# RoboCupJunior Singapore 2010
## Super Team DANCE PERFORMANCE

Team Name: _____
Country: _____

Age Group (tick one)
PRIMARY/SECONDARY

JUDGE Initials

| | TOTALS |
|---|---|
| **Presentation:** <br> The presentation prepared by the SuperTeam... | |
| Involved description about each team in the Super Team <br> (e.g. students background, information of the countries, cities, families, schools, etc. of team members) | /4 |
| Showed enough information on the common performance theme <br> (e.g. what the performance is about, how did they choose this specific theme? Did the have disagreements?) | /4 |
| Presented difficulties they succeeded to overcome <br> (e.g. speaking languages barriers, different software languages, different cultures, etc.) | /4 |
| TOTAL | **/12** |
| **Artistic Design and props:** <br> The appearance of the robot involved... | |
| Artistic use of existing robot(s) was relevant or enriched the performance. <br> (Note: reward handmade more heavily than commercial, modelling materials may be used as part of design) | /3 |
| Props, eg. multiple robots, lights/moving parts/sound or light effects from original performances are effectively used. | /4 |
| Props and/or props from original performances are creatively used and completed robot(s) performance. <br> (Does human interaction ADD to robot's performance or DISTRACT from it?) | /3 |
| TOTAL | **/10** |
| Choreography and use of stage: <br> The dance performed by the robot(s)... | |
| Included movements and sequences in time with the rhythm /beat/change of the music (or complemented the music). (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 = 5-6) | /5 |
| Included more difficult movements/sequences: students took risks. <br> (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) | /6 |
| Made use of the dance space creatively to provide interest. <br> (staying in 1 location = 0, moving about large area on the floor OR filling floor area with props =1-2, creatively used space with robot movement =3-4) | /4 |
| TOTAL | **/15** |
| Entertainment Value: <br> The presentation and performance... | |
| Creatively and innovatively used original performances to create a new performance <br> (eg.exciting, entertaining, enthralling, humorous, appealing, etc.) | /6 |
| Was varied and non repetitive, used original and/or unusual movements, held interest | /4 |
| Presentation was appealing, creative and innovative (an overall theme and atmosphere was created; exciting, entertaining, enthralling, humorous, etc.) | /4 |
| TOTAL | **/14** |
| Reliability: <br> **The design and construction of the robot(s) results in...** | |
| Robot(s), costumes and decorations were stable and reliable throughout the performance. | /4 |
| Movements were smooth and controlled. | /3 |
| Set-up and performance was within the allotted time (7 mins max: dance > 1 min, < 2 mins,) including restarts (Reduce score by 1 for every 10 sec over 7 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) <br> Restart 1  (-1) /  Restart 2  (-2) /  no restart after 1 min  (only 2 restarts allowed) | /2 |
| Was performed without need for human intervention (-1 for each unplanned human contact) | /3 |
| TOTAL | **/15** |
| **Co-operation among teams:** <br> **give points on the evidence of co-operation** | |
| As shown in performance and in presentation. (e.g. co-operation in human and robots dance, in props and scenery, etc.) | /14 |
| TOTAL | **/14** |

TOTAL SCORE    /80