

TEAM NAME: _____
COUNTRY: _____

Age Group (tick one)
 Primary Secondary

JUDGE Initials: _____

Robot costume(s) and stage props: The appearance of the robot included...

| | |
|--|------------|
| Costume used on robot(s) (Reward handmade more heavily than commercial bought materials. Modeling materials may be used as a costume) | /3 |
| A variety of materials, colours and arrangements were used | /4 |
| Additional robots/ lights/moving parts/sound or light effects used (+1 for each; Reward dynamic more heavily than static props, hand-built more than shop-bought) | /4 |
| 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) | /4 |
| Sub-Total | /15 |

Choreography and use of stage: The dance performed by the robot(s)...

| | |
|--|------------|
| Included movements and sequences that complemented the music (Theatre does not need to be in time with music rhythm. The dance should however take its performance changes from cues in the music. <i>Note: Robot(s) movements random = 0; some match to rhythm = 1-2; some parts sharply in time with music rhythm = 3-4; robots are responsive to change of music and sharply in time with music rhythm = 5)</i> | /5 |
| Included more difficult movements/sequences as students took risks (Robot performs basic and repetitive movements = 0; going close to boundary, risking balance, co-ordination between multiple robots, sequencing robot movement to an event, etc. All= +1) | /4 |
| Made use of the allocated dance space creatively to provide interest (Staying in 1 location = 0; moving about floor <u>OR</u> filling floor area with props = 1-2; creatively used space with robot movement = 3) | /3 |
| Sub-Total | /12 |

Sensors & Technology:**

| | |
|--|-----------|
| Robot(s) stayed within the defined dance area (NB: no infractions = 3, each infraction reduces score by 1) | /3 |
| Sensors used performed as described in the interview (e.g. distance sensors used for detection of props or other robots, compass used for exact turns (90 degrees, 360 degrees, etc), encoders used for moving exact distances, communication among robots (e.g. starting robot activity using sensors), etc.) | /3 |
| Sub-Total | /6 |

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 4) | /4 |
| 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 communicate the theme and enriched the performance.) | /9 |
| Sub-Total | /15 |

Reliability: The design and construction of the robot(s) result in...

| | |
|--|------------|
| Robot(s), costumes and decorations were stable and reliable throughout the performance | /4 |
| 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.) | /3 |
| Was performed without restarts (Excluding music miscues or factors outside control of team) 1 st Restart (-1) / 2 nd Restart (-2) / <u>no restart after 1 min</u> (only 2 restarts allowed) | /2 |
| Was performed without need for human intervention and performance was enriched (-1 for each unplanned human contact) | /3 |
| Sub-Total | /12 |

** Aspects of this section is also assessed in interview.

Keep this team in mind for an award for:

- Programming Construction Using Sensors
 Choreography Costume Entertainment Value

TOTALSCORE /60