



RoboCupJunior Dance Performance Score Sheet 2014

Team name Secondary / Primary Dance / Theatre Judge's initials

Choreography and story-telling (10 marks)	
Dance >> Robot(s) performance used interesting, engaging and/or artistic dance movements.	
Theatre >> Robot(s) performance used interesting and/or engaging movements which told a story.	/2
Dance >> Robot(s) move rhythmically to the music: Robot(s) movements complements the music = 3; some match to the music = 2/1; do not match the music = 0.	
Theatre >> Robot(s) told a story whilst moving to music: Robot(s) movements complements the music = 3; some match to the music = 2/1; do not match the music = 0.	/3
Dance >> Robot(s) made use of the allocated dance space creatively to enhance the dance. Creatively used space with robot movement = 2; moving about large areas on floor = 1; staying in 1 location = 0.	
Theatre >> Robot(s) made use of the allocated dance space creatively to tell a story. Creatively used space with robot movement = 2; moving about large areas on floor = 1; staying in 1 location = 0.	/2
Included more difficult movements/sequences as the team took risks: Examples of movements to be rewarded: risking balance, coordination between multiple robots, sequencing robot movement to an event, etc. Robot performs basic movements = 1.	
	/3
Sub-total	/10
Entertainment value (10 marks)	
Performance engages the audience: An overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc.	/3
Props, scenery, human's costumes, human interaction or dancing complemented robot(s) performance: Does human interaction, props and scenery ADD to robot(s) performance or DISTRACT from it?	/3
Robot appearance complements the performance.	/2
Introduction use of setup to explain the robotic technologies used in the performance.	/2
Sub-total	/10
Effective use of technology (10 marks)	
Sensors and digital devices are used in the performance as described in the Stage Script: Distance sensors used for detection of props or other robots, compass used for exact turns, encoders used for moving exact distances, communication among robots etc. Teams didn't submit the Stage Script = 0.	/3
Additional technology is used to complement the performance: Lights/moving parts/sound or light effects complements the performance.	/3
Digital presentation used to enhance robotic performance: Reward creative presentations that enhance the overall performance.	/4
Sub-total	/10
Execution of performance (10 marks)	
Robot(s) were reliable and performed as described in the Stage Script (did not 'go wrong'): Teams didn't submit the Stage Script = 0.	/2
Robot(s), props, scenery including costumes and decorations were stable and did do not fall apart	/2
Was performed without restarts, human intervention, robot stays within the defined dance area and within the allotted time (including restarts), marks are removed for: · 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	/10
Judge's discretion (10 marks)	
Marks allocated at the judge's discretion: Reward creative, innovative, entertaining robotic performance demonstrating an inspiring or innovative use of technologies. Use notes below to briefly explain reason.	/10
Sub-total	/10

Note: Significant mentor involvement including (during the competition) will cause points reduction or being disqualified.

TOTAL SCORE	/50
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Judges notes including any feedback to teams (turn over)