

The background features a complex geometric pattern of overlapping triangles in shades of blue and white. The triangles are arranged in a way that creates a sense of depth and movement, with some pointing upwards and others downwards. The overall effect is a dynamic and modern aesthetic.

ONLINE EVENTS & CHALLENGES

A GUIDE FROM TEXAS DECA

ABOUT ONLINE EVENTS

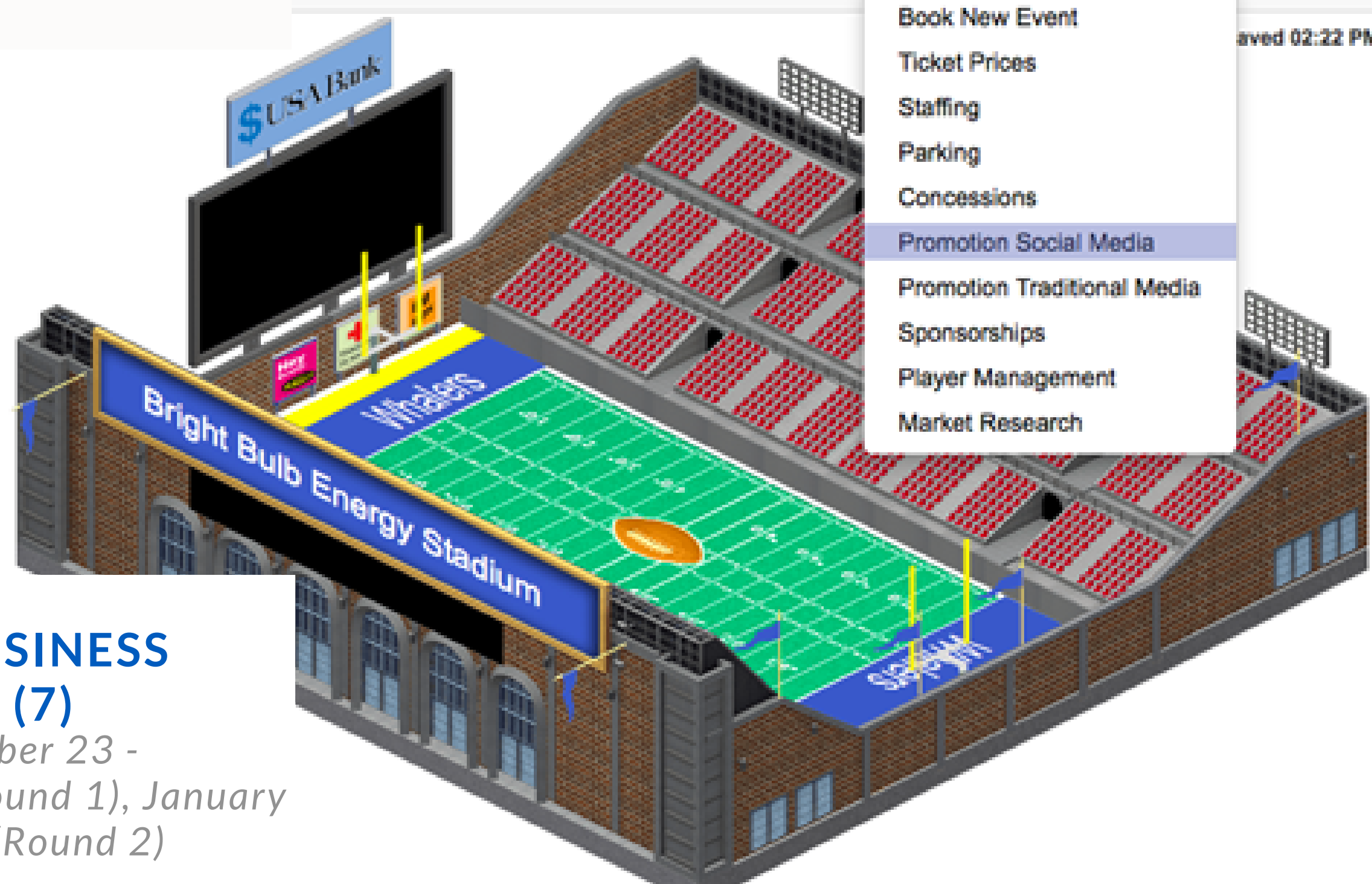
There are a total of 8 online events that DECA members can compete in: The Stock Market Game and 7 different Virtual Business Challenges. A DECA member can compete in any number of these events in addition to a traditional Written/Roleplay event. Finalists in any of these events qualify for ICDC.



