

Rules for Embedded Technology software design robot contest 2013 for Architect

Rev. 1.0.1

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1 Introduction

ET Robocon competition for Architect is a new category which has been added since 2013. This category is designed for those who want to compete as (software/system) architect and judging idea, design, implementation and presentation aspects of the architect. The aim of this category is to educate engineers to be able to create value of the software/system by themselves.

Rules of the competition are minimized to avoid blocking creativities and ideas of the teams, therefore, each team is highly expected to understand the concept of the competition and keep fairness in the competition.

2 Judgment for the competition

2.1 Judgment

Judgment consists of “Judgment for model” and “Judgment for the race”. Teams have to take the both judgments; otherwise, it would be disqualified in the competition and to be treated as exhibition.

2.2 Judgment for model

Teams need to submit models prior to the competition. ET ROBOCON committee judges all models before the race day.

2.3 Judgment for competition

Judgment for competition consists of “Reproducibility between model and performance” and “Attractiveness of performance”.

2.4 Judgment about “Reproducibility between model and performance”

It judges reproducibility of functionalities described in the model and this is judged by ET ROBOCON committee.

2.5 Judgment about “Attractiveness of performance”

It judges attractiveness of performance and this is judged by ET ROBOCON committee and special judges who represent technical expertise and audience at the race venue.

3 Competition field

3.1 Competition field

The competition field to be used for the competition for Architect reuses the race track used for the competition for Development and a Performance stage is added.

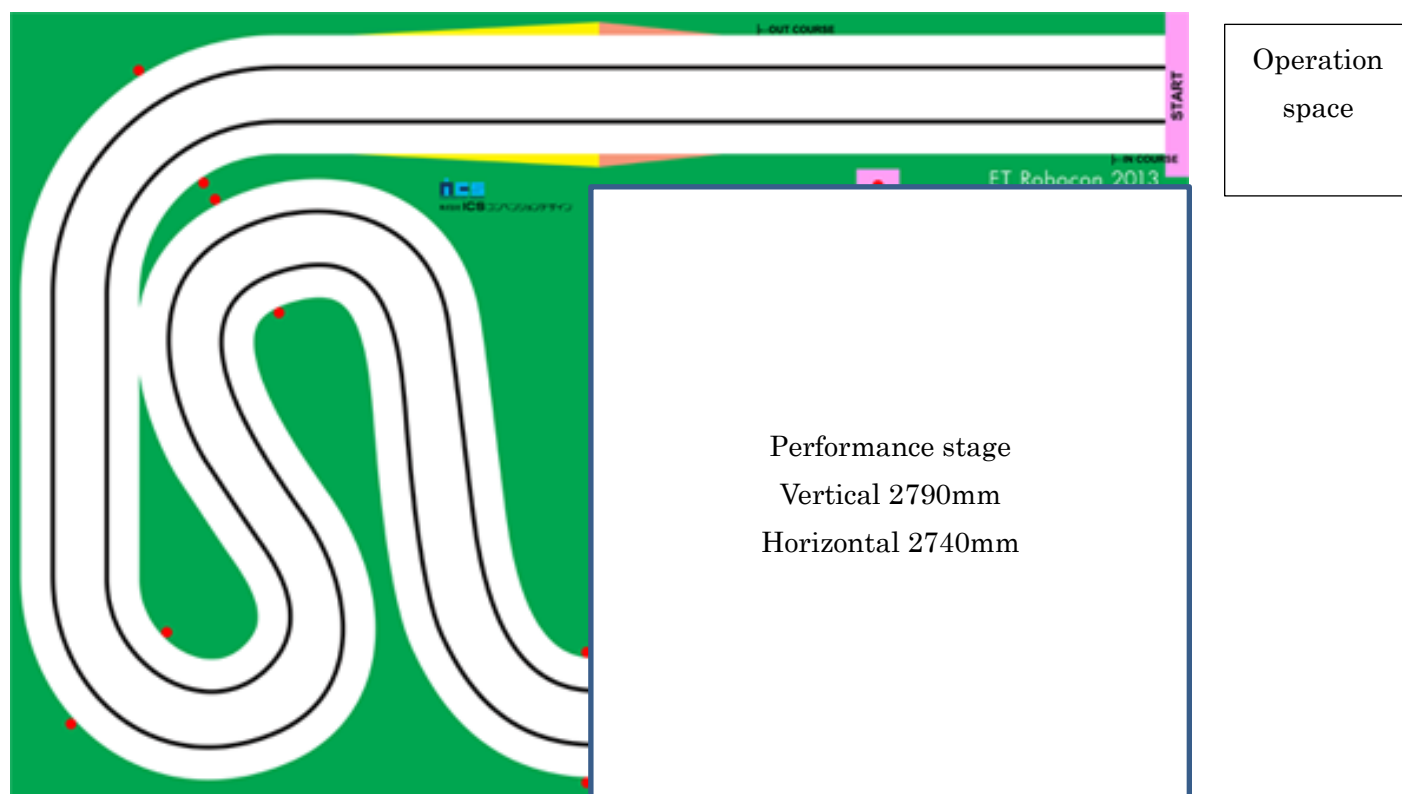


図 3-1 Competition field

3.2 Basic stage

Reuse of the race track for the competition for Development.

