



CoSpace Theatre and Dance Performance

Team Name: _____
Country: _____

Judge Initial: _____

SECTION 1: CHOREOGRAPHY AND STORY-TELLING (9 MARKS)		POINTS
1.1	The performance is interesting, engaging and matches the theme	/3
	<ul style="list-style-type: none"> <i>The performance is engaging, and the movements/story telling match the theme</i> Remarks:	
1.2	Robots made use of the dance space (real & virtual) creatively	/3
	<ul style="list-style-type: none"> <i>Reward robots moving around the entire stage, and not staying static.</i> 	
1.3	Included more difficult movement/sequences	/3
	<ul style="list-style-type: none"> <i>Real robot performs basic movements = 1;</i> <i>More complicated and risky movements should be rewarded.</i> 	
Sub-Total		/9

SECTION 2: COMMUNICATION (9 MARKS)		POINTS
2.1	<ul style="list-style-type: none"> V → V communication: Communications between virtual robots/entities (1-2 very few/no communication, 3-5 significant amounts of communication) 	/5
2.2	<ul style="list-style-type: none"> V < - > R communication: Communications between real robot and virtual entities that adds to the performance (1-2 very few/no communication, 3-4 significant amounts of communication) 	/4
Sub-Total		/9

SECTION 3: REAL WORLD SETUP (5 MARKS)		POINTS
3.1	Stage arrangement & robot costumes	/3
	<ul style="list-style-type: none"> <i>The stage arrangement is creative and enhances the performance.</i> <i>Reward hand-built props, and additional technology (e.g. lights/moving parts/light effects)</i> <i>Costumes are appropriate, innovative, well made and complement the performance. Reward handmade more heavily than commercial bought materials</i> 	
3.2	Sensors used as described in the interview	/2
	<ul style="list-style-type: none"> <i>Is the robot programmed to respond to sensors?</i> <i>Are sensors used to trigger next part of performance?</i> <i>How is the robot programmed to keep within the stage boundaries?</i> <i>How did the robot avoid obstacles or another robot?</i> Remarks:	
Sub-Total		/12

SECTION 4: VIRTUAL ENVIRONMENT (6 MARKS)		POINTS
4.1	Design of the virtual environment	
	<ul style="list-style-type: none"> ▪ <i>Innovative Cinematography</i> ▪ <i>3D Virtual environment enhances the overall performance</i> 	/4
4.2	Movement of the Virtual Robots	
	<ul style="list-style-type: none"> ▪ <i>Movement is varied, and interesting. Their movement fits the music and the performance of the real robots</i> 	/4
Sub-Total		/8

SECTION 5: ENTERTAINMENT VALUE (8 POINTS)		POINTS	
5.1	<ul style="list-style-type: none"> ▪ <i>Human, real robots, real props, virtual robots, and virtual environment contributed to communicate the theme and enriched the performance.</i> ▪ <i>Non-repetitive and entertaining movements, held interest of audience</i> ▪ <i>Overall theme and atmosphere was created, exciting, entertaining, enthralling, humorous, etc.</i> ▪ <i>Overall performance was entertaining/enjoyable which delivered the story successfully as described in the theme</i> 	/8	
	Sub-Total		/8

SECTION 6: EXECUTION OF THE PERFORMANCE (10 POINTS)		POINTS
6.1	<ul style="list-style-type: none"> ▪ <i>Robot(s), costumes and decorations were stable and reliable throughout the performance</i> 	/2
6.2	<ul style="list-style-type: none"> ▪ <i>Robot(s) movements were smooth and controlled. The performance was as expected (did not 'go wrong')</i> 	/3
6.3	<ul style="list-style-type: none"> ▪ <i>Was performed without restarts, human intervention, robot stayed within the defined dance area and within the allotted time (including restarts).</i> 	
	<p><u>Points to be deducted</u></p> <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) 	/5
Sub-Total		/10

SECTION 7: MARKS ALLOCATED AT THE JUDGE'S DISCRETION (6 POINTS)		POINTS
7.1	<ul style="list-style-type: none"> ▪ <i>Reward creative, innovative, entertaining robotic performance demonstrating an inspiring or innovative use of technologies and interaction between the virtual and real world.</i> 	/6
Sub-Total		/6

Total Score: /55

Keep this team in mind for an award for:



- Best communication
- Best entertainment value
- Best virtual space design
- Best choreography and cinematography