

Welcome RoboPlay C-STEM Video Judges!

Process Overview

Judging will be open from Monday, May 9th until Sunday, May 15th

Before May 9th:

1. Register on the C-STEM website using this special judge registration link:
<http://c-stem.ucdavis.edu/wp-login.php?action=register&role=judges>
2. Once registered, ensure that you can log in to the scoreboard here:
<http://c-stem.ucdavis.edu/scoreboard>
3. Review the official video submission rules on the C-STEM Website:
http://c-stem.ucdavis.edu/wp-content/uploads/2016/CDay/2016_UCD_RoboPlayVideo_CFP_r2.pdf
4. Review some of last year's videos:
http://c-stem.ucdavis.edu/scoreboard/video_list/3
5. Familiarize yourself with our judging philosophy, the categories listed below, and the rubric at the end of this document.

From May 9th to May 15th:

1. Determine if you will be judging any additional categories (see page 2 for details) .
2. Watch each video in its entirety before scoring it, making notes as you watch.
3. Be sure to score all of the sub-categories. Under the “General” category, there are thirteen scores. Make sure you fill in all of them.
4. Score **at least ten** videos or **spend an hour** judging, whichever is longer. Videos are 1-5 minutes each.

Judging Guidelines

Judging Philosophy

With over 50 videos expected to be submitted this year not every judge will score every video. In order for scoring to be fair, each video must be judged as objectively as possible. The rubric for each category should cover the various elements we are scoring. Not all videos map directly onto rubric descriptions, in which case you may give a subjective score for that element. Final overall scores will rely on the average of scored points, with statistically significant outliers removed.

The Video Scoring Rubric

We have provided a rubric on the last two pages of these instructions. It contains guidelines intended to facilitate consistent scoring. Each scoring category is broken into between two and five scoring elements. Each scoring element is rated from one to four, with one being the lowest and the four being the highest. See the contents of the rubric for each scoring element for useful examples.

You may want to print it out and refer to it while you are evaluating the videos. The relevant rubric sections are also available during online scoring. See below for instructions on accessing them.

General Category

All videos are competing in the **General** category, which is divided into three sub-categories: Storyline, Choreography and Interesting Task. All judges will score videos in these sub-categories.

Storyline will evaluate the content and value of the plot, setting, character, theme, conflict, and resolution of the video. In other words, how entertaining and well done was the actual story?

Choreography evaluates how well the robot(s) perform with music, with each other, and with set elements.

Interesting Task evaluates what the robots were programmed to do in the video - how difficult and innovative the task was and if the set props and Linkbots were used in a creative manner.

When you score a video in the General category, you must score all three of the Sub-Categories, as a winner will be chosen in each. The best overall General winner will win the Best Video Award.

Computational Thinking

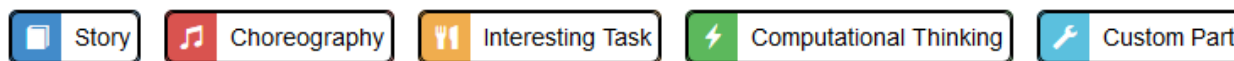
This year all teams will be all competing in the **Computational Thinking** category. Teams will upload the code they used to make their video. The assessment will be on the clarity of comments, documentation, and code complexity and completeness. You do not need to be familiar with the 'ch' programming language to judge this category, although experience with any 'C'-like language will be helpful. We encourage all technically minded individuals to review and score code. One winner will be awarded in this category.

Additional Category - Custom Part

The **Custom Part** category is reserved for those teams that construct a custom part for their robot in their video (as indicated it in their submission). Judges for this category will be evaluating the mechanical design of the custom part, including any documentation or drawings that were included. For this reason we would like to reserve this portion of judging for individuals with mechanical design or robotics experience. One winner will be awarded in this category.

Scoring Element Tags

New this year are tags associated with each video. Under the video will be tags set by the video submitter which indicate the focus of the video team.



Additional focus should be given to tagged categories, but all categories should be scored.

Website Guide

Logging In

Navigate to <http://c-stem.ucdavis.edu/scoreboard> and click the Login button.

