# CoSpace Theatre and Dance Performance

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<th>Team Name:</th>
<th>Judge Initial:</th>
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### SECTION 1: CHOREOGRAPHY AND STORY-TELLING (9 MARKS) | POINTS
---|---
1.1 The performance is interesting, engaging and matches the theme  
*The performance is engaging, and the movements/story telling match the theme*  
Remarks:  
/3
1.2 Robots made use of the dance space (real & virtual) creatively  
*Reward robots moving around the entire stage, and not staying static.*  
/3
1.3 Included more difficult movement/sequences  
- *Real robot performs basic movements = 1;*  
- *More complicated and risky movements should be rewarded.*  
/3

Sub-Total: 9

### SECTION 2: COMMUNICATION (9 MARKS) | POINTS
---|---
2.1 *V → V communication:* Communications between virtual robots/entities  
(1-2 very few/no communication, 3-5 significant amounts of communication)  
/5
2.2 *V < - > R communication:* Communications between real robot and virtual entities that adds to the performance  
(1-2 very few/no communication, 3-4 significant amounts of communication)  
/4

Sub-Total: 9

### SECTION 3: REAL WORLD SETUP (5 MARKS) | POINTS
---|---
3.1 Stage arrangement & robot costumes  
*The stage arrangement is creative and enhances the performance.*  
*Reward hand-built props, and additional technology (e.g. lights/moving parts/light effects)*  
*Costumes are appropriate, innovative, well made and complement the performance. Reward handmade more heavily than commercial bought materials*  
/3
3.2 Sensors used as described in the interview  
*Is the robot programmed to respond to sensors?*  
*Are sensors used to trigger next part of performance?*  
*How is the robot programmed to keep within the stage boundaries?*  
*How did the robot avoid obstacles or another robot?*  
Remarks:  
/2

Sub-Total: 12
### SECTION 4: VIRTUAL ENVIRONMENT (6 MARKS)

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**4.1 Design of the virtual environment**
- Innovative Cinematography
- 3D Virtual environment enhances the overall performance

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**4.2 Movement of the Virtual Robots**
- Movement is varied, and interesting. Their movement fits the music and the performance of the real robots

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Sub-Total /8

### SECTION 5: ENTERTAINMENT VALUE (8 POINTS)

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**5.1**
- Human, real robots, real props, virtual robots, and virtual environment contributed to communicate the theme and enriched the performance.
- Non-repetitive and entertaining movements, held interest of audience
- Overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc.
- Overall performance was entertaining/enjoyable which delivered the story successfully as described in the theme

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Sub-Total /8

### SECTION 6: EXECUTION OF THE PERFORMANCE (10 POINTS)

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**6.1**
- Robot(s), costumes and decorations were stable and reliable throughout the performance

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**6.2**
- Robot(s) movements were smooth and controlled. The performance was as expected (did not ‘go wrong’)

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**6.3**
- Was performed without restarts, human intervention, robot stayed within the defined dance area and within the allotted time (including restarts).

**Points to be deducted**
- Human intervention: -1 for each unplanned human contact
- Restarts: -1 for each restart (excluding factors outside control of teams)
- Within area: -1 for each infraction of stage boundary
- Performance time: -1 for every 10 sec (performance time should be in between 1–2 min).
- Total Time: -1 for every 10 sec (total time should be < 5 min)

Sub-Total /10

### SECTION 7: MARKS ALLOCATED AT THE JUDGE’S DISCRETION (6 POINTS)

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**7.1**
- Reward creative, innovative, entertaining robotic performance demonstrating an inspiring or innovative use of technologies and interaction between the virtual and real world.

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Sub-Total /6

Total Score: /55

Keep this team in mind for an award for:
Best communication
Best virtual space design
Best choreography and cinematography
Best entertainment value