THE STOCK MARKET GAME

Runs from September 4 - December 14

...uring a season. You can
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...ne sales will be about



VIRTUAL BUSINESS CHALLENGE (7)

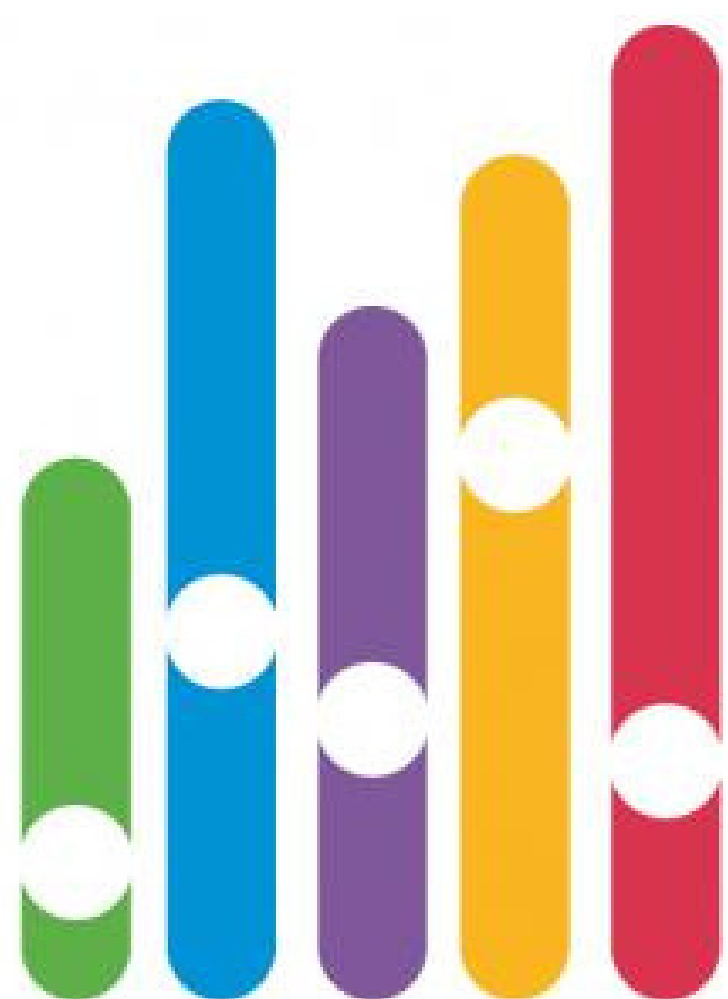
Runs from October 23 - November 2 (Round 1), January 8 - January 18 (Round 2)

THE STOCK MARKET GAME

Participants in the Stock Market Game (SMG) develop and manage a virtual investment portfolio of \$100,000. Each participating team of 1-3 students manages all aspects of the portfolio, including stock selection, buying, and selling.

The goal of the competition is to increase the value of the beginning portfolio, and teams are ranked according to their percentage return above the S&P 500. The top 25 ranked teams in each of DECA's 4 regions qualify for ICDC, where they will present their portfolio of investments to a judge.

