



# RoboCup Junior (Australia)

## 2011 DANCE PERFORMANCE

Team Name: \_\_\_\_\_

School: \_\_\_\_\_ State: \_\_\_\_\_

(tick one)

PRIMARY

SECONDARY

TEAM ID

JUDGE ID

PERFORMANCE

<b>Robot Costume(s) and props: The appearance of the robot involved...</b>	<b>TOTALS</b>
Costume used on robot(s) <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
A variety of materials, colours and arrangements used	/3
Lights/moving parts/sound or light effects used <small>(+1 for each: reward dynamic more heavily than static props, hand-built more than shop-bought)</small>	/4
Props (scenery, human costumes, static robots, human interaction or dancing) <u>complemented</u> robot(s) performance <small>(+1 for each. Does human interaction ADD to robot's performance or DISTRACT from it?)</small>	/3
<b>TOTAL</b>	<b>/16</b>

<b>Choreography and use of stage: The dance performed by the robot(s)...</b>	
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 = 1-4, some bits sharply in time with music rhythm = 5-7, robot is responsive to change of music and sharply in time with music rhythm = 8-10)</small>	/10
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 (3 x 3m) 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 movement = 3-4)</small>	/4
<b>TOTAL</b>	<b>/20</b>

<b>Entertainment Value: The presentation and performance...</b>	
Was varied and non repetitive, used innovative, original and/or unusual movements, held interest <small>(repetitive movement = low score, reward interesting &amp; entertaining movement as well as varied dance moves)</small>	/6
Robot(s) appearance and performance was appealing <small>(an overall theme and atmosphere was created)</small>	/4
<b>TOTAL</b>	<b>/10</b>

<b>Reliability: The design and construction of the robot(s) results in...</b>	
Robot(s) which are stable and reliable throughout performance	/4
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) Restart 1 (-1) / Restart 2 (-2) / <u>no restart after 1 min</u>	/2
Was performed without need for human intervention <span style="float: right;"><small>Each human intervention (-1)</small></span>	/3
Stayed within the defined dance area (3 x 3m) <small>(NB: no excursions = 3, each excursion reduces score by 1)</small>	/3
<b>TOTAL</b>	<b>/14</b>

MAX time 6 mins

<b>SETUP</b>	Comments:
<b>DANCE(2 mins)</b>	
<b>PACKUP</b>	

<b>TOTAL SCORE</b>	<b>/60</b>
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