

*** General Rule:** Please check the general rule first before read this rule. General rule take precedence over any rules.

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Robot in Movie

League
Junior/
Challenge

Participation
1~2 Person
1~ Robot

Construction
Pre-made
Only Robot & Props

1. Game description

We require participants to create a robot that is related to a given theme, develop it as multimedia work, testing their planning ability, understanding of mechanic knowledge and ability to express himself. We require broad knowledge from various fields. **This game is conducted face-to-face or non-face-to-face.**

2. Robot

2-1. Model: No limitation

2-2. Composition: No limitation (Premade robot allowed)

2-3. Power: Robots should work with an independent electric power supply; it cannot use a combustible device.

2-4. Performance: Must include performing scene of the robot that is related to intention of participant.

2-4-1. Examples which are not applicable

- 1) Walking robot which does not walk in the scene
- 2) Washing machine robot which does not wash in the scene.
- 3) Climbing robot which does not climb in the scene.

3. Competition Site

3-1. Competition Site : Competition Site is organized differently depending on face-to-face or non-face progress.

Face-to-face : Each team can use capacity of 900mmx600mm (width x height),
(Size of the table mightchange under situation of competition site)

Non-face-to-face : It can be made in a any space.

3-2. Using space: Using space is organized differently depending on face-to-face or non-face progress.

Face-to-face : As long as it does not interrupt other team, the participant can use extra space aroundthe table freely.

Non-face-to-face : It can be made in a any space.



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4. Shooting and editing implements

4-1. Props

4-1-1. Composition: Background Structure and other miscellaneous props.

4-1-2. Production: No limitation (Possible to pre-produce)

4-2. Filming equipment

4-2-1. Composition: 1 Video Camera, lamp, Camera stand.

4-2-2. Name of the Camera and Model must be noted in the production plan.

4-2-3. If filming with smartphone, must switch it to airplane mode.

4-3. Editing tools.

4-3-1. Composition: 1 Notebook, Software, Background Music

4-3-2. Software: There is no limit for the brand but must be quoted in the production plan.

4-3-3. Background Music: File of Music and Sound Effect

5. Competition

5-1. Theme

Main theme will be posted on the website, and the sub theme will be given on the competition day.

5-1-1. Example of theme

Main Theme	Sub Theme
Biomimetic	▶ Robot Making people to enjoy life and their spare time
	▶ Robot Helping office workers to increase their work efficiency
	▶ Robot Working in place where people can't
	▶ Robot recovering patient and helping disabled
The robot for the woman kind	▶ Robot for grandmother
	▶ Robot for housewife
	▶ Robot for mother
	▶ Robot for pregnant
	▶ Robot for sister

5-1-2. Main Theme of 2021

Social Robot



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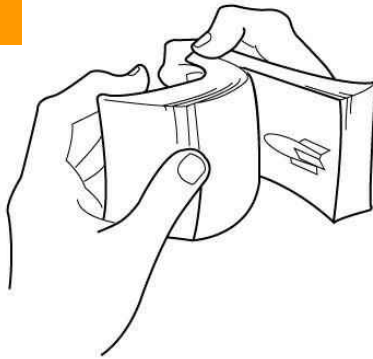
5-2. Clip making

5-2-1 Produce Clip using own creations.

5-2-2 Clip must include 3D dimensional factors.

- 1) Concept of cell animation like flipbook, stop motion is not allowed.
- 2) Photo and Text cannot be listed as a slide show.

EX



5-2-3. Time: Time is organized differently depending on face-to-face or non-face progress.

Face-to-face : Maximum 5 hours

Each team should divide their given time to plan, film and edit the video. If exceed the given time, then the point will be deducted. For example, 10% of total point will be deducted per every 5 minutes and if exceeds 30 minutes, he/she will be disqualified.

Non-face-to-face : Maximum 1 day (See the news on the website for a detailed time schedule.)

Each team should divide their given time to plan, film and edit the video

5-2-4. Mark: As competition starts, referee will give you a mark which proves that your video is made in the competition site and it should be presented in every scene. If it doesn't show up in the scene, he/she will be disqualified. If competition process is non-face-to-face, mark will be upload on website.

5-3. Writing Production Plan

Participant should write out production plan showing their own identity.

5-4. Making Self interview of the participant

In competition site, participants must add commentary at ending part of the video including intention of making the video, eye-catching part of the video. (within 60sec)

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5-5. Editing Video

Clip, title, subtitle and sound effect must be edited for visual effect of the video.

5-6. When you cite video and pictures

5-6-1. Participants should cite sources of the original clips. (No exceptions.)

5-6-2. Participants should write the starting point and ending point of citation and pictures in their production plan.

5-6-3. Quoting pictures and video should be minor part of their work and it should not be the main theme. If the judges decide that it is against the 5-6-1, 5-6-2 or it's too long to be quote part, he/she will be disqualified, or points will be deducted.

5-7. Submission: Submission is organized differently depending on face-to-face or non-face progress.

Face-to-face : Each Team will save their work in USB Memory Stick with production plan, then submitit to organizer (USB Memory Stick will be returned after saving the data)

Non-face-to-face : Each Team will save their work and If you submit late at submit date, It deducts points every 10 minutes. submit time will be upload in website at competition day.

Organizer's e-mail address : support@iroc.org

5-8. Standards of the video

5-8-1. Running time: 30 seconds to 60 seconds

(10% of total points will be deducted if the video is longer or shorter than the assigned time)

5-8-2. File capacity: Under 200 MB

(10 % of total points will be deducted if the file is larger)

5-8-3. Pixel: More than 1280 X 720

(10 % of total points will be deducted if less than the assigned pixel)

5-8-4. File format: AVI, WMV, Mp4, MOV only

6. Evaluation and Rank Decision

6-1. Evaluation

The rankings are calculated by comparing the total scores of the assessment criteria table below.



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Theme (20)		Creative(30)			Overall (50)		
Relation to the theme	The appropriateness of a robot for problem solving	Identity of robot	Elaborateness of robot	creativity of thematic development	Collaboration with teammates	Completeness of work (esthetics / interesting factor)	Props & sound effect
0/10	0/10	2/4/6/8/10	2/4/6/8/10	2/4/6/8/10	2/4/6/8/10	6/12/18/24/30	2/4/6/8/10

6-1-1. When aggregating the score, the highest and lowest scores are excluded from the final score.

6-2. Tiebreakers

If there is a tie, the rank will be decided by the following;

6-2-1. The participant who has no deductions.

6-2-2. The participant who has the higher score in completeness of work.

6-2-3. The participant who has the higher score in Creativity Theme.

6-2-4. If there is still tie after the three steps, it will be awarded same rank.