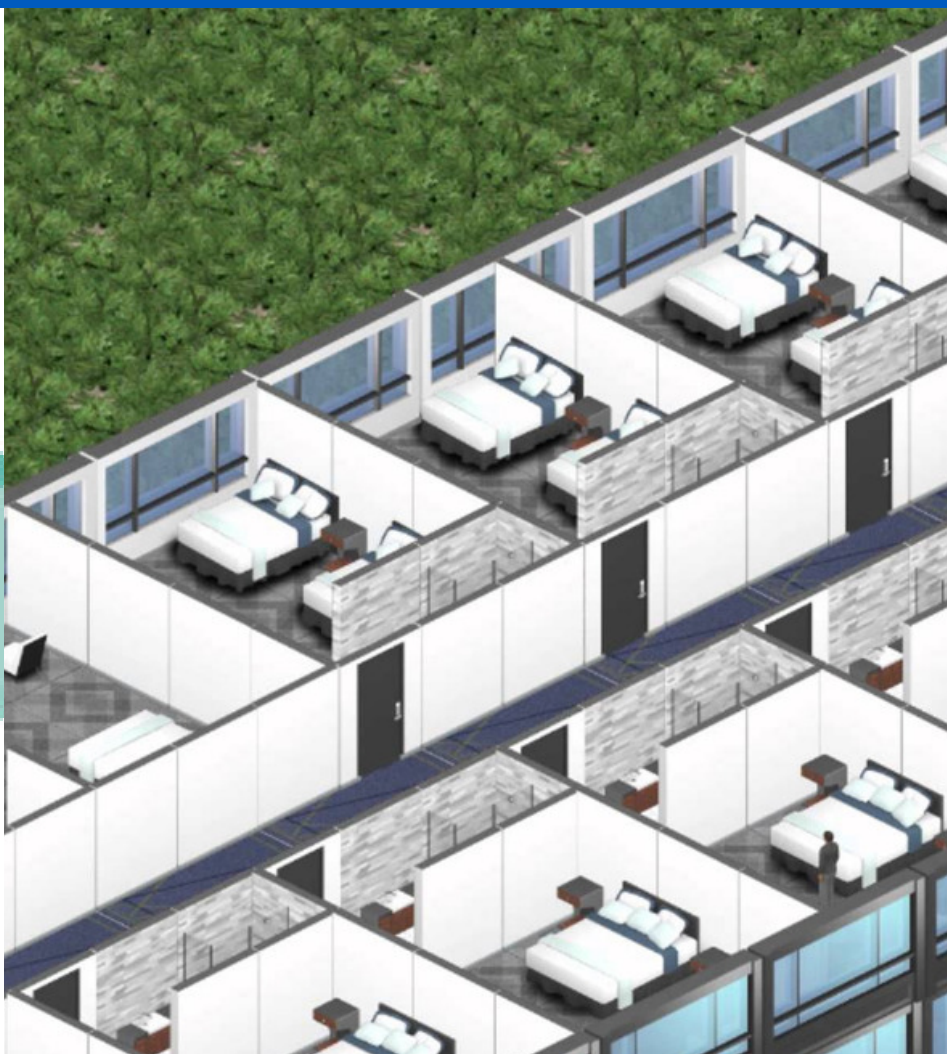
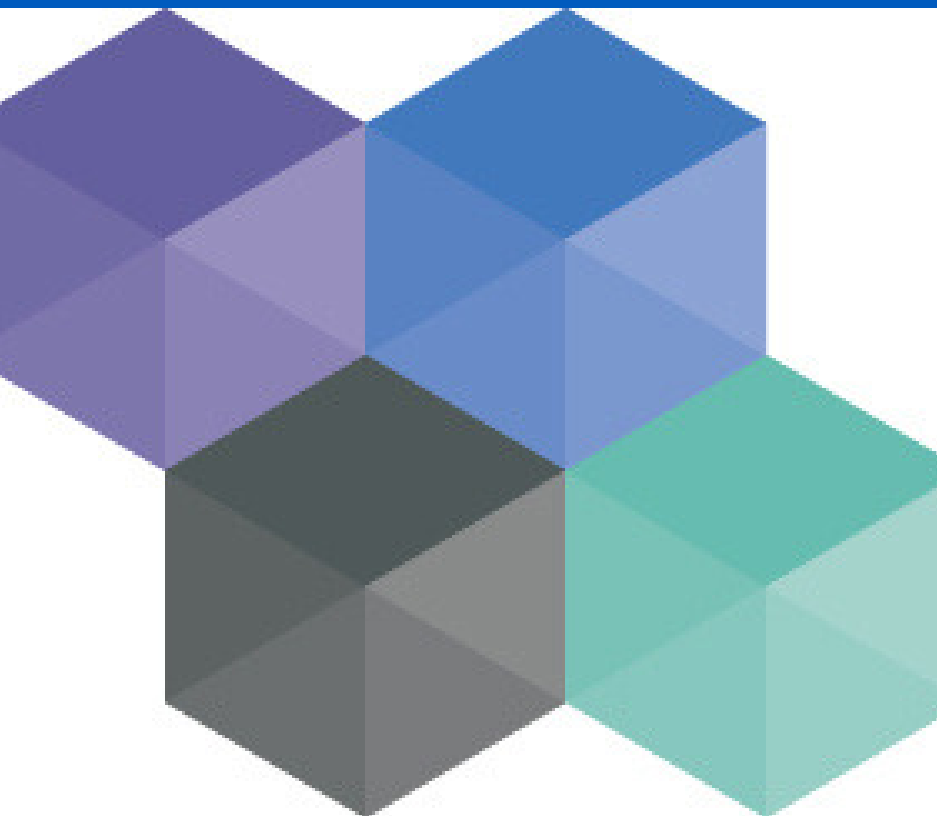
The simulation begins on September 4 and runs till December 14.



