

## RoboCupJunior 2012 CoSpace Theater Performance Scoresheet

Team Name: _____	Judge Initial: _____
Country: _____	

SECTION 1: ROBOT, COSTUME(S) AND STAGE PROP(S)			POINTS
1.1	<b>Real and Virtual Robots</b>		/ 6
		Remarks	
	a	How do robots perform?	
	b	Sensors used as described in the interview. e.g.: † distance sensors for detection of props or other robots; † compass for exact turns (90 degrees, 360 degrees, etc); † Encoders for moving exact distances	
1.2	<b>Costumes</b>		/ 2
		Remarks	
	a	A variety of materials, colours & arrangements	
1.3	<b>Props</b>		/ 4
		Remarks	
	a	Props enhancing the performance: e.g.: Motorized Props; Static display; Back drops; Lighting effect, or any special effect that enhances the performance	
<b>Sub-Total</b>			<b>/ 12</b>

SECTION 2: COMMUNICATION AND INTERACTION			POINTS
2.1	<b>Communication</b>		/ 10
	Are communications between robots successfully carried out as explained in the interview?		
	a	Communications between virtual entities (2)	
	b	Communications between real robot and virtual entities (comm is initiated by the real robots) (3)	
	c	Communications between virtual entities and real robots (comm is initiated by the virtual entities) (3)	
	d	Communications between real robots (2)	
2.2	<b>Interaction</b>		/ 4
		Remarks	
		Human/robot interaction	
		Real robot and virtual environment interaction	
<b>Sub-Total</b>			<b>/ 14</b>

SECTION 3: CHOREOGRAPHY AND USE OF STAGE			POINTS
3.1	<b>More difficult movements/sequences as students took risks</b>		/ 4
	Remarks		
e.g.:	<ul style="list-style-type: none"> <li>▪ Basic and repetitive movement (0)</li> <li>▪ going close to boundary, risking balance</li> <li>▪ co-ordination between multiple robots</li> <li>▪ sequencing robot movement to an event, etc.</li> </ul>	} + 1	
3.2	<b>Made Use of The Performance Space Creatively</b>		/ 3
	Remarks		
	Real Robot	e.g.: <ul style="list-style-type: none"> <li>▪ Staying in 1 location (0)</li> <li>▪ Moving about the floor (1 – 2)</li> <li>▪ Creative used space with robot movement (3)</li> </ul>	
Virtual Robot	e.g.: <ul style="list-style-type: none"> <li>▪ Staying in 1 location (0)</li> <li>▪ Moving about the floor (1 – 2)</li> <li>▪ Creative used space with robot movement (3)</li> </ul>		/ 3
3.3	<b>Overall Performance</b>		/ 6
	Remarks		
	a	Creative use of audio, video, and camera	
b	3D environment, virtual robot, real robot design and arrangement enhances the theme		
<b>Sub-Total</b>			<b>/ 12</b>
SECTION 5: ENTERTAINMENT VALUE			POINTS
		Remarks	
a	Overall performance was entertaining/enjoyable which delivered the story successfully as described in the theme		/ 5
b	Non-repetitive and entertaining movements, held interest of audience		/ 5
<b>Sub-Total</b>			<b>/ 10</b>
SECTION 6: RELIABILITY			POINTS
		Remarks	
a	Robot(s), costumes and decorations were stable and reliable throughout the performance and movements were smooth and controlled		/ 4
b	Robot(s) stayed within the defined performance area.		/ 2
c	Setup and performance time		/ 2
	▪ Performance : between 1 – 2 min		
	▪ Total time: < 5min		
	▪ Cleaning time: < 1min		
d	Performed without restarts (Excluding music miscues or factors outside control of team) 1 <sup>st</sup> Restart (-1); 2 <sup>nd</sup> Restart (-2); No Restart after 1 min (only 2 Restarts allowed)		/ 2
e	No Human intervention during the performance Robot(s) appearance and performance (-1 for each unplanned human contact)		/ 2
<b>Sub-Total</b>			<b>/ 12</b>

**Total Score: /60**