

***General Rule:** Check the general rule before reading this game rule. Please be aware that the general rules apply equally to all events during the competition.

***Attention:** Please be aware that this is a provisional version of the rules, there may be some changes. Especially, since the size and weight of the testing material are still on progress, there may be new updates.

Robot in Movie

League
Junior/
Challenge

Participation
1~3 Person
1~ Robot

Construction
Pre-made
Only Robot & Props

1. Game Description

We aim a whole-person education with the combinative study of science and art based on evaluating whether the robot and story has characteristics that fits the theme and planning ability, understandings in engineering, ability to express oneself by creating multimedia. 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 Autonomous movable independent power must be used, and combustion engine is not allowed to use.

2-4. Performance Must include performing scene of the robot related to the intention of the production plan.

2-4-1. Examples not applicable

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

3. Competition site

3-1. Competition Site Competition site is organized differently depending on its way of progress, whether it is a face-to-face process or non-face-to-face progress.

- Face-to-face: There is no extra playfield, but only the table of 900mmx600mm (W x H). The size of the table may change under the situation of competition site.
- Non-face-to-face: Space can be used freely.

3-2. Space usage Space usage is organized differently depending on its way of progress, whether it is a face-to-face or non-face-to-face progress.



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- Face-to-face: As long as it does not interrupt other team, the participant can use an extra space around the table freely.
- Non-face-to-face: Space can be used freely.

4. Shooting and editing implements

4-1. Props

4-1-1. Composition Background structure and other miscellaneous props.

4-1-2. Production No limitation (pre-made allowed)

4-2. Filming equipment

4-2-1. Composition camera that can film video, lightings, camera stand.

4-2-2. Camera

4-2-2-1. Type No limitation (Web camera, digital camera, smartphone, etc.)

4-2-2-2. Name of the camera and model must be noted on the production plan.

4-2-2-3. If filming with smartphone, their phone must be used in airplane mode.

4-3. Editing tools.

4-3-1. Composition PC(desktop, notebook both allowed), software, BGM

4-3-2. Software There is no limit at the manufacturer, but must be quoted in the production plan.

4-3-3. Background Music File of music and sound effect

5. Competition

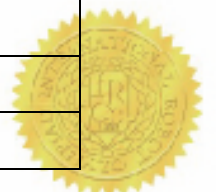
5-1. Theme

Main theme will be posted via website, and the sub-theme will be given on the competition day. The participant must choose one among given themes and write production plan and make a movie.

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	Robot for grandmother

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woman kind	Robot for housewife
	Robot for sisters
	Robot for mothers
	Robot for pregnant

5-1-2. Main Theme of 2022

Smart City

5-2. Producing clip

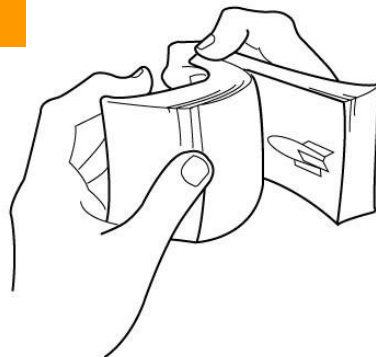
5-2-1. Producing clip Movie must be built based on the production plan using their own materials

5-2-2. Filming condition appearance factors must be 3-dimension.

5-2-2-1. Examples not applicable

- 1) Concept of cell animation such as flipbook, stop motion
- 2) Photo and text cannot be listed as a slide show.

EX



5-2-3. Time Please be aware that the time limitation is organized differently depending on its progress, whether it is face-to-face or non-face-to-face progress.

- Face-to-face: Maximum of 5 hours

Each team should divide their given time to plan, film and edit the video. If exceeding the time limit, 10% of the total points will be deducted at every 5 minutes. If exceeding 30 minutes, he/she will be disqualified.

- Non-face-to-face: Maximum of 1 day (Please check the notice via website for a detailed time schedule.)

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

5-2-4. Mark A mark that proves that the video has been made after declaration of



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starting of the game will be given. If played face-to-face, as the competition starts, referee will hand out the mark personally, and if played non-face-to-face, the mark will be uploaded on website. The mark should show in every clip. If not, the clip will be considered to be made in advance, and the participant will be disqualified.

5-3. Writing production plan Participant should write a production plan given by the host for more than 4 stages.

5-4. Self-interview of the participant The commentary of the participant explaining intention of the video and eye-catching part must be filmed on the site and be added at the ending of the movie. (within 60seconds)

5-5. Editing Video Clip, title, subtitle and sound effect must be edited for visual effect.

5-6. When citing videos or photos

5-6-1. Participants should mention source of the original clips in the movie.

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

5-6-3. Quoting pictures and video should be a minor part of their work and it should not be the main theme of the clip. It is not only decided by its length but also the content. If the referees judge that the movie is against the 5-6-1 and 5-6-2 or the quoted length is too long, the participant may be disqualified, or points may be deducted.

5-7. Submission: Please be aware that the submission is organized differently depending on its progress, whether it is face-to-face or non-face-to-face progress.

- Face-to-face: Each team should save their work in USB memory stick with the production plan, then submit it to the organizer. (USB memory stick will be returned after saving the data.)
- Non-face-to-face: Each team should save their work and submit it through email with the production plan. If submitted over the due date, points will be deducted at every 10 minutes. Submission time will be uploaded via website at the competition day.

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

5-8. Standards of the video

5-8-1. Running time Over 30 seconds, within 120 seconds (If not, 10% of the total may be deducted.)

5-8-2. File capacity Under 600 MB (If not, 10% of the total may be deducted.)

5-8-3. Pixel Bigger than 1280 X 720 (If not, 10% of the total may be deducted.)



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5-8-4. File format AVI, WMV, Mp4, MOV only (Other formats not allowed.)

6. Evaluation and ranking decision

6-1. Evaluation

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

Theme (20)		Creative (50)			Cinematic Value (30)		
Relation with the theme	The appropriateness of the robot for problem solving	Identity of the robot	Elaborateness of the robot	Creativity of the story	Collaboration with teammates	Completeness of the work (esthetics/interests)	Props & sound effect
0/10	0/10	4/8/12/16/20	2/4/6/8/10	6/12/18/24/30	2/4/6/8/10	2/4/6/8/10	2/4/6/8/10

6-2. Tiebreakers

If tied, the rankings will be decided by the followings;

6-2-1. The participant without deductions.

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

6-2-3. The participant with higher score in the creativity.

6-2-4. If still tied, the participants may get same rankings.



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