Enter your *c-stem.ucdavis.edu* username and password and click "Login".

Judging Process

1. From the main menu, under the Judge Menu subsection, select "Score Videos".
2. Select toggles for Custom Part and Computational Thinking according to your skillset. These toggles set a cookie and should persist across multiple sessions on the same computer.
3. After setting the toggles, click "Score Videos" under "General Videos".

Judge Videos

[Home](#) / [Judge Videos](#)

Open Video Competitions

Video Competition 2014: Middle School, High School

General Videos

General videos will be scored on:

- Storyline
- Choreography
- Interesting Task

All judges may judge these videos.

[Score Videos](#)

Scored: 43 of 44

Custom Part Videos

These videos contain a custom designed part and will be scored on the design and use of that part.

Judges should have a background in mechanical design or robotics.

[Won't Judge](#)

Scored: 3 of 3

Computational Thinking Videos

These videos will be judged primarily on the content of the source code written to produce them.

Judges should have a background in reading source code.

[Will Judge](#)

Scored: 40 of 41

Note: Each video should be scored on its own merits as compared to the rubric, rather than in comparison to other videos.

Previously Scored Videos


Video Competition 2014 - Middle School	Story	Choreo	Task	Custom	Compute	Action
The Undead's White House Siege	17	4	16	-	10	✖
Thriller	7	10	7	-	14	✖

- You will automatically be taken to the video with the lowest number of viewings for that category. If you navigate away without saving your score you may not be able to see that video again.
Note: If you have selected Custom Part or Computational Thinking, these videos will be prioritized for you to score.
- Computational Thinking videos are required to have files attached for scoring. You may view them by clicking on the file name; they will open in a popup window.
- After you watch each entry please rate it with the radio buttons underneath the video display.

Score Video

[Home](#) / [Judge Videos](#) / [Score Video](#)

Electric Love High School



RoboPlay 2014 - Electric Love

0:00 / 2:37

Files (2)

- [ElectricLoveCode.CH](#)
- [RoboPlay 2014 - Electric Love.mp4](#)

☒ Storyline
☐ Interesting Task
☐ Computational Thinking

Storyline	1	2	3	4
Setting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Plot Development	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Conflict and	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Clicking on a scoring element (e.g. Setting, Plot Development, etc.) will open the rubric section for that element. Click it again to hide the rubric.

Storyline	1	2	3	4
➤ Setting	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
➤ Plot Development	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
▼ Presence of a Theme(s)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	No theme present in video.	Theme is present but vague.	Theme is clear but not consistent throughout video.	Theme is clear and consistent throughout video.
➤ Character Development	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Choreography	1	2	3	4
➤ Synchronization with Music	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
➤ Technical Difficulty	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

- Click “Save” to submit your scores. You will be taken back to the “Score Videos” Screen.
- The “Score Videos” screen will now display the videos you have scored and your overall rating (the sum of the scoring elements for that category).

Reporting a Problem

- Some videos may have a significant issue which violates the submission rules. If you believe that a video violates these rules, expand the “Report a Problem” link at the bottom of the scoring section for the video.

Report Problem

▼ Report Problem

If you believe this video has violated a rule or has a significant issue, please describe the issue in detail. If there is specific content you believe is problematic, include a time marker (mm:ss).

Reported videos are immediately removed from judging.

A report will only be submitted if you check the checkbox.

☐ Report a Problem

Problem Description

Update

- Check the “Report a Problem” checkbox and detail your concern in the Problem Description box.
- Videos which are under review will show up in your previously scored videos list as either “Under Review” or “Disqualified”

🔗 Robert Bullying	
✗ PacMan	
! The Proposal	

- When you flag a video it is immediately removed from the judging queue until the problem has been resolved.

Editing your Scores

- You may edit or delete your previous scores at any time during the judging period from the “Previously Scored Videos” interface. Note that if you delete a score you may not be able to judge that video again.

