

CoSpace Theatre and Dance Performance

Team Name: _____
Country: _____

Judge Initial: _____

SECTION 1: REAL WORLD SETUP		POINTS
1.1	Stage arrangement	/2
	<ul style="list-style-type: none"> ▪ <i>The stage arrangement is creative</i> Remarks:	
1.2	Stage props	/4
	<ul style="list-style-type: none"> ▪ <i>Props enhancing the performance</i> <ul style="list-style-type: none"> ✦ The Motorized Props; Static display; Back drops; Lighting effect, or any special effect that enhances the performance ▪ <i>Additional technology e.g. lights/moving parts/sound or light effects etc. used</i> <ul style="list-style-type: none"> ✦ Reward dynamic, innovative uses of technology, and hand-built more heavily than static props or shop - bought. 	
1.3	Robot costumes	/3
	<ul style="list-style-type: none"> ▪ <i>Costumes are appropriate, innovative, well made and complement the performance</i> <ul style="list-style-type: none"> ✦ Reward handmade more heavily than commercial bought materials 	
1.4	Sensors used as described in the interview	/3
	<ul style="list-style-type: none"> ✦ Is the robot programmed to respond to sensors? ✦ Are sensors used to trigger next part of performance? ✦ How is the robot programmed to keep within the stage boundaries? ✦ How did the robot avoid obstacles or another robot? Remarks:	
Sub-Total		/12

SECTION 2: COMMUNICATION		POINTS
2.1	<ul style="list-style-type: none"> ▪ <i>V → V communication: Communications between virtual robots/entities</i> (1–3 comm=1; 4–6 comm=2; 7–9 comm=3; 10–12 comm=4; >12 comm=5) 	/5
2.2	<ul style="list-style-type: none"> ▪ <i>V → R communication: Communications between real robot and virtual entities. It is initiated by the virtual robots or virtual entities</i> (1–4 comm=1; >4 comm= 2) 	/2
2.3	<ul style="list-style-type: none"> ▪ <i>R → V communication: Communications between virtual entities and real robots. It is initiated by the real robots</i> (1–2 comm=1; >2 comm=2) 	/2
Sub-Total		/9

SECTION 3: CHOREOGRAPHY AND USE OF STAGE		POINTS
3.1	Real robot movements and sequences	/3
	<ul style="list-style-type: none"> ✦ Basic and repetitive movement (0) ✦ going close to boundary, risking balance ✦ co-ordination between multiple robots ✦ sequencing robot movement to an event, etc. <div style="text-align: right; margin-right: 20px;">} + 1</div>	
3.2	Real robots use the performance space creatively	/3
	<ul style="list-style-type: none"> ✦ Staying in 1 location (0) ✦ Moving about the floor (1 – 2) ✦ Creative used space with robot movement (3) 	
3.3	Virtual Environment	/4
	<ul style="list-style-type: none"> ▪ <i>Innovative Cinematography</i> ▪ <i>3D Virtual environment enhances the overall performance</i> 	
3.4	Choreography	/3
	<ul style="list-style-type: none"> ▪ <i>Innovative Choreography</i> 	
Sub-Total		/13

SECTION 4: ENTERTAINMENT VALUE		POINTS
4.1	<ul style="list-style-type: none"> ✦ Human, real robots, real props, virtual robots, and virtual environment contributed to communicate the theme and enriched the performance. ✦ Non-repetitive and entertaining movements, held interest of audience ✦ Overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc. ✦ Overall performance was entertaining/enjoyable which delivered the story successfully as described in the theme 	/10
	Sub-Total	

SECTION 5: RELIABILITY		POINTS
5.1	▪ <i>Robot(s), costumes and decorations were stable and reliable throughout the performance</i>	/2
5.2	▪ <i>Robot(s) movements were smooth and controlled. The performance was as expected (did not 'go wrong')</i>	/3
5.3	▪ <i>Was performed without restarts, human intervention, robot stayed within the defined dance area and within the allotted time (including restarts).</i>	/6
	<u>Points to be deducted</u> <ul style="list-style-type: none"> ✦ Human intervention: -1 for each unplanned human contact ✦ Restarts: -1 for each restart (excluding factors outside control of teams) ✦ Within area: -1 for each infraction of stage boundary ✦ Performance time: -1 for every 10 sec (performance time should be in between 1–2 min). ✦ Total Time: -1 for every 10 sec (total time should be < 5 min) ✦ Cleaning time: -1 for every 10 sec (cleaning time should be < 1 min) 	
Sub-Total		/11

Total Score: /55

Keep this team in mind for an award for:

- Best real robot design
 Best virtual space design
 Best choreography and cinematography
 Best entertainment value