



Performance Score Sheet

Team Name:..... Country: Primary/Secondary

Assessors Name:.....

Category	Examples of how high marks <u>may</u> be achieved are:	Mark
Entertainment value	<ul style="list-style-type: none"> • Non-repetitive robot movements and/or a varied robot performance • There is a link, or common theme demonstrated by the whole performance • A digital display that integrates and/or complements the performance • A performance that is engaging throughout. • Ambitious use of the stage area • Robot movement(s) are choreographed tightly to the music <p>Static props will not be re-warded unless they serve a purpose.</p>	/10
Innovation & Originality	<ul style="list-style-type: none"> • Robots are home-built not kits • Technologies are used in new or different ways that have not seen before. • Unusual technologies are used – for example unusual mechanical, electronic or power systems. 	/10
Quality of Display	<ul style="list-style-type: none"> • Reliable robots that do not fall apart and work as expected for the duration of the performance. • Home-built robot costumes that complement the performance and are engaging. • A slick and polished performance throughout the display. 	/10
Technical Complexity	<ul style="list-style-type: none"> • Robot movement around the whole stage area, • Synchronization and/or communication between robots, • Risky movements by robots • Interaction between digital display and the robots 	/10
Sensor & Interactions	<ul style="list-style-type: none"> • Sensors that “add value” to the performance • Sensors are used in ‘original’ or different ways • Communication between robots to develop the performance • Human-robot interaction (not remote control) • Robot-robot interaction <p>The use of line tracking robots on mats will NOT be rewarded highly.</p>	/10
Deductions	<ul style="list-style-type: none"> • Each unplanned human intervention: -1 • Restarts: -1 for each re-start • Allotted time: -1 for each 10 seconds over • Within area: -1 for each infraction of the boundary 	
Total Score		/50

Award Recommendations:

Notes:

Best Stage Performance

Best Creative Display



Technical Interview Score

Sheet

Team Name:..... Country: Primary/Secondary

Assessors Name:.....

Teams must bring copies of their programs and details of mechanical and electrical hardware to the interview; otherwise, these categories cannot be assessed.

Category	Examples of how high marks may be achieved are:	Mark
Programming	<ul style="list-style-type: none"> Using an age appropriate programming languages Being able to explain how the program works and interactions between the hardware and software Creating innovative programming solutions Developing libraries Explain decisions made and any limitations of the software 	/15
Mechanical Hardware	<ul style="list-style-type: none"> Implementing reliable mechanical systems Complex/innovative mechanical systems Being able to explain how the mechanical systems work Mechanisms that have been developed for very high precision, or for mechanically 'difficult' situations Appropriate actuators have been used, and there is an understanding of why they have been chosen. 	/15
Electronic Hardware	<ul style="list-style-type: none"> Electronics have been developed/home built (as age appropriate) An understanding of how the electronics works Innovative use of sensors/integration of sensors Innovative use of technologies to aid performance (e.g., cameras, speed controllers/motor controllers, GPS, different micro-controllers etc.) Explain decisions made and any limitations of the electronics 	/10
Communication & Interaction	<ul style="list-style-type: none"> Use of effective communication Development of communication protocols An understanding of how the communication is occurring Sensors are used to allow interaction between robots-humans or robots-robots. 	/5
Paperwork & Quality of Interview	<ul style="list-style-type: none"> Teams hand in all required paperwork to the competition Teams understand the hardware, software and mechanical they have used, and can answer questions. 	/5
Deductions	Re-use of previous robot (software and hardware) or props (up to 60%)	
Total Score		/50

Award Recommendations:

Notes:

- Best Design & Construction
- Best Use of Electronic Devices
- Best Use of Sensors
- Best Programming