RoboCup Junior (New Zealand)
2017 THEATRE PERFORMANCE

Team Name: _____

School: _____

(tick one)

PRIMARY

SECONDARY

Robot Design & Construction **The design and construction of the robot(s) results in…**	**TOTALS**
A robot which is stable and reliable throughout performance	/4
TOTAL	**/4**

Robot Costume(s) and props: **The appearance of the robot involved…**	
Costume used on robot (Note: reward handmade more heavily than commercial, modelling materials may be used as a costume)	/4
Costumes staying in place throughout performance	/2
Robot design, build and/or decoration appropriate for the theme chosen.	/2
Additional robots/lights/moving parts/sound or light effects used (+1 for each new item: reward dynamic more heavily than static, hand-built more than shop-bought)	/5
Props (scenery, human costumes, human dancing) complemented robot(s) performance	/4
TOTAL	**/17**

Choreography and use of stage: **The robot(s) performance…**	
Included movements and sequences that complemented the mood or tempo of the music Story telling: how well did they use the music / sound track and robot moves to present a theatrical theme OR Dance: how well did the robots perform in time to the beat and in keeping with the style of the music.	/8
Included more difficult movements/sequences: students took risks. (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 or more at markers discretion)	/6
Stayed within the defined performance area (1.8 x 1.8 m) (no excursions = 3, each excursion (all of robot outside of inner edge of black line) reduces score by 1 or 0.5 depending on length of time out)	/3
TOTAL	**/17**

Entertainment Value	
Was varied and non repetitive, used innovative, original and/or unusual movements, held interest (repetitive movement = low score, reward interesting & entertaining movement as well as varied dance moves)	/7
Robot(s) appearance and performance was appealing (an overall theme and atmosphere was created)	/8
Set-up and performance was within the allotted time (6 mins max: performance > 1 min, < 2 mins,) including restarts	/2
Was performed without restarts (excluding music miscues) Restart 1 (-1) / Restart 2 (-2) / no restart after 1 min	/2
Was performed without need for human intervention Each human intervention (-1)	/3
TOTAL	**/22**

MAX time 6 mins

	Comments	
SETUP		**TOTAL**
PERFORMANCE (2 mins**)**		**SCORE /60**
PACKUP		