- Social services worker
- Personal or home care aide
- Leisure activities counselor
- Recreation worker
- Consumer credit counselor
- Personal financial advisor
- Consumer goods or services retailing representative or buyer
- Cosmetologist, hairdresser, or hairstylist

EDUCATION AND TRAINING

Planning, managing, and providing education and training services and related learning support services.

Possible careers include:

- Superintendent, principal, or administrator
- Teacher or instructor
- Preschool or kindergarten teacher
- Clinical, developmental, or social psychologist
- Social worker
- Counselor
- Teacher assistant
- Parent educator
- Child care worker
- Coach
- Recreation worker
- Sign language interpreter

HOSPITALITY AND TOURISM

The management, marketing, and operations of restaurants and other food services, lodging, attractions, recreation events, and travel-related services.

Possible careers include:

- Restaurant, food service, lounge, casino, coffee shop, or catering owner; operator; or manager
- Hotel, motel, resort, or bed and breakfast owner; operator; or manager
- Tour company owner; operator; or manager
- Meeting and convention planner
- Interpreter or translator
- Tourism and travel services marketing manager

VISUAL ARTS AND DESIGN

Designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services.

- Stage designer
- Fashion/apparel designer or illustrator
- Interior designer
- Home furnishing coordinator
- Textile designer or chemist
- Costume designer

REAL WORLD SKILLS

Individuals require many skills to be college and career ready, including academic knowledge, technical expertise, and a set of general, cross-cutting abilities called "employability skills."

- **Applied Academic Skills:** Communications, Math, Science, Basic Literacy
- **Critical Thinking Skills:** Problem Solving, Organization & Planning
- **Resource Management:** Time, Money, Materials & Personnel
- **Information Use**
- **Communication Skills**
- **Interpersonal Skills:** Leadership, Teamwork & Negotiation
- **Personal Qualities**
- **Systems Thinking:** Teamwork & Project Management
- **Technology Use**



Explore Career Pathways Through FCCLA COMPETITIVE EVENTS



Competitive Events can help members develop and refine skills for career success in the following Career Pathways: Human Services, Hospitality and Tourism, Education and Training, and Visual Arts and Design. Use this chart to identify which Competitive Events are most suited to each Career Pathway.

	Skill Demonstration Event	STAR Event	Other	Education and Training	Hospitality and Tourism	Human Services	Visual Arts and Design	Real World Skills
FCCLA/LifeSmarts Knowledge Bowl			•	•	•	•	•	•
Knowledge Matters Virtual Business Challenges			•			•	•	•
Challenge Events (Testing)	•			•	•	•	•	•
Culinary Food Art	•				•			•
Culinary Knife Skills	•				•			•
Fashion Sketch	•						•	•
FCCLA Creed Speaking & Interpretation	•					•	•	•
Impromptu Speaking	•					•	•	•
Interior Design Sketch	•					•	•	•
Interviewing Skills	•					•	•	•
Pastry Arts Technical Decorating Skills	•				•			•
Speak Out for FCCLA	•					•	•	•
#TeachFCS	•			•		•		•
Technology in Teaching	•			•				•
Toys that Teach	•			•				•
Baking and Pastry		•			•			•
Career Investigation		•		•	•	•	•	•
Chapter in Review Display		•			•	•	•	•
Chapter in Review Portfolio		•			•	•	•	•
Chapter Service Project Display		•		•	•	•	•	•
Chapter Service Project Portfolio		•		•	•	•	•	•
Culinary Arts		•			•			•
Culinary Math Management		•			•			•
Digital Stories for Change		•		•	•	•	•	•
Early Childhood Education		•		•		•		•
Entrepreneurship		•		•	•	•	•	•
Event Management		•			•			•
Fashion Construction		•					•	•
Fashion Design		•					•	•
FCCLA Chapter Website		•				•	•	•
Focus on Children		•		•	•	•		•
Food Innovations		•			•			•
Hospitality, Tourism, and Recreation		•			•		•	•
Instructional Video Design		•		•			•	•
Interior Design		•					•	•
Interpersonal Communications		•		•	•	•	•	•
Job Interview		•		•	•	•	•	•
Leadership		•		•		•		•
National Programs in Action		•		•	•	•	•	•
Nutrition and Wellness		•		•	•	•		•
Parliamentary Procedure		•		•		•		•
Professional Presentation		•		•	•	•	•	•
Promote and Publicize FCCLA		•					•	•
Public Policy Advocate		•		•		•	•	•
Repurpose and Redesign		•					•	•
Say Yes to FCS Education		•		•				•
Sports Nutrition		•			•	•		•
Sustainability Challenge		•		•	•	•		•
Teach or Train		•		•				•

