





RoboCupJunior 2012 CoSpace Theater Interview Scoresheet Judge Initial:

Team Name:

Country:

SECTION 1: ROBOT DESIGN AND CONSTRUCTION					POINTS			
1.1	Real Robot(s) Design, Construction and Costume							
	eg:	 Type of robots: eq: + Pre-constructed robot: + Robot with a set of building instructions: 						
	0	+ Commercial kit or Lego with creative construction; + Own design and hand-built;						
	■ I eg:	 Mechanical construction: eg: Gearing, linkages, pivots, motors used in design and drive mechanisms 						
	•	 Significant mentor involvement will cause points reduction. 						
		List of Robot	Туре	Mechanical construction	Function			
	1							
	2							
	3							
	4							
	5							
	• C	costume: Hand-made/con	nmercial			/7		
1.2	Ser	Sensors for Real Robot(s)						
	а	Type of sensors	#	Fu	nctions			
		Ultrasonic sensor						
		Color sensor						
		Touch sensor						
		IR sensor						
		Compass sensor						
		Other sensor						
	b	Why did you choose thes sensors?	e			/ 5		
1.3	Virt	irtual Robot(s) Design						
				Re	emarks			
	а	Was the design original and creative?						
	b	How many different des virtual robot?	igns of			10		
	с	Other special features				12		
1.4	Evi	dence of Authenticity						
					Remarks			
	а	Photographs of different stages of development; Logbook; journal; photographic record or similar documents						
	b	Students successfully address problems they have faced						
		(eg. How did you stop x from becoming loose during the performance? What have you done to prevent your robot(s)						
		from falling over, or breaking if they fall?, how did you design the virtual robot,						

SECTION 2: ROBOT PROGRAMMING						
2.1	Real robot programming					
			Remarks			
	а	Type of programming language(s) used.				
	b	Complex, innovative or original programming used for age appropriate level of expertise				
	с	Able to explain the program(s)				
	d	Able to modify the program upon request		/ 7		
	е	Other special features				
2.2	Virtual robot programming					
	Remarks		Remarks			
	а	Type of programming languages used				
	b	Complex, innovative or original programming used for age appropriate level of expertise				
	с	Able to explain the program(s)		. 7		
	d	Able to modify the program upon request		11		
	е	Other special features				
			Sub-total	/ 14		

SECTION 3: VIRTUAL ENVIRONMENT AND COMMUNICATION						
3.1	Virtual Environment Design					
			Remarks			
	а	Original and creative design? (Y/N)				
	b	Special features?		/ 2		
3.2	Communication					
	Remarks					
	а	Understand and able to configure the communication				
	b	Able to establish the communicate between virtual robots/real robots/virtual objects		/ 6		
			Sub-total	/ 8		