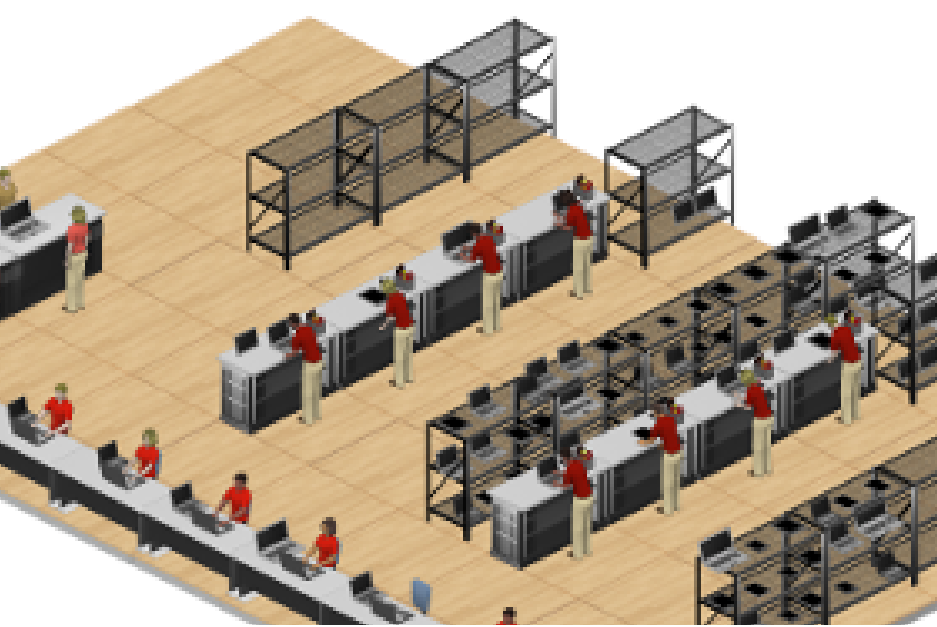
THE
STOCK
MARKET
GAME™

VIRTUAL BUSINESS CHALLENGE

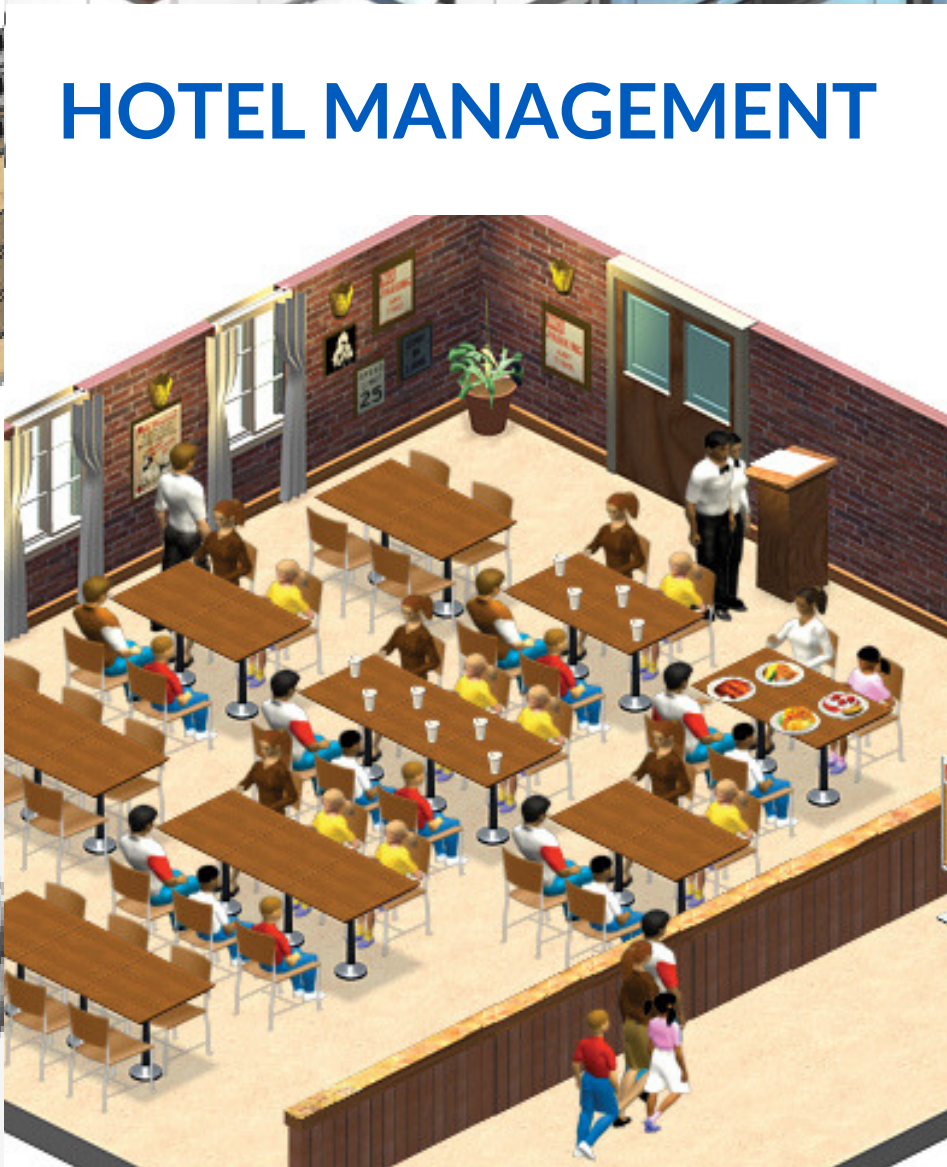
Participants in the DECA Virtual Business Challenge (VBC) operate a web-based business simulation in teams of 1-3 students, utilizing a competition version of the Virtual Business software. The VBC qualifying rounds are conducted via the internet, where participants post competition scores for chartered association, regional and overall rankings. There are two VBC qualifying rounds: October 23 - November 2 (Round 1) and January 8 - January 18 (Round 2). The top 2 teams from each round from each of DECA's 4 regions qualify for ICDC, where they compete in a double elimination bracket. The 7 different Virtual Business Challenges include Accounting, Fashion, Hotel Management, Restaurant, Personal Finance, Retail, and Sports.



