



RoboCup Junior (New Zealand)

2012 THEATRE PERFORMANCE

Team Name: _____
 School: _____

(tick one)

PRIMARY
 SECONDARY

TEAM ID
 JUDGE ID
 PERFORMANCE

| Robot Design & Construction | TOTALS |
|--|---------------|
| The design and construction of the robot(s) results in... | |
| A robot which is stable and reliable throughout performance | /4 |
| TOTAL | /4 |

| Robot Costume(s) and props: | |
|---|------------|
| The appearance of the robot involved... | |
| Costume used on robot <small>(Note: reward handmade more heavily than commercial, modelling materials may be used as a costume)</small> | /4 |
| Costumes staying in place throughout performance | /2 |
| Robot design, build and/or decoration appropriate for the theme chosen. | /2 |
| Additional robots/lights/moving parts/sound or light effects used <small>(+1 for each new item: reward dynamic more heavily than static, hand-built more than shop-bought)</small> | /5 |
| Props (scenery, human costumes, human interaction or dancing) <u>complemented</u> robot(s) performance | /4 |
| TOTAL | /17 |

| Choreography and use of stage: | |
|--|------------|
| The robot(s) performance... | |
| Included movements and sequences that complemented the mood or tempo of the music <small>Story telling: how well did they use the music / sound track and robot moves to present a theatrical theme OR Dance: how well did the robots perform in time to the beat and in keeping with the style of the music.</small> | /8 |
| 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 or more at markers discretion)</small> | /6 |
| Stayed within the defined performance area (1.8 x 1.8 m) <small>(no excursions = 3, each excursion (all of robot outside of inner edge of black line) reduces score by 1)</small> | /3 |
| TOTAL | /17 |

| Entertainment Value | |
|--|------------|
| Was varied and non repetitive, used innovative, original and/or unusual movements, held interest <small>(repetitive movement = low score, reward interesting & entertaining movement as well as varied dance moves)</small> | /7 |
| Robot(s) appearance and performance was appealing (an overall theme and atmosphere was created) | /8 |
| Set-up and performance was within the allotted time (6 mins max: dance > 1 min, < 2 mins,) <u>including restarts</u> | /2 |
| Was performed without restarts (excluding music miscues) <small>Restart 1 (-1) / Restart 2 (-2) / <u>no restart after 1 min</u></small> | /2 |
| Was performed without need for human intervention <small>Each human intervention (-1)</small> | /3 |
| TOTAL | /22 |

MAX time 6 mins

SETUP
PERFORMANCE (2 mins)
PACKUP

Comments

TOTAL SCORE **/60**