Robotic Story Telling

OVERVIEW

Participants will work as a team of two (2) to five (5) people to program a humanoid robot to tell an original or famous story.

PURPOSE

Participant will have the opportunity to work as a team to program a humanoid robot to dance to tell a story.

TIME LIMITS

A. Programs shall last for sixty (60) to one hundred twenty (120) seconds, starting from the first movement or sound until the final movement or sound.
B. For every 5 seconds over or under the time limit, five (5) points shall be deducted.
C. Program is written before the conference and students are given one (1) hour at the conference to adjust and correct their programs.
D. Each team will have ten (10) minutes to present and explain their program to the judges and answer questions from the judges.

ATTIRE

Business casual dress as is the minimum requirement.

PROCEDURE

A. Participants will write a program on for a humanoid robot. who do not have this software may request a ninety (90) day free-trial by emailing TSA
B. Participants shall present a flash drive to the judges at the time and place stated in the conference program. This flash drive should contain the program and a written description of their program.
C. The flash drive should have the team identification number and event name.
D. The written description should describe the programming techniques used and the story. Include all movements, sound effects, and words said by the robot. A brief description of the story should be included.
E. Teams should report at the place and time described in the conference program to make adjustments and corrections to their program. In order to edit their program, teams must bring their own computer with the robotic development software installed. Teams are not required to edit their program.

F. Teams will present their program to the judges and answer any questions presented by the judges.

REGULATIONS

A. All work must be completed during the current school year.
B. Teams may use a story from a television show, movie, nursery rhyme, or other famous story. If teams choose this option, then credit must be given to the author.
C. Teams may choose to write an original story. The names of the authors must still be given.
D. The teams shall turn in a flash drive to the judges containing their program and a written description of their story. These should be the only items on the flash drive.

EVALUATION

Evaluation will be based on programming complexity, program performance, and programming knowledge of the team members.

ROBOTIC STORY TELLING

EVENT COORDINATOR INSTRUCTIONS

PERSONEL

A. Event Coordinator
B. Two (2) Assistants
    a. One (1) to collect programs from participants
    b. One (1) to observe and time keep while students edit their programs
C. Three (3) judges
D. One (1) timekeeper for presentations

MATERIALS

A. Event rules
B. Judging Sheet
C. Stopwatch
D. Computer with robotic software installed
E. Humanoid Robots
F. A table and three (3) chairs

RESPONSIBILITES

A. Retrieve a copy of the event rules and a judging sheet for each judge.
B. Set up a site for the teams to turn in their programs. Attire is NOT required for check in.
C. Give teams the opportunity (either when turning in their programs or during their one hour editing time) to sign up for a presentation time.
D. Allow for ten (10) minutes for each presentation and five (5) minutes for judges to evaluate in between presentations.
E. Ensure that teams do not communicate with anyone (or any other teams) during their one (1) hour editing time.
F. Evaluators will evaluate the participants' project independently of one another. Refer to judging sheet for guidance.
G. For the presentation, the judges will view each program on the team's computer.
H. During their presentation, teams should present their story and answer questions from the judges. They should also demonstrate the process to stop the program mid-story and the process for when the robot falls.
I. Any rules violations will result a 20% point deduction or disqualification.

Participant ID_____

ROBOTIC STORY TELLING				
2014 Official Rating Form			Middle School	
Artistic Aspects (40 points)				
Criteria	Minimal (1-4 points)	Adequate (5-8 points)	Exemplary (9-10 points)	
Judges: Using minimal (1-4 points), adequate (5-8 points) or exemplary (9-10 points) performance levels as a guideline, record the scores earned for the event criteria in the column spaces to the far right. The X1 or X2 notation in the criteria column is a multiplier factor for determining the points earned. (Example: an "adequate" score of 7 for an X1 criterion = 7 points; an "adequate" score of 7 for an X2 criterion = 14 points.)				
Clarity of story (x1)	The story is not understandable, even with the description	The story is understandable, but only with the description	The story is very understandable, even without the description	
Development of story (x1)	Story does not have a clear beginning, middle, and end.	Story has only two of the three aspects; a clear beginning, middle, and end.	Story has a very clear beginning middle and end.	
Entrainment value (x1)	The story is very bland and not entertaining.	The story is somewhat entertaining.	The story is very entertaining.	
Sound effects and motions (x1)	The sound effects and motions are distracting or nonexistent	The sound effects and motions are neither distracting or enhance the story	The sound effects and motions enhance the story	
			Subtotal (40 points)	
PROGRAMMING SKILLS (40 points)				
Complexity (x2)	The program is not complex	The program is somewhat complex	The program is very complex	
Accuracy to plans (x1)	The robot's story was very different than that described in the written description	The robot's story was similar to that described in the written plans	The robot's story was the same as that described in the written plans	
Programming Knowledge (x1)	Team members demonstrate little knowledge of programming and are unable to answer the judge's questions	Some team members have good knowledge of programming and are able to answer judge's questions	All team members have good knowledge of programming and are able to answer judge's questions well	
			Subtotal (40 points)	

Total points w/o deductions (80 points)	
Time Deductions (Minus 5 points for every 5 seconds over 120 seconds or under 90 seconds)	
Rules Violations (Minus 20% of total points)	
TOTAL POINTS	