3.3 Performance stage

Performance stage consists of a cloth with the following specification and placed on the basic stage.

表 3-1 Performance stage

No.	Spec.	Description
1.	Size	Vertical 2790mm Horizontal 2740mm、Thickness 1mm
2.	Material	Made of vinyl (similar to vinyl tablecloth)
3.	Color	White

3.4 Items which teams are allowed to use for the performance (race)

Teams are allowed to use the following items for the performance.

表 3-2 Items which teams are allowed to use for the performance

No.	Items	Description
1.	Robot	NXTway-ET robot used for the competition for Development
2.	Gadget(s)	Teams can use some gadget on the performance stage and on the operation space. Gadget includes projector, speaker, amplifier, power supply mobile router and etc...

3.5 Equipment which ET ROBOCON committee provides

ET ROBOCON committee provides the following equipment to teams for the performance.

表 3-3 Equipment which ET ROBOCON committee provides

No.	Equipment	Description
1.	Table for operation	A table which teams can use during performance and it is placed in the Operation space. AC power supply is available in the space. Teams can place two laptops on the table.
2.	AC power supply	AC power supply (100V, 200W) for teams.
3.	Microphone	Teams can use a microphone during the performance to present it.

3.6 Other equipment in the competition field

表 3-4 Other equipment

No.	Equipment	Description
1.	Video (movie) for presentation	ET ROBOCON committee provides video facility to broadcast video movie which teams prepared for performance. Teams can use video instead of presentation in live. If teams use the video, teams need to submit the video prior to the competition. The video movie needs to be complied with the following format: - Media format: Available in YouTube - Length: maximum 2 minutes - Pixel size: 720 x 480 (recommended)
2.	Measurement system	Displays race results
3.	Video projector	To be used for displaying the video movie for presentation and measurement system. Note that teams can NOT connect their items to the video projector.

4 Competition rules

4.1 Prohibited matters

表 4-1 Prohibited matters

No.	Prohibited matters	Description
1.	Use fire/liquid	コースや設備を破壊し、惨事を招く可能性があるので絶対に使用しないでください。
2.	Damage race track	コースの代替を準備するのが難しいため、汚したり傷つけたりしないでください。ただし、走行体のタイヤスリップ痕など、軽微な汚れが不可抗力で付着することは許容します。 コースの下にはスタイロフォームが敷かれていますので、重量物等で傷めないでください。
3.	Hurt people/equipment	人に危害を与えたり、設備を壊したりしないでください。可能性がある場合には、十分な対策を講じてください。
4.	Violation against competition management	過度に大きな音・振動、悪臭など、競技会の運営進行を妨げる行為を行わないでください。
5.	Violation against law	法律で禁止されていることを行わないでください。特に、著作権の侵害、ライセンス違反などは注意が必要です。
6.	Inadequate expression in performance	システムは次に掲げる内容を表現してはいけません。 <ul style="list-style-type: none">● 特定の人種、民族、国民、言語、宗教などのソーシャル グループのメンバーシップに基づくか、人物の性別、年齢、または性的志向に基づいて、差別、憎悪、または暴力を促進するコンテンツ。● 現実世界での違法行為を働きかけたり、促したり、美化するコンテンツ。● 一般に不愉快またはわいせつであると感じるコンテンツ。● 他人を中傷、誹謗するコンテンツや脅威を与えるコンテンツ。● アルコール、たばこ製品、麻薬、武器の使用を助長する、過度に美化する、または無責任に使用するコンテンツ。● 実在の人物や動物に対し、過激または不当な暴力、人権侵害、または兵器の作成や不正な使用を促進、美化するようなコンテンツ。● 過度にまたは根拠のない粗野な言葉。

4.2 Hardware

表 4-2 Rules about hardware

No.	Hardware	Description
1.	Robot	Same hardware used in the competition for Developers
2.	Gadget	-

4.3 Software

表 4-3 Rules about software

No.	Software	Description
1.	Robot	Same software used in the competition for Developers
2.	Gadget	-

4.4 Disqualification

If team violated rules in the race, the team might be disqualified.

4.5 Retirement of the robot

If the robot could not reach the goal of the basic stage, teams can retry the basic stage from desired place on the basic stage.