

\* General Rule applies for all games. Please read the General Rule in advance. \*

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<b>Robot in Movie</b>	<u>Division</u>	<u>Team</u>	<u>Building</u>
	JuniorL / JuniorH	1~3 Member	On-Site
	Senior	1~ Robot	

## 1. Description

Robot in movie is a game to assess participants' engineering planning ability and sensitive expressiveness by making robot, storyline, and creative multimedia according to the theme give. Its purpose is to achieve whole person education which is considered a goal of science and arts convergence education.

## 2. Robot

**2-1. Types of robot** No restriction

**2-2. Structure of robot** No restriction (Pre-made allowed)

**2-3. Power of the robot** Independent movable power must be used. Combustion engine are not allowed to use.

**2-4. Movement of the robot** Movement meeting the purpose of production plan must be seen in the movie.

**2-4-1.** Examples inconsistent

**2-4-1-1.** Robot made to walk without scene of the robot walking.

**2-4-1-2.** Cleaning robot without scene of the robot cleaning.

**2-4-1-3.** Climbing robot without scene of the robot climbing.

## 3. Field

**3-1. Field** Extra field is not used, but extra space outside the field may be used unless it bothers other participants. Table size may change depending on field situation.

## 4. Filming and Editing tools

**4-1. Props**



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**4-1-1. Structure** Structure used for background within size of the field and various props

**4-1-2. Production** No restriction (Pre-made allowed)

#### **4-2. Filming tools**

**4-2-1. Structure** Camera with filming function, lighting, tripod, etc.

##### **4-2-2. Camera**

**4-2-2-1. Type** No restriction (Web camera, Digital camera, Smartphone, etc.)

**4-2-2-2.** Type and model name of the camera must be written on the production plan.

**4-2-2-3.** When using smartphone for camera, the phone must be in airplane mode.

#### **4-3. Filming tools**

**4-3-1. Structure** PC (regardless of its type), software, BGM

**4-3-2. Software** Can be used freely regardless of manufacturer, but its type must be written on the production plan.

**4-3-3. BGM** Music file for adding music in the movie or sound effects

### **5. Field**

**5-1. Theme Given** Main theme will be noticed through website, and sub themes will be given on the day. Production plan and movie must be made based on one of the sub themes given.

#### **5-1-1. Example of the Theme**

<b>Main Theme</b>	<b>Sub Theme</b>
<b>Biomimetic</b>	<ul style="list-style-type: none"><li>- Robot that helps human life affluent and joyful.</li><li>- Robot that increases workers' efficiency in workplace.</li><li>- Robot that works for the place where human can't live.</li><li>- Robot that helps disabled people or patients' recovery.</li></ul>
<b>The robot for the womankind</b>	<ul style="list-style-type: none"><li>- Robots for elderly</li><li>- Robots for housewives</li><li>- Robots for sisters</li><li>- Robots for mom</li><li>- Robots for pregnant woman</li></ul>

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## 5-1-2. Main Theme of 2023

### The Olympics

## 5-2. Creating Movie

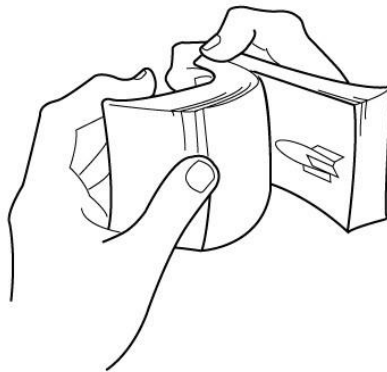
**5-2-1. Creating Movie** Movie must be made using personal supplies based on the production plan.

**5-2-2. Filming Condition** Supplies appearing in the movie must be in a form of three dimension.

### 5-2-2-1. Example of Prohibition

- 1) Cell animations such as flipbook, stop-motions are prohibited
- 2) Listing of photos and texts in the form of slide show is prohibited

### Example



### 5-2-3. Producing Time Maximum 5hours

Each team must use the producing time as planning, filming, and editing. If going over the limited time, 10% of total score will be deducted in every 5 minutes, and if going over 30 minutes, the producing is considered invalid.

**5-2-4. Appearance of Sign** Official sign to prove that the film is produced while competition will be given when the competition begins, and the sign must appear in all film. If not, the film is considered made in advance, and considered a fail.

### Points deduction due to over-time

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**5-3. Production Plan** Production plan the host is giving must be written. Continuity must be over 4 steps.

**5-4. Production of Self-interview Clip** Self-interview clip including commentary about intention of the clip and scene the participant thinks important must be filmed at site and added at the end of the clip. Time limit of self-interview clip is 60 seconds.

**5-5. Editing** Editing for visual effects including clip editing, title addition, subtitle addition, and sound effects addition.

#### **5-6. Citing Clips or Pictures**

**5-6-1.** Source of the original must be written in the clip.

**5-6-2.** The participant must write the starting point and finishing time of the cited clip in the production plan.

**5-6-3.** Citing photo and clip must be a limited range, and the cited materials must not be the main content of the clip. Judges consider not only the length but also its contents, and if details of 5-6-1 and 5-6-2 is not applied or considered cited degree is high, judge may deduct points or disqualify the participant.

**5-7. Hand In** The participant must hand in the clip and production in USB to the host. The USB will be given back after copying the files.

#### **5-8. Standard of Clip**

**5-8-1. Time** Over 30 seconds, within 120 seconds (If not following, 10% of the total points may be deducted)

**5-8-2. Capacity** Under 600MB (If not following, 10% of the total points may be deducted)

**5-8-3. Resolution** Over 1280 X 720 (If not following, 10% of the total points may be

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deducted)

**5-8-4. File Format** AVI, WMV, MOV, MP4 (Other files are not accepted)

## 6. Examination and Ranking Process

**6-1. Examination guidelines** Rankings are decided comparing the scores based on the following criterion.

### Examination guideline

Theme Suitability	Suitability (20)		Creativity (50)		Visual Effects (30)	
	Problem solving	Storyboard	Robot creativity	Story creativity	Completeness	Usage of props and sound effect
O / X	2/4/6/8/10	2/4/6/8/10	6/12/18/24/30	4/8/12/16/20	4/8/12/16/20	2/4/6/8/10

**6-2. Tie-breakers administration criteria** If tied, examined by the criteria below.

**6-2-1.** 1st criterion: Team without various reductions

**6-2-2.** 2nd criterion: Project with higher completion

**6-2-3.** 3rd criterion: Project with higher creativity

**6-2-4.** If still tied after the three criteria, the participants are accepted as the same ranking.