PERSONAL FINANCE



ACCOUNTING



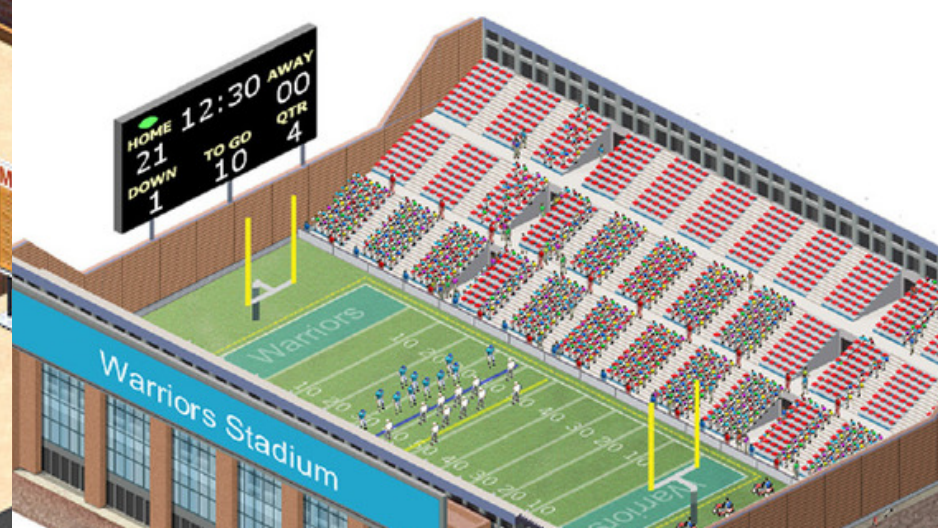
HOTEL MANAGEMENT



RETAIL



FASHION



SPORTS

RESTAURANT

ABOUT DECA'S CHALLENGES

DECA's Challenges provide DECA members opportunities to demonstrate the knowledge and skills learned in the classroom through innovative challenges in partnership with several corporate partners. Each challenge has a unique focus and specific set of require task. These challenges are not official DECA competitive events, and thus, participants can compete in both DECA's Challenges and any of DECA's Competitive Events. The three challenges are the DECA Idea Challenge, FIDM Entrepreneur of Tomorrow Challenge, and Stukent Social Media Challenge. Winners in any of the three challenges receive recognition from DECA Inc. and monetary benefits.



DECA IDEA CHALLENGE

Runs from November 11 - November 19



FIDM CHALLENGE

Runs from August - February 3

STUKENT CHALLENGE

Runs from October 15 - October 29

DECA IDEA CHALLENGE

A premier event of Global Entrepreneurship Week (GEW), the DECA Idea Challenge is a hands-on learning experience that dares teams of 3-5 students around the globe to generate an innovative use for a commonplace item from November 9-18. Teams must pitch their invention in a three-minute video presentation - the item to be used in the challenge will remain a mystery until revealed by DECA Inc. on November 09, 2018, at 4:00 PM EST. DECA membership is not a requirement to participate. The winning team in each category (Elementary/Middle School, High School, Collegiate) will receive monetary benefits as well as recognition on both the DECA Inc. and Global Entrepreneurship Week websites. As a special recognition to participating DECA chapters, the top five entries from DECA chapters in both the high school and collegiate categories will be recognized on DECA Direct.



