



CoSpace Rescue Interview

All teams should bring a laptop with their programs on to their interview. They should be prepared to talk about their program. They are not expected to give a pre-rehearsed presentation.

Team Name: _____

Judge's

Age Group: _____

Initial: _____

Country: _____

Date: _____

SECTION 1: PRE-GAME		Points
1.1	Raw Score: Remarks:	/ 100
SECTION 2: TECHNICAL INTERVIEW		
2.1	What strategy did you use to complete the task? Are there any ways you could improve your program or strategy?	/25
2.2	What strategy have you used for your program? e.g. <i>What is your strategy with super-objects? How do you avoid traps? How do you find the object collection box?</i>	/40

3.3	How would you modify your program if.....? (e.g. collection box in a different location, swampland here, lots of black objects in the special zone)	/20		
3.4	What are the most innovative programming technique/strategy of the program you have developed?	/15		
Total				
PRESENTATION				
For official use				
<p>The following materials are submitted:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"> <input type="checkbox"/> Learning Journey <input type="checkbox"/> Poster <input type="checkbox"/> PPT Presentation <input type="checkbox"/> Video </td> <td style="width: 50%; vertical-align: top;"> <input type="checkbox"/> Others, please specify </td> </tr> </table>			<input type="checkbox"/> Learning Journey <input type="checkbox"/> Poster <input type="checkbox"/> PPT Presentation <input type="checkbox"/> Video	<input type="checkbox"/> Others, please specify
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This team will be recommended for the Best Presentation Award