

RoboCupJunior 2012 Theatre Performance Score Sheet

Team name..... Secondary/Primary Judges Initials.....

Robot Costumes (7 marks)	
Robot Costumes (costumes are appropriate, well made and complement the performance) Reward handmade more heavily than commercial/bought materials.	/5
Additional technology e.g. lights/moving parts/sound or light effects etc. used Reward dynamic more heavily than static props, innovative uses of technology, and hand-built rather than shop-bought.	/2
Sub-Total	/7
Choreography and use of stage (12 marks)	
Included movements and sequences that complemented the theatre performance and music Robot(s) movements does not complement performance = 0; some match to theatre performance or music = 1-2; complement the theatre performance = 3-4. (Note: Theatre does not need to be in time with music rhythm)	/4
Included more difficult movements/sequences as students took risks Robot performs basic and repetitive movements = 0; Examples of movements to be rewarded: risking balance, co-ordination between multiple robots, sequencing robot movement to an event, etc.	/5
Made use of the allocated dance space creatively to provide interest	/3
Sub-Total	/12
Sensors & Technology** (3 marks)	
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	/3
Entertainment Value (12 marks)	
Was varied and non repetitive, used original and unusual movements and movements were smooth and controlled (as appropriate) Repetitive movement = max of 1, reward interesting & entertaining movement as well as varied movement.	/4
Performance engages with the audience 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. Reward good use of robots for story telling.	/5
Props, scenery, human costumes, human interaction or dancing complemented robot(s) performance (e.g. Does human interaction ADD to robot(s) performance or DISTRACT from it?)	/3
Sub-Total	/12
Reliability (11 marks)	
Robot(s), costumes and decorations were stable and did do not fall apart	/2
Robot(s) were reliable and performed as expected (did not 'go wrong')	/3
Was performed without restarts, human intervention, robot stayed within the defined dance area and within the allotted time (including re-starts). Marks are removed for: <ul style="list-style-type: none"> • Human intervention: -1 for each unplanned human contact • Restarts: -1 for each restart (excluding music miscues or factors outside control of team) • Allotted time: 5 mins max: dance > 1 min, < 2 mins. Reduce score by 1 for every 10 sec over 5 min overall. • Within area: -1 for each infraction of the stage boundary. 	/6
Sub-Total	/11
Marks allocated at the judge's discretion (10 marks)	
Reward creative, entertaining robotic performance demonstrating an inspiring or innovative use of technologies.	/10
Sub-Total	/10

** This category is also assessed in the interview score sheet

Keep this team in mind for an award for:

- Programming
 Construction
 Use of Sensors
 Choreography
 Costume
 Entertainment Value
 Electronics

TOTALSCORE	/55
-------------------	------------

Judges notes