 **DECA**

IDEA

CHALLENGE

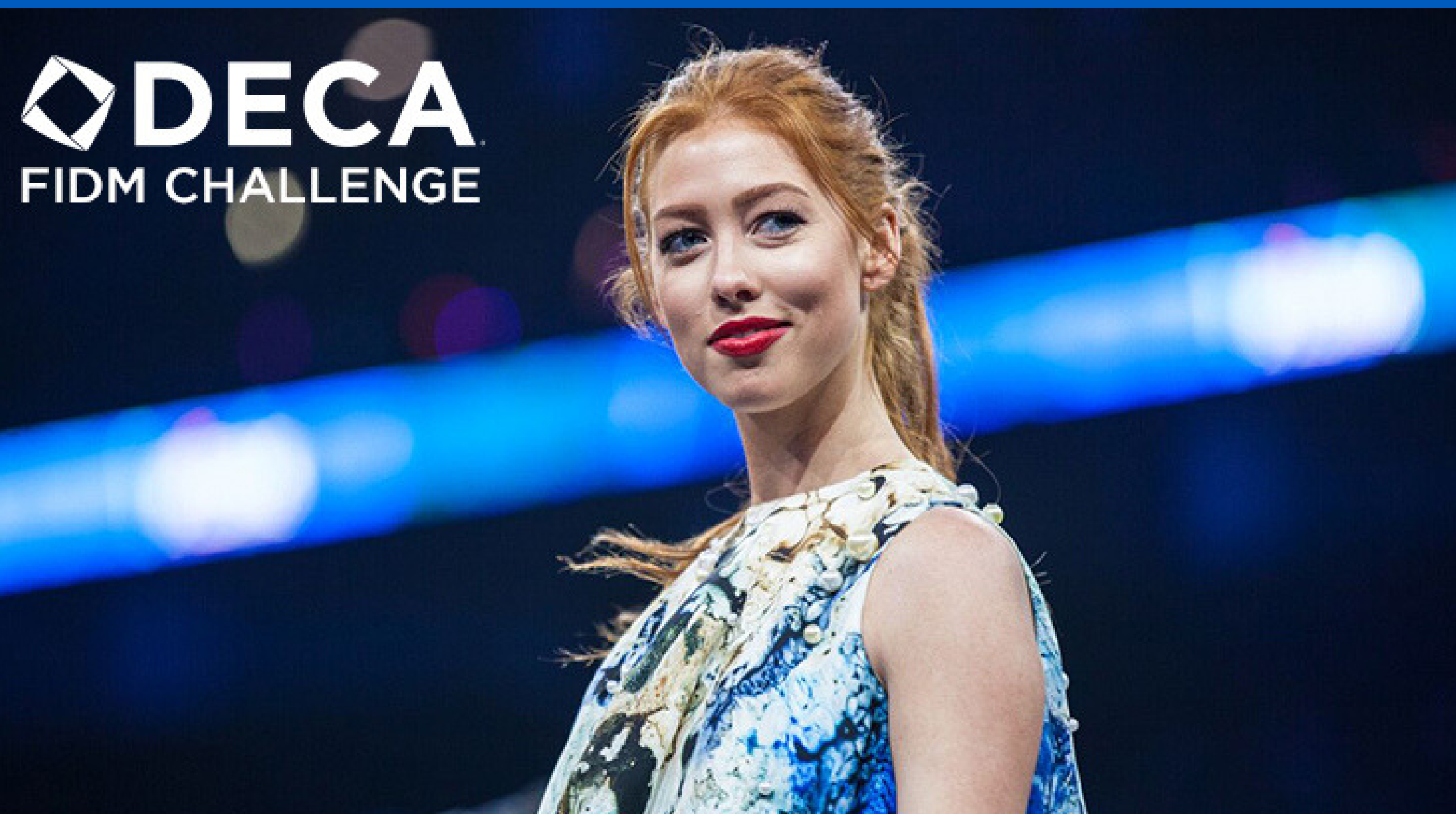
GLOBAL FINALISTS

A premier event of Global Entrepreneurship Week

FIDM CHALLENGE

The FIDM Entrepreneur of Tomorrow Challenge asks teams of 1-3 students to create an entrepreneurial proposal for a new product idea for a specific market segment.

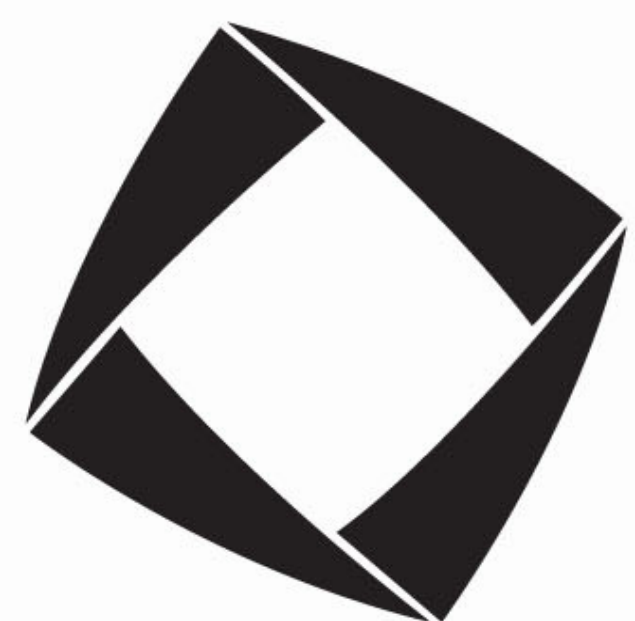
Participants pitch a new clothing, beauty, home, health, food or entertainment concept in a video presentation due by February 3, 2019 describing the target market, product offering, marketing launch strategy, and more. FIDM will evaluate all submitted video presentations and select the top three overall teams. From the final three videos, an overall winning team will be selected. The top 3 finalists will be recognized on stage at ICDC, and the overall winning team will be awarded a travel stipend to attend ICDC.



 **DECA**
FIDM CHALLENGE

STUKENT CHALLENGE

The Stukent Social Media Marketing Challenge provides the opportunity for participants to compete in the world's first social media marketing simulation used by top institutions around the world. Individual students will test their social media marketing skills by managing a \$50,000 budget in simulated ad dollars for a fictitious, global bag company. Their online strategy will include marketing on Facebook, Instagram, Twitter, LinkedIn, YouTube, and Pinterest. This challenge will begin on Monday, October 15, 2018 at 10:00 a.m. EST and conclude on Monday, October 29, 2018 at 5:00 p.m. EST. The top three overall participants will be recognized on stage at ICDC as well as receive stipends to attend the conference.



TEXAS

DECA™