RoboCup 2011
ISTANBUL - TURKEY
THE JOURNEY STARTS HERE
5-11 July 2011

RoboCupJunior Turkey 2011
CoSpace Dance Performance

Team Name: _____ Country: _____ JUDGE Initials:

	POINTS
Real Robot(s), virtual robots and costume(s)	
Costume used on real robot(s) (Reward handmade more than commercial bought materials. Modeling materials may be used as a costume)	/2
Additional real robots/lights/moving parts/sound or light effects used (Reward dynamic more heavily than static props, hand-built more than shop-bought)	/2
Real robots stayed within the defined dance area (NB: no excursions = 2, each excursion reduces score by 1)	/2
Real robot sensors used as described in the interview (e.g. Distance sensors used for detection of props or other robots, compass used for exact turns for 90 degrees, 360 degrees, etc, encoders used for moving exact distances, communication among robots i.e.:. starting robot activity using sensors, etc.)	/3
Virtual robots design The virtual robots move as described in the interview (controlled by programming). The sensors are used effectively	/6
Sub-Total	**/15**

	POINTS
Stage props, virtual environment and communication	
Stage props (colour, materials, and arrangement) The state props consist of a variety of materials, colours. The arrangement is creative.	/2
Stage props (scenery, human costumes, multiple robots, human interaction or dancing complemented robot(s) performance (e.g. Does human interaction ADD to robot(s) performance or DISTRACT from it? ADD +1 for each)	/3
The virtual environment (Creative design and setup enhances the theme delivered = 1 – 5)	/5
The communication and synchronization between real and virtual entities (No communication = 0, Communication shown as assessed in the interview = 1 – 3, Synchronization between virtual objects /virtual environment / audio / video is clearly shown = 4 – 5)	/5
Sub-Total	**/15**

	POINTS
Choreography and use of stage: The dance performed by the robot(s)…	
Included movements and sequences that complemented the music (The robots should take its performance changes from cues in the music, robot(s) movements random = 0, some match to rhythm. = 1, some parts sharply in time with music rhythm = 2-3, robot(s) are responsive to change of music and sharply in time with music rhythm = 4)	/4
Included more difficult movements/sequences as students took risks (Basic and repetitive movement = 0; going close to boundary, risking balance, co-ordination between multiple robots, sequencing robot movement to an event, etc. All= +1)	/2
Made use of the dance space creatively to provide interest (Staying in 1 location = 0; moving about floor OR filling floor area with props =1; creatively used space with robot movement =2)	/2
Sub-Total	**/8**

	POINTS
Entertainment Value: The stage / robot presentation and performance…	
Was varied and non repetitive, used original and unusual movements, held interest of audience (Repetitive movement = max of 1, reward interesting & entertaining movement as well as varied movement up to 5)	/5
Movements were smooth and controlled	/2
Robot(s) appearance and performance was appealing, creative and innovative (An overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc. How much the overall design of robots, props and humans contributed to transfer the theme and enriched the performance)	/7
Sub-Total	**/14**

	POINTS
Reliability: The design and construction of the robot(s) results in…	
Robot(s), costumes and decorations were stable and reliable throughout the performance	/2
Set-up and performance was within the allotted time including restarts (5 mins max: dance > 1 min, < 2 mins. Reduce score by 1 for every 10 sec over 5 min overall OR under 1 min or over 2 min for performance. Stop performance if score gets here to zero.)	/2
Was performed without restarts (Excluding music miscues or factors outside control of team) 1st Restart (-1) / 2nd Restart (-2) / no restart after 1 min (only 2 restarts allowed)	/2
Was performed without need for human intervention and performance was enriched (-1 for each unplanned human contact)	/2
Sub-Total	**/8**

TOTAL SCORE: /60