



RoboCup Junior (Australia)

2006 DANCE PERFORMANCE EVALUATION

Team Name: _____

School: _____ State: _____

Division: **Primary** or **Secondary** (circle one)

TEAM ID

tick number of points scored for each criteria

POINTS 0 1 2	<u>Robot Design & Construction**</u> The design and construction of the robot(s) results in...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Robot was stable and reliable throughout performance	/2
<input type="checkbox"/> <input type="checkbox"/>	Movements smooth and controlled.	/1
TOTAL		/3

POINTS 0 1 2 3	<u>Robot Costume(s) and props:</u> The appearance of the robot involved...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Costume used on robot (no costume = 0, commercial = 1, hand -made = 2 or 3)	/3
<input type="checkbox"/> <input type="checkbox"/>	Costumes stayed in place throughout performance (yes = 1, no = 0)	/1
<input type="checkbox"/> <input type="checkbox"/>	Variety of materials, colours and arrangements used, <small>(standard materials, etc = 0, variety = 1)</small>	/1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	additional robots/lights/moving parts/sound or light effects used <small>(+1 for each: reward dynamic props more heavily than static props, hand-built more than shop-bought)</small>	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Props (scenery, human costumes, 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
TOTAL		/10

POINTS 0 1 2 3 4	<u>Choreography and use of stage:</u> The dance performed by the robot(s)...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Included movements and sequences <u>in time</u> with the rhythm /beat of the music (or complemented the music). <small>(robot's movements random = 0, some match to rhythm = 1, sharply in time with music rhythm = 2 or 3)</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Made use of the dance space (3 x 3m) creatively to provide interest. <small>(staying in one location = 0, moving about floor to use most of area OR filling floor area with props = 1 or 2)</small>	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stayed within the defined dance area (3 x 3m) <small>(NB: no excursions = 4, each excursion reduces score by 2.)</small>	/4
TOTAL		/12

POINTS 0 1 2 3	<u>Entertainment Value</u> The presentation and performance...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Was varied and non repetitive, used innovative, original and/or unusual movements, held interest <small>(repetitive movement = max of 1, reward interesting & entertaining movement up to 3)</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Robot(s) appearance and performance was appealing	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Set-up and performance was within the allotted time (5 minutes maximum: dance > 1 minute, < 2 minutes,) <u>including restarts</u> <small>(reduce score by 1 for every 10 secs over 5 minutes overall OR under 1 minute for performance)</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Was performed without restarts (excluding music miscues) or need for human intervention <small>(no restarts = 3, 1 restart = 2, 2 restarts = 0)</small>	/3
TOTAL		/11

** aspects of this section also assessed in performance

Keep this team in mind for an award for

TOTAL SCORE
/36