



Robofest RoboArts Judging Rubric

Division: ____ Jr. ____ Sr. Team Name: _____ Team ID: _____

Judge Name: _____

Brief project description:

<u>5: Strongly Agree</u>	excellent, outstanding, advanced, exemplary, or amazing
<u>4: Agree</u>	good, accomplished, or proficient
<u>3: Neutral</u>	average, intermediate level, or acceptable
<u>2: Somewhat Disagree</u>	attempted but needs work
<u>1: Disagree</u>	little attempted or needs lots of help

1 ~ 5

Judging Category	Sub Categories	Weight	Score
1. Artistic concepts and project creativity	Students applied relevant art concepts and unique artistic elements to the robotic project.	20%	
2. Interactions	The robot(s) interacted with other robots, humans, and/or the environment.	10%	
3. Project demo performance (robot)	The official live robot demonstration during the webinar is free from problems and artistically impressive.	11%	
4. Project presentation (humans)	Project presentation was clear, well organized, and delivered effectively. The team used posters, brochures, blogging sites and/or online videos to promote their project. Project is within allowed size parameters (max 64 ft ² or 5.95 m ² including table).	11%	
5. STEAM learning	This project applied age-appropriate concepts of math and science that the students could easily and effectively explain.	10%	
6. Solution design	The solution design was creative, user-friendly, and sturdy. (If the majority of the project was made by others or purchased, give a score of 1.)	8%	
	The project is complex with multiple features/functions and components.	4%	
7. Programming	Students are able to explain their programming code during live presentation.	4%	
	Programs are well designed, structured, and commented (code document must be submitted to Robofest*).	10%	
8. Team independence	Based on my observations and interaction with the team, I believe the project was mostly designed, developed, and programmed by students, not by adult coaches, parents, or mentors. The students were able to clearly and confidently explain each part of their project.	5%	
10. Video	The video gives a clear explanation of features of the project, including the Team ID, Team Name and Team member introduction (min 4 minutes/max 5 minutes).	7%	

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