RoboCupJunior Singapore 2010

DANCE THEATRE PERFORMANCE

Team Name: _____ Country: _____	Age Group (tick one) PRIMARY/SECONDARY	JUDGE Initials

Robot costume(s) and props: **The appearance of the robot involved…**	**TOTALS**
Costume used on robot(s) (Note: reward handmade more heavily than commercial, modelling materials may be used as a costume)	/3
A variety of materials, colours and arrangements used	/4
Additional robots/lights/moving parts/sound or light effects used (+1 for each; Reward dynamic more heavily than static props, hand-built more than shop-bought)	/4
Props (Scenery, human costumes, multiple robots, human interaction or dancing complemented robot(s) performance. (+1 for each; e.g. Does human interaction ADD to robot's performance or DISTRACT from it?)	/4
TOTAL	**/15**

Choreography and use of stage: **The dance performed by the robot(s)…**	
Included movements and sequences that complemented the music). (Theatre does not needs to be in time with rhythm – it should however takes it's performance changes from cues in 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)	/5
Included more difficult movements/sequences: students took risks. (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)	/4
Made use of the dance space creatively to provide interest. (staying in 1 location = 0, moving about floor OR filling floor area with props =1-2, creatively used space with robot movement =3)	/3
TOTAL	**/12**

Sensors & Technology:**	
Robots stayed within the defined dance area (NB: no excursions = 3, each excursion reduces score by 1)	/3
sensors used 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
TOTAL	**/6**

Entertainment Value: The presentation and performance…	
Was varied and non repetitive, used original and/or unusual movements, held interest (repetitive movement = max of 1, reward interesting & entertaining movement as well as varied movement up to 4)	/4
Movements were smooth and controlled.	/2
Robot(s) appearance and performance was appealing, creative and innovative (an overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc. How much the overall design of robots, props and humans contributed to transfer the theme and enriched the performance)	/9
TOTAL	**/15**

Reliability: The design and construction of the robot(s) results in…	
Robot(s), costumes and decorations were stable and reliable throughout the performance	/4
Set-up and performance was within the allotted time (5 mins max: dance > 1 min, < 2 mins,) including restarts (Reduce score by 1 for every 10 sec over 5 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) 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	**/12**

** aspects of this section is also assessed in interview.

Keep this team in mind for an award for: ☐Programming ☐Construction ☐Using Sensors ☐Choreography ☐Costume ☐Entertainment Value

TOTAL SCORE /60