



RoboCup Junior (Australia)

2009 DANCE THEATRE PERFORMANCE

Team Name: _____

School: _____ State: _____

(tick one)

PRIMARY

SECONDARY

TEAM ID

JUDGE ID

PERFORMANCE

Robot Costume(s) and props: The appearance of the robot involved...	TOTALS
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	/4
Additional robots/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>	/5
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>	/4
TOTAL	/19
Choreography and use of stage: The dance performed by the robot(s)...	
Included movements and sequences that complement the music. <small>(music has no apparent connection to the robot's movements = 0, robot's movements somewhat enhanced by music theme or presentation = 1-3, robot's movements are strongly enhanced by music theme or presentation = 4-5)</small>	/5
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 OR filling floor area with props =1-2, creatively used space with movement =3-4)</small>	/5
TOTAL	/16
Entertainment Value: The presentation and performance...	
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>	/6
Robot(s) appearance and performance was appealing <small>(an overall theme and atmosphere was created)</small>	/5
TOTAL	/11
Reliability: The design and construction of the robot(s) results in...	
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 <small>Each human intervention (-1)</small>	/3
Stayed within the defined dance area (3 x 3m) <small>(NB: no excursions = 3, each excursion reduces score by 1)</small>	/3
TOTAL	/14

MAX time 6 mins

<p>SETUP</p> <p>DANCE(2 mins)</p> <p>PACKUP</p>	<p>Comments:</p>
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TOTAL SCORE	/60
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