*This poster reflects information effective August 2022. Please review this chart in the Competitive Events Guide for the most current information.

For more information, visit fcclainc.org or email us at competitiveevents@fcclainc.org.

FCCLA/Knowledge Matters Virtual Business Challenges –Personal Finance and Fashion



ABOUT

Virtual Business simulations from Knowledge Matters are currently being used in over ⅓ of high schools in the US. The FCCLA Virtual Business Challenges (VBC) -Personal Finance and Fashion- encourages FCCLA members to test their skills in a simulated environment! This competition is a free event for affiliated FCCLA members. The initial feasibility research was funded by a U.S. Department of Education SBIR Contract.

COMPETITION

The FCCLA Virtual Business Challenge consists of two competition rounds. Registration begins **October 4, 2022**. Round One will begin on **October 18, 2022 at 10AM EST** and will end on **November 11, 2022 at 5PM EST**. Round Two will begin on January 31, 2023 at 10AM EST and will end on **February 24, 2023, at 5PM EST**. Teams may participate in one or both rounds. The National Championship Round will be online only in the spring of 2023, and will only be open to qualifying teams.

The Challenge will focus upon different concepts found within the simulation. FCCLA members will not be able to control every concept found under the Actions Menu. Teams are only able to manipulate the actions enabled for that specific Challenge. All other concepts will be set adequately and controlled for the teams. Assignments explaining Challenge goals and objectives will be available within the competition files.

The Challenge competition file will only be available from the dates as listed above. During the qualifying rounds, participants may run through the competition files as many times as they wish during the competition period. The competition file is complete once teams have run the file for two virtual years (Personal Finance) or one virtual season (Fashion). At this point, the team's score will be automatically submitted to the Knowledge Matters' website.

After uploading a score, teams may visit the ranking's page in order to see where they rank nationally and by state. Teams may upload as many scores as they wish because Knowledge Matters will always rank teams based upon their best score. At the completion of each challenge, the top nationally ranked teams will receive website recognition. Top teams from each challenge will compete in a final online round. The winning teams of the National Championship Round Challenge will receive National Leadership Conference travel awards of \$1000 (1st place), \$500 (2nd place) and \$250 (3rd place) to attend the National Leadership Conference and participate in the Knowledge Matters exhibit to demonstrate the simulation and assist with simulation demonstrations.

The Challenge will start at 10:00AM EST on the start date for each round. No score submission will be accepted after 5:00PM EST on the last day of the Challenge round. Each file is time and date stamped upon receipt for validation. Files will be automatically scored, ranked and posted under the ranking's page.

RULES

ELIGIBILITY: Only affiliated FCCLA members in grades 9-12 are eligible. Students must be a paid, affiliated member prior to the submission of any Virtual Business Challenge file to Knowledge Matters. An FCCLA chapter may have as many teams as it can support according to the team membership rules. All membership questions will be handled by FCCLA. Chapters may participate in the FCCLA Virtual Business Challenge during Round One (**October 18-November 11, 2022**) and/or Round Two (**January 31 – February 24, 2023**).

