

Division: \_\_\_\_ Jr. \_\_\_\_ Sr. Team Name: \_\_\_\_\_ Team ID: \_\_\_\_\_

Judge Name: \_\_\_\_\_ Video Checked: \_\_\_\_ Team Table Visited: \_\_\_\_ Code Checked\*: \_\_\_\_

(\*) you may ask other Judges opinions

Brief project description:

**(\*) Judging Score**

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

Judging Category	Sub Categories	Weight	Score
1. Artistic concepts and project creativity	Students applied relevant art concepts and unique <b>artistic</b> 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 is free from problems and <b>artistically</b> impressive.	11%	
4. Project presentation (humans)	Project presentation was clear, well organized, and delivered effectively.	7%	
	The team used posters, and brochures to promote their project. Project is within allowed size parameters (max 64 ft <sup>2</sup> or 5.95 m <sup>2</sup> including table).	4%	
5. STEAM learning	This project applied age-appropriate concepts of math, technology, science and that the students could easily and effectively explain.	7%	
	Project uses advanced technologies such as AI (artificial intelligence, machine learning) or vision.	3%	
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.	6%	
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).	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%	
9. Preview 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). Video may be edited.	5%	