

RoboCupJunior Dance SuperTeam Rules (2009)

Last updated: Updated: 4 February 2009

RCJ Dance Rules (2009) apply with the following exceptions:

Robotics Performing Arts SuperTeam is an opportunity to produce a robotic performance using cooperation between the teams. SuperTeams consists of two to three dance teams from different countries chosen randomly by the Dance Technical/Organizing Committee. All teams involved should contribute to the creation of the new SuperTeam performance. It is assumed that the SuperTeam will use existing robots. Teams are not required to build new robots. However, any modification is welcome.

1. Stage Size

Each SuperTeam can decide to use the 4 x 6 square metre performance area (especially if you programmed robots to detect the boundary) or use the whole stage area.

NOTE: The actual stage size (not the performance area size) will be announced later.

2. Duration

Each SuperTeam has 7 minutes on stage with a performance more than 1 minute and less than 2 minutes.

3. Music

It is strongly recommended for teams to bring some songs for SuperTeam performance!!

4. Presentation

Each SuperTeam is to give a brief presentation explaining how the teams cooperated before the performance on the stage. The presentation should be included in the 7 minute period.

5. Choreography

Each SuperTeam is to produce a co-coordinated choreography of robots. This includes human performers if you decide to perform with robots.

6. Stage Use

The stage will remain as it is. SuperTeams can choose the size of stage area to use for robots and human actors. They can use the whole area stage if they wish. There will be no judging on the use of the stage area.

7. Mentor Assistance

Mentors are to ASSIST SuperTeams as translators and advisers BUT NOT TO INITIATE. Mentors CANNOT do actual work including construction and or take over the SuperTeam collaboration among students. Co-operation between mentors is highly encouraged.

8. Judging Criteria

The performance will be judged on:

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- Programming;
- Choreography;
- Entertainment value; and
- Co-operation between teams (shown in the presentation)