FIRST Robotics Introduction for Students

St. Joseph's Collegiate Institute

Who am I?

- Class of 2015
- Software Engineer @ Salesforce / Heroku
- Team mentor
 - Previously mentored Team 354, the G-House Pirates out of Brooklyn, New York
- Assists with:
 - Programming
 - Manufacturing
 - Public Relations

What is FIRST?

What is FIRST?

<u>FIRST's</u> goal is to inspire young people to be science and technology leaders and innovators.

- Acronym: For Inspiration & Recognition of Science & Technology
- Focus on Coopertition and Gracious Professionalism
- Founded by Dean Kamen and Woodie Flowers in 1989
- 3,900+ teams with ~97,000 students from around the world
- \$80 million in scholarships (!!!) across 3,000+ opportunities

What is FIRST?

"FIRST is more than robots. The robots are a vehicle for students to learn important life skills. Kids often come in not knowing what to expect – of the program nor of themselves. They leave, even after the first season, with a vision, with confidence, and with a sense that they can create their own future.

Co-Founder Dean Kamen

Gracious Professionalism

- Knowledge, competition, and empathy
 - Encourage high-quality work from students
 - Emphasize the value of others
 - Teach respect for individuals and the community
- " Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process.

Co-Founder Woodie Flowers

Coopertition

Cooperation + Competition = Coopertition

- Cooperation produces innovation
 - Displaying unqualified kindness and respect in the face of fierce competition
 - Teams can and should help and cooperate with each other even as they compete

Team Mentality will always produce better results!

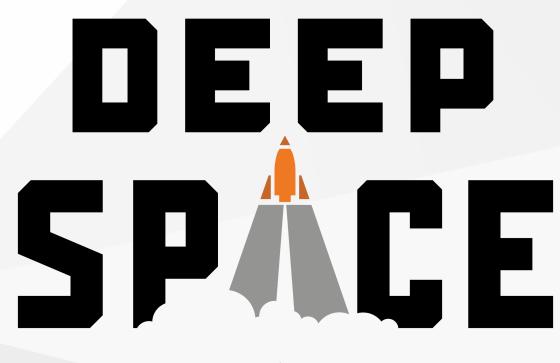
So What About the Robots?

A Yearly Competition

- Every year, a new game is announced that every team will try to tackle and come up with a solution to solve
 - 2019's game was FIRST

 <u>Deep Space</u>, where teams
 competed to outpace their
 opponents to place Hatch
 Panels & Cargo balls into the
 appropriate areas

DESTINATION:



Presented By



A Yearly Competition

Teams are tasked with building a robot that overcomes the game's challenges through inovative solutions

Most years have two modes; autonomous & teleoperated

- Robots are autonomous and drive on their own for the first 15 seconds of the match to score bonus points
- A human driver controls the robot for the remaining match time using teleoperated controls, like an Xbox controller

These robots are no slouches or little toys though

FRC Robotics Overview

We compete in FRC, the highest level of FIRST competition

- 120lb robot maximum weight
- Multiple subsystems
 - Lifts, elevators, climbers, ball shooters, & more
 - Powerful motors
 - Speeds of up to 10mt/s (22 mph)
 - Pneumatics (air pistons and valves)

What Does It Take to Build a Robot?

Robots are complicated machines that require teamwork to design, build, and perform

- Multi-disciplinary collaboration
 - Mechanical design & prototyping
 - Electrical systems
 - Manufacturing & fabrication
 - Software programming
 - And much more!

The team has 6-10 weeks to go from an idea to a fully operational robot to compete in the local competitions

More Than Just Engineering

A robotics team takes more than just engineering. It requires individuals interested in many different non-STEM fields as well

- Public relations
 - Artwork
 - Brand design
 - Sponsorship & donation outreach
- Finance & budget management
- Competition scouting



Wherever Your Interests Lie, There is a Spot for You

What's the Timeline Look Like?

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There are four major "time blocks" for a FIRST robotics team

- The Build Season runs from January to the end of February
- Competition Season runs from March and April
- The Preseason runs from September (now!) through December, up until the Build Season starts
- The offseason runs from the end of Competition Season into the fall when the Preseason begins

The Preseason

The preseason is used to prepare the team for the upcoming season

- Timeline: September thru December
- Duties:
 - Recruit new members
 - (Re)train on safety, machinery, and processes
 - Refresh business & art material
 - Fundraise as needed

The Build Season

The build season is when the game is revealed, and the team designs & builds a robot to overcome the given challenges

- Timeline: January & February (potentially early March)
- Duties:
 - Understand the game rules
 - Envision robot subsystems
 - Design <u>CAD models</u>, build, & assemble components
 - Drive training on a practice field

The Competition Season

The competition season is when we travel to a regional event to compete against other teams in 3 vs 3 alliances over a weekend

- Timeline: March & April
- Duties:
 - Drive the robot
 - Scout other teams for match strategy
 - Inspect & repair the robot as needed
 - Submit & present for team & individual awards

The Competition Season (cont)

Our team's usual regional is hosted at the Rochester Institute of Technology (R.I.T.). We bring a mini-bus & a subset of the team (~15 people) to partake in the weekend-long event.

Teams that win regionals - or special awards - are invited to the **World Championships**, where they compete against the best-of-the best FRC teams in the world.

Pending budget, team size, and robot completion, the team *may* attend a second regional event, but that is unknown at this time.

What is Expected of You?

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We will give you the tools to grow & develop across multiple disciplines

- Show up as much as you can
- Contribute your ideas, interests, and skills
- Ask questions when you don't know something
- Be Safe (Less injuries is good 🖘)
- Communicate with mentors in a timely fashion

We will give you as much responsibility as you want

What is Next?

- We will invite you to <u>Basecamp</u>, our communication, task, and event management tool
- Follow our social accounts
 - Twitter: @alumiboti5590
 - <u>Instagram</u>: @alumiboti5590
- For now, keep Wednesdays free for more meetings
 - We may change dates/times based on availability
 - Weekly workshops around safety, programming basics, working with the power tools, and more

Thanks for listening!

Any Questions?