



RoboCupJunior Dance SuperTeam Score Sheet 2014

SuperTeam name Secondary / Primary Judge's initials

Collaboration (7 marks)	
Involved a description about each team in the SuperTeam: (E.g. students background, information about the countries, region, schools etc of the team members.)	/1
Presented difficulties they succeeded to overcome: (E.g. speaking language barriers, different software languages, different culture etc.)	/2
Give points for evidence of teamwork and cooperation shown in the performance, presentation and for how well teams have worked together during the development of the dance: (Did the SuperTeam express their friendship in the performance? Could they develop a respectful relationship in the SuperTeam? What results could they achieve through this SuperTeam activities?)	/4
Sub-total	/7
Evolution from the originals (10 marks)	
Modified the existing robot(s) to express the SuperTeam performance theme.	/2
Most SuperTeam robots have been combined and reprogrammed to the new music and dance choreography: (Teams have merged many of their respective robots from their original performance and reprogrammed new moves.)	/5
Artistic use of the existing robot(s) and props (including lights/moving parts/sounds) was relevant or enriched the performance: (Note: reward handmade more heavily than commercial, modeling materials may be used as part of the design.)	/3
Sub-total	/10
Choreography and use of stage (8 marks)	
Included collaborative movements/sequences such as synchronized dancing, folk dance, group gymnastics, or doing the wave.	/2
Included movements and sequences in time with the rhythm/beat/change of the music or complemented the music. A performance which used original and/or unusual movements, held interest, or was varied and non-repetitive will be rewarded with higher marks: (Basic and repetitive movement=0, risking balance, co-ordination between multiple robots, sequencing robot movements to an event, evidence that robots had been re-programmed etc. +1)	/4
Made use of the dance space creatively to provide interest: (Staying in 1 location = 0, moving about large areas on floor = 1, creatively used space with robot movement = 2.)	/2
Sub-total	/8
Entertainment value (7 marks)	
Showed information about the performance theme in their presentation: (E.g. what the performance is about? how did they choose the theme? did they have disagreements?)	/1
Creatively and innovatively created a new robotic dance performance and presentation: (E.g. exciting, entertaining, enthralling, humorous, appealing etc.)	/2
An overall theme and atmosphere was created.	/2
Human dancers complemented and enriched the performance.	/2
Sub-total	/7
Reliability (8 marks)	
Robot(s), costumes and decorations were stable and reliable throughout the performance.	/2
Movements were smooth and controlled.	/2
Was performed without restarts, human intervention, robot stays within the defined dance area and within the allotted time (including restarts), marks are removed for: · Human intervention: -1 for each unplanned human contact · Restarts: -1 for each restart (excluding music miscues or factors outside control of team) · Allotted time: 7 mins max: dance > 1 min, < 2 mins. Reduce score by 1 for every 10 sec over 7 min overall. · Within area: -1 for each infraction of the stage boundary.	/4
Sub-total	/8
Judge's discretion (10 marks)	
Marks allocated at the judge's discretion: Reward creative, innovative, entertaining robotic performance demonstrating an inspiring or innovative use of technologies.	/10
Sub-total	/10

Note: Significant mentor involvement including (during the competition) will cause points reduction or being disqualified.

TOTAL SCORE	/50
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