Video Judging Rubric

Storyline

	1	2	3	4
Setting	The audience has trouble figuring out when and where the story took place.	The audience can figure out when and where the story took place, but the author didn't supply much detail.	Some vivid, descriptive elements are used to tell the audience when and where the story took place.	Many vivid, descriptive elements are used to tell when and where the story took place.
Plot Development	The story needs extensive editing. It is too long or too short to be interesting.	The story seems to need more editing. It is noticeably too long or too short in more than one section.	The story composition is typically good, though it seems to drag somewhat OR need slightly more detail in one or two sections.	The story is told with exactly the right amount of detail throughout. It does not seem too short nor does it seem too long.
Conflict and Resolution	It is not clear what problem the main characters face.	It is fairly easy for the viewer to understand the problem the main characters face but it is not clear why it is a problem.	It is fairly easy for the viewer to understand the problem the main characters face and why it is a problem.	It is very easy for the viewer to understand the problem the main characters face and why it is a problem.
Theme	No theme present in video.	Theme is present but vague.	Theme is clear but not consistent throughout video.	Theme is clear and consistent throughout video.
Character Development	It is hard to tell who the main characters are and there is little or no use of direct or indirect characterization techniques.	The main characters are represented using few direct and indirect characterization techniques. The viewer knows very little about the characters.	The main characters are represented and described using some direct and indirect techniques. Most viewers would have some idea of what the characters are like.	The main characters are represented and clearly described using variety of direct and indirect techniques. Most could describe the characters accurately.

Choreography

	1	2	3	4
Synchronization with Music	No music present in video.	Some of the Linkbot motion is synced with the music.	Most of the Linkbot motion is synced with the music.	All Linkbot motion perfectly syncs with music.
Technical Difficulty	No technical difficulty is present. All Linkbots are following basic movements.	A few non-basic movements performed.	Linkbots perform moderately difficult tasks.	Linkbot motion clearly displays technical difficulty and creative thinking.
Interaction with Environment	Linkbots do not interact with the environment.	Linkbots have little interaction with the environment.	Environment interaction is clear but takes away from the overall flow of the video.	Environment interaction is clear and adds to the overall quality of the video.
Interaction between Robots	No Linkbot interaction or only one Linkbot used.	Linkbots have little interaction with each other.	Linkbot interaction is clear but takes away from the overall flow of the video.	Linkbot interaction is clear and adds to the overall video.

Interesting Task

	1	2	3	4
Technical Difficulty	Task is not difficult.	Task is moderately difficult.	Task is difficult but lacks evidence of effort.	Task is difficult and shows evidence of great effort.
Innovation	Task is not innovative.	Task is moderately innovative.	Task is innovative but not interesting.	Task is innovative and interesting.
Creative use of Linkbots	Linkbots are not used in a creative way.	Some Linkbots are used creatively.	Use of Linkbots is creative but not new.	Creativity of Linkbots is apparent and new.
Creative Use of Props	No props are used in video.	One or few of the props are used creatively.	Most of the props are used creatively.	All props are used in creative ways.

Custom Parts

	1	2	3	4
Complexity	Part is not complex.	Part is moderately complex.	Part is complex but lacks creativity.	Part is complex and shows creativity.
Functionality	Part has no functional purpose.	Part has little functional purpose.	Part has functional purpose but is not unique.	Functionality of part is clear and unique.
Documentation	No documentation.	Minimally documented.	Mostly documented.	Very well documented.

Computational Thinking

	1	2	3	4
Code Precision and Brevity	Code is neither clean nor precise. It is very difficult to follow.	Code is awkward and hard to follow, but can be read.	Code is a little difficult to follow, inelegant.	Clean, concise and easy to follow.
Code Comments	No comments.	Sparse and incomplete comments.	Basic comments but not detailed.	Very well commented. Detailed and informative.
Complex Structures	Lacks use of complex structures.	Minimal use of complex structures.	Complex structures are used but not well defined.	Well defined complex structures.
Completeness of Ch Code	Robot movements do not correlate to code.	Robot movements somewhat correlate to code.	The majority of robot movements correlate to code.	All robot movements are represented in the code.

Website Assistance

If you encounter technical issues with the website, contact Rex Schrader (rex.schrader@gmail.com) via e-mail or g-chat.