

Newsletter 4

Hello everyone,

The actual competition will start in about 36 hours, so let us use this opportunity to share a couple more organizational details so that we can ensure things run smoothly.

Video + TDP Submission Form

As we mentioned multiple times before, the deadline for submission of the Video and the Team Description Paper (TDP) is on June 22nd at 10:00 am UTC.

What we still haven't mentioned though was how you can actually submit these. That's finally no longer the case -- please feel free to use the following link:

<https://forms.gle/cMnP9dbHggmCmr7dA>

A few things to note:

1. Please only submit a link to your video on some streaming service (such as YouTube and/or Video) rather than the video file itself. Also, please make it so that the file can be "embedded" into some external website as that's what the platform we'll use will make use of (see below).
2. For the Team Description Paper (TDP), please submit your PDF directly.
3. These videos and TDPs will form part of the poster session which will have two sessions: one on the 22nd and one on the 23rd of June. You will be asked to pick one of those as part of the submission.

One last reminder, both the video as well as the Team Description Paper (TDP) will be graded on the following rubric:

<https://drive.google.com/file/d/189Zbma380ozOLJfbIAGCKXoi9PBDq0eA/view>

A few notes on the "poster" session

So what will the "poster" session look like? Well, in a single word, I guess the answer is "strange". For one, we won't have posters! But we will have videos and TDPs which should allow anyone to take a quick look at your work, ask a few follow up questions and who knows where it may go from there! This is how you can get to know other people, how you can learn about what other cool things are being done out there and how you can walk away with a ton of new ideas for the next year(s).

As mentioned above, there will be two "poster" sessions taking place:

1. June 22nd (2pm UTC for Sim, 3pm UTC for LW / Open)
2. June 23rd (10am UTC for Sim, 11am UTC for LW / Open)

As you can imagine, this is mostly due to the scheduling constraints of timezones, which are really not that easy to work around. We expect someone from your team to be in your team's "poster space" at least in one of the sessions but you are welcome to come to both of them! Furthermore, we'll keep the "poster space" around throughout the whole week so that if some team's work seems interesting at any point in time, you can just check out their video/TDP and arrange a quick meeting at their "poster stand" basically anytime!

Schedule + Interview Registration

As a constant reminder, you can find the current up-to-date schedule at the following link:
https://drive.google.com/file/d/1TFQePAQOY5uVcgMkZpUX_HTHzNn8TTWo

If you still haven't done so, please register for an interview slot in the doodles corresponding to your league **with your exact team name**. If we cannot identify your team name, we sadly cannot make your reservation. Note that each slot can only host 5 teams, so try to be quick!

Interviews for Physical LightWeight

Challenge LW.1

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 23rd, 3pm UTC

Register for Interview here: <https://doodle.com/poll/qg6fp9q3y7vp3qcy>

Challenge LW.2

Released: June 24th, 3pm UTC (during Daily Gathering)

Deadline: June 25th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/hm7qipcrdq7yt7q>

Challenge LW.3

Released: June 25th, 3pm UTC (during Daily Gathering)

Deadline: June 26th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/cdmbstffrtgb3yui>

SuperTeam Challenge LW

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 24th, 3pm UTC (so you'll have 2 days to work on it!)

Registration for Interview: Opens during Welcome Call

Interviews for Physical Open

Challenge O.1

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 23rd, 3pm UTC

Register for Interview here: <https://doodle.com/poll/dwp6pc793k2fu8u9>

Challenge O.2

Released: June 24th, 3pm UTC (during Daily Gathering)

Deadline: June 25th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/mr89y5i7ymtuxg6b>

Challenge O.3

Released: June 25th, 3pm UTC (during Daily Gathering)

Deadline: June 26th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/d7amcumvxhgg4ia6>

SuperTeam Challenge Open

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 24th, 3pm UTC (so you'll have 2 days to work on it!)

Registration for Interview: Opens during Welcome Call

Interviews for Simulation Challenges

Challenge S.1

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 23rd, 3pm UTC

Register for Interview here: <https://doodle.com/poll/k9ynzet9xhcdgs3t>

Challenge S.2

Released: June 24th, 3pm UTC (during Daily Gathering)

Deadline: June 25th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/7kchn23vke2vkcy2>

Challenge S.3

Released: June 25th, 3pm UTC (during Daily Gathering)

Deadline: June 26th, 3pm UTC

Register for Interview here: <https://doodle.com/poll/q4v55sx8nei53tyw>

SuperTeam Challenge Sim

Released: June 22nd, 3pm UTC (during Welcome Call)

Deadline: June 24th, 3pm UTC (so you'll have 2 days to work on it!)

Registration for Interview: Opens during Welcome Call

Gather.Town

As we mentioned in the previous emails, we'll use the Gather.Town platform as the primary communication tool throughout the whole event. You may have already managed to run into it via Underline but if you have not, you can reach it on the following URL

<https://gather.town/app/KviSGZR6oY7hKFih/RoboCupJunior>

In there we will have the Welcome Call Tuesday June 22nd:

- 2pm UTC for Soccer Simulation teams, and
- 3pm UTC for Soccer LW and Open teams.

To attend the Welcome Call, join us in the Soccer room at the given time. Feel free to look around beforehand, and let us know what you think (and/or if you happen to have any questions)!

Name convention

There is a lot of people coming to that Gather.Town (more than 300 just for Soccer) and so for better identification we'd like to ask you to use the following name convention when creating your character:

[First Name]-[Team Name]-[League code]

whereas for mentors this would be

M-[First Name]-[Team Name]-[League code]

The League code would be the following:

- Soccer Lightweight: *SL*
- Soccer Open: *SO*
- Soccer Simulation Demo: *SSim*

So for instance Mary from the Players team which competes in the Soccer Open category would use

Mary-Players-SO

as her name in Gather.Town. For Joe, Mary's mentor, this would look like the following:

M-Joe-Players-SO

What's next?

As the start of the competition is approaching very quickly, we plan on sharing some more organizational details and address any questions you'll send us either via email or on the forum (<https://junior.forum.robocup.org/>). The time is running out but if you feel creative, we would also still appreciate your suggestions for technical challenges at <https://junior.forum.robocup.org/t/call-for-suggestions-technical-challenges/2072>

Have a great start of the week and see you at the competition!