

Welcome RoboPlay C-STEM Video Judges!

## PROCESS OVERVIEW

Judging will be open from Monday, May 19<sup>th</sup> until Thursday, May 29<sup>th</sup>

### BEFORE MAY 19<sup>TH</sup>:

1. Register on the C-STEM website using this special judge registration link:  
<http://cstem.ucdavis.edu/wp-login.php?action=register&role=Judges>
2. Once registered, ensure that you can log in to the scoreboard here:  
<http://cstem.ucdavis.edu/scoreboard>
3. Familiarize yourself with the categories listed below and the rubric at the end of this document.

### ON MAY 19<sup>TH</sup> OR LATER:

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.

**SPECIAL NOTE:** You will not be expected to view and score all of the videos; we ask that you judge **at least six** “General” videos, and greatly encourage you to score as many as you are able to.

## JUDGING GUIDELINES

### 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 the set elements.

**Interesting Task** will evaluate 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.

## 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.

## ADDITIONAL CATEGORY - COMPUTATIONAL THINKING

The **Computational Thinking** category is limited to teams that have submitted coding and documentation with their video. The assessment will be on the clarity of comments, documentation, and elegance of the code. For this reason we would like to reserve this portion of judgments to individuals with coding experience. One winner will be awarded in this category.

## WEBSITE GUIDE

### LOGGING IN

Navigate to <http://cstem.ucdavis.edu/scoreboard> and click the Login button.  
Enter your *cstem.ucdavis.edu* username and password and click "Login".

### JUDGING PROCESS

1. From the main menu, under the Judge Menu subsection, select "Score Videos".
2. Click the "Score" Button for the category you wish to score.

**Score Videos**

Home / Judge Videos

Open Video Competitions

Test Competition: Test Division

**General Videos**  
General videos will be scored on:

- Storyline
- Choreography
- Interesting Task

All judges may judge these videos.  
**Score**

**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.  
**Score**

**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.  
**Score**

**Previously Scored Videos**

Test Competition - Test Division	Story	Choreo	Task	Custom	Compute
Test Video	12	12	8	-	-
Pollution Solution	8	9	10	5	8

3. 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:** All videos will appear in the General category, but only a subset will appear in the Custom Part and Computational Thinking categories. If you judge multiple categories you may be asked to rate the same video for other factors.
4. Computational Thinking videos are required to have files attached for scoring. You may view them by clicking on the file name; they will download or open in another window.

5. After you watch each entry please rate it with the radio buttons underneath the video display.

## Score Video

Home / Judge Videos / Score Video

Pollution Solution

Test Division

pollution

0:00 / 4:19

Files

Image File [IMG\\_2305.JPG](#)

Image File [IMG\\_2306.JPG](#)

Source Code [test.ch](#)

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"/>
Presence of a Theme(s)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Character Development	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Choreography	1	2	3	4
Synchronization with Music	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Technical Difficulty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. 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 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"/>
▼ Presence of a Theme(s)	<input 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 type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Choreography	1	2	3	4
Synchronization with Music	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Technical Difficulty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. Click “Save” to submit your scores. You will be taken back to the “Score Videos” Screen.
8. 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).

## VIDEO JUDGING RUBRIC

### STORYLINE

	1	2	3	4
<b>Setting</b>	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.
<b>Plot Development</b>	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.
<b>Conflict and Resolution</b>	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.
<b>Theme</b>	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.
<b>Character Development</b>	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
<b>Synchronization with Music</b>	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.
<b>Technical Difficulty</b>	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.
<b>Interaction with Environment</b>	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.
<b>Interaction between Robots</b>	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
<b>Technical Difficulty</b>	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.
<b>Innovation</b>	Task is not innovative.	Task is moderately innovative.	Task is innovative but not interesting.	Task is innovative and interesting.
<b>Creative use of Linkbots</b>	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.
<b>Creative Use of Props</b>	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
<b>Complexity</b>	Part is not complex.	Part is moderately complex.	Part is complex but lacks creativity.	Part is complex and shows creativity.
<b>Functionality</b>	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.

## COMPUTATIONAL THINKING

	1	2	3	4
<b>Code Precision and Cleanliness</b>	Code is neither clean nor precise. It is very difficult to understand the programmer's intention.	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.
<b>Code Comments</b>	No comments.	Sparse and incomplete comments.	Basic comments but not detailed.	Very well commented. Detailed and informative.
<b>Documentation</b>	No documentation.	Minimally documented.	Mostly documented.	Very well documented.
<b>Complex Structures</b>	Lacks use of complex structures.	Minimal use of complex structures.	Complex structures are used but not well defined.	Well defined complex structures.

## WEBSITE ASSISTANCE

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