TEAM MEMBERSHIP: Entries may be created by an individual member or by a team, not to exceed three (3) members. A Team Member cannot be on more than one team at a time. No additional team members may be added once a team has registered. All rankings and prizes are based on the team and not the individual. Members are unable to participate in any other National Leadership Conference competitive event (STAR Event or FCCLA/LifeSmarts Knowledge Bowl) if they have

placed 1st, 2nd, or 3rd in the National Championship Round. All rankings and prizes are based on the team and not the individual.

If a Team Member drops off a Team or a Team is to be dissolved, an email from the Team's FCCLA Adviser acknowledging the removal must be sent to VBCCentral@KnowledgeMatters.com stating the team name and the Team Member(s) to be removed. An acknowledgment from Knowledge Matters confirming the Team Member update will be sent back to the Team's FCCLA Adviser. If this acknowledgment is not received, it will be the Team's responsibility to resubmit the request via the Team's Adviser. Once the acknowledgment is received, the individual is free to register a new team. All maintenance and compliance monitoring of the Teams will be the responsibility of the Team's FCCLA Adviser. FCCLA chapters may have as many teams as it can support according to the Team Membership rules. Team names must generally adhere to FCCLA's code of ethics. Team names deemed inappropriate according to National FCCLA will have their team name changed to the name of their local chapter without notice. National FCCLA will have the ultimate authority to resolve Team Membership and name disputes.

CODE OF CONDUCT: Participants agree to compete by the Rules of Competition listed on this page. Participants further agree that all work submitted is work done by the participant or the participant's registered teammates. Participants understand that any attempt to hack or cheat the simulation is grounds for removal from the competition and possible further actions. Participants agree to refer any questions on what may constitute a cheat to Knowledge Matters for a decision. Inquiries must be submitted through the Knowledge Matters' support system, and must contain "Official Ruling Requested" within the title of the inquiry.

UPDATE: It has come to our attention that a former competitor may be offering assistance to teams via social media. As a reminder, it is against the rules of this event to accept or pay for assistance from anyone not a member of your team, including former Virtual Business Challenge competitors.

All participants agree to be bound by the following Honor Code: I pledge that all work submitted is that of me or my teammates, solely. I have received no outside help with the challenge. I pledge not to hack or cheat in any way and agree to report others that I am aware of who hack or cheat.

Additionally, because the VBCs are interstate competitions for prize money, participants who hack or cheat may be subject to penalties under federal, state or local cybercrime or anti-hacking laws.

QUALIFIER RULES: The top eight nationally ranked teams from each qualifying round will qualify to compete in the National Championship Round. Teams that qualify during Round One may participate in Round Two, but will not be ranked in the Round Two challenge.

SCORES: A team's actual numeric score will not be posted on the rankings page. Bars symbolizing a team's score will be posted instead. Numeric amounts will not be released during the Challenge rounds. In the event of a tie, the team with the earliest file submission will rank higher, so it is important to get your files ranked early in the Challenge.

SUPPORT

Due to the high volume of teams participating in the VBC, all questions regarding the VBC should be submitted via email. Please fill out this form and submit it to Knowledge Matters, Inc. Emails will be answered in the order in which they are received during Knowledge Matters, Inc. business hours which are Mon-Fri from 8:30AM-5:00PM Eastern Time.

[Support Form](#)

DISCLAIMER

Each team and its members are responsible for having read all the guidelines. National FCCLA and Knowledge Matters, Inc. are not responsible for an entry that is late, lost, misdirected, or not received. Only entries that are received by Knowledge Matters, Inc. will be eligible for scoring and ranking. All technical issues should be directed to our support team as soon as possible for resolution. Because of the wide variation in computer systems, Knowledge Matters, Inc. assumes no responsibility for the performance of its software on participants' computers. It is the team members' responsibility to read the Late Breaking News/FAQ's located on the Knowledge Matters web page for updates.



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