

RoboCupJunior Graz 2009

DANCE PERFORMANCE

Team Name: _____

Country: _____

Age Group (tick one)

PRIMARY

SECONDARY

JUDGE Initials: _____

Please mark which category this performance belongs:

Theatre Dance

Technical Design and Construction: The design and construction of the robot(s) results in...	TOTALS
Robot(s) was stable and reliable throughout the performance.	/3
Movements were smooth and controlled.	/3
TOTAL	/6

Artistic Design and props: The appearance of the robot involved...	TOTALS
Artistic design of robot(s) was relevant or enriched the performance. <small>(Note: reward handmade more heavily than commercial, modelling materials may be used as part of design)</small>	/3
Decorations staying in place throughout performance	/2
A variety of materials, colours and arrangements used	/2
Props, eg. multiple robots, lights/moving parts/sound or light effects used <small>(Reward dynamic more heavily than static props, hand-built more than shop-bought)</small>	/4
Props and/or props <u>completed</u> robot(s) performance. <small>(Does human interaction ADD to robot's performance or DISTRACT from it?)</small>	/3
TOTAL	/14

Choreography and use of stage: The dance performed by the robot(s)...	TOTALS
Included movements and sequences <u>in time</u> with the rhythm /beat/change of the music (or complemented the music). <small>(robot's movements random = 0, some match to rhythm = 1-2, some parts sharply in time with music rhythm = 3-4, robots are sharply in time with music rhythm = 5-6)</small>	/6
Included more difficult movements/sequences: students took risks. <small>(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)</small>	/6
Made use of the dance space creatively to provide interest. <small>(staying in 1 location = 0, moving about floor <u>OR</u> filling floor area with props =1-2, creatively used space with robot movement =3-4)</small>	/4
TOTAL	/16

Sensors & Technology**:	TOTALS
Robots stayed within the defined dance area <small>(NB: no excursions = 4, each excursion reduces score by 1)</small>	/4
TOTAL	/4

Entertainment Value: The presentation and performance...	TOTALS
Creative and innovative performance (eg. exciting, entertaining, enthralling, humorous, etc.)	/6
Was varied and non repetitive, used original and/or unusual movements, held interest <small>(repetitive movement = max of 1, reward interesting & entertaining movement as well as varied movement up to 4)</small>	/4
Set-up and performance was within the allotted time (5 mins max: dance > 1 min, < 2 mins,) <u>including restarts</u> (reduce score by 1 for every 10 sec over 5 min overall <u>OR</u> under 1 min or over 2 min for performance.	/3
Was performed without restarts (excluding music miscues or factors outside control of team) <small>Restart 1 (-1) / Restart 2 (-2) / <u>no restart after 1 min</u> (only 2 restarts allowed)</small>	/2
Was performed without unplanned human intervention (-1 for each unplanned human contact)	/3
TOTAL	/18

** 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	/58
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