



RCJI (Bremen) 2006: DANCE PERFORMANCE EVALUATION

TOTAL SCORE /37

Team Name: _____

Division:
Primary or
Secondary
(circle one)

Country: _____

tick number of points scored for each criteria **NOTE: SEVERAL CHANGES FROM 2005**

POINTS 0 1 2	Robot Design & Construction** The design and construction of the robot(s) results in...	TOTAL S
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Robot was stable and reliable throughout performance	/2
<input type="checkbox"/> <input type="checkbox"/>	Movements smooth and controlled.	/1
TOTAL		/3
POINTS 0 1 2 3 4	Sensors & Technology**	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stayed within the defined dance area (6 x 4m) (NB: no excursions = 4, each excursion reduces score by 2.)	/4
TOTAL		/4
POINTS 0 1 2 3 4	Robot Costume(s) and props: The appearance of the robot involved...	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Costume used on robot (no costume = 0, commercial = 1, hand -made = 2 or 3)	/3
<input type="checkbox"/> <input type="checkbox"/>	Costumes stayed in place throughout performance (yes = 1, no = 0)	/1
<input type="checkbox"/> <input type="checkbox"/>	Variety of materials, colours and arrangements used, (standard materials, etc = 0, variety = 1)	/1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	additional robots/lights/moving parts/sound or light effects used (+1 for each: reward dynamic props more heavily than static props)	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Props (scenery, human costumes, human interaction or dancing) <u>complemented</u> robot(s) performance (+1 for each. Does human interaction ADD to robot's performance or DISTRACT from it?)	/4
TOTAL		/11
POINTS 0 1 2 3	Choreography and use of stage: The dance performed by the robot(s)...	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Included movements and sequences <u>in time</u> with the rhythm /beat of the music (or complemented the music). (robot's movements random = 0, some match to rhythm = 1, sharply in time with music rhythm = 2 or 3)	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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)	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Made use of the dance space (6x 4m) creatively to provide interest. (staying in one location = 0, moving about floor to use most of area <u>OR</u> filling floor area with props = 1 or 2)	/2
TOTAL		/8
POINTS 0 1 2 3	SECTION 3: Entertainment Value The presentation and performance...	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Was varied and non repetitive, used innovative, original and/or unusual movements, held interest (repetitive movement = max of 1, reward interesting & entertaining movement up to 3)	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Robot(s) appearance and performance was appealing	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Set-up and performance was within the allotted time (5 minutes maximum: dance > 1 minute, < 2 minutes,) <u>including restarts</u> (reduce score by 1 for every 10 secs over 5 minutes overall <u>OR</u> under 1 minute for performance)	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Was performed without restarts (excluding music miscues) or need for human intervention (no restarts = 3, 1 restart = 2, 2 restarts = 0)	/3
TOTAL		/11

**aspects of this section also assessed in interview.

Keep this team in mind for an award for