



Emotion The Challenge

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Section 2 – The Challenge

2.1 – Overview

This section describes the 2016 CREATE-ivity Challenge called *Emotion*. It also lists the challenge definitions and challenge rules.

2.2 – Challenge and “Canvas” Descriptions

This years challenge will require you to pull on the heart strings of the audience and judges, telling a story of your own creation that explores the full range of human emotion or delves more deeply into one or two emotions. All you have to do is to tell a great story full of rich and raw emotion wrapped in artistic beauty, using motors, batteries, sensors and control systems to tell the story! How hard can that be?

Teams can be made up of any number of students. However, many challenge events will limit the number of students in attendance. As a good rule of thumb 10 students is a good maximum to set. Optimal team size varies based upon many factors, but 4-5 students often works well.

When designing your technology bard, keep in mind that you want to either touch on as many emotions as possible or focus more deeply on a more narrow range of emotions. Here are a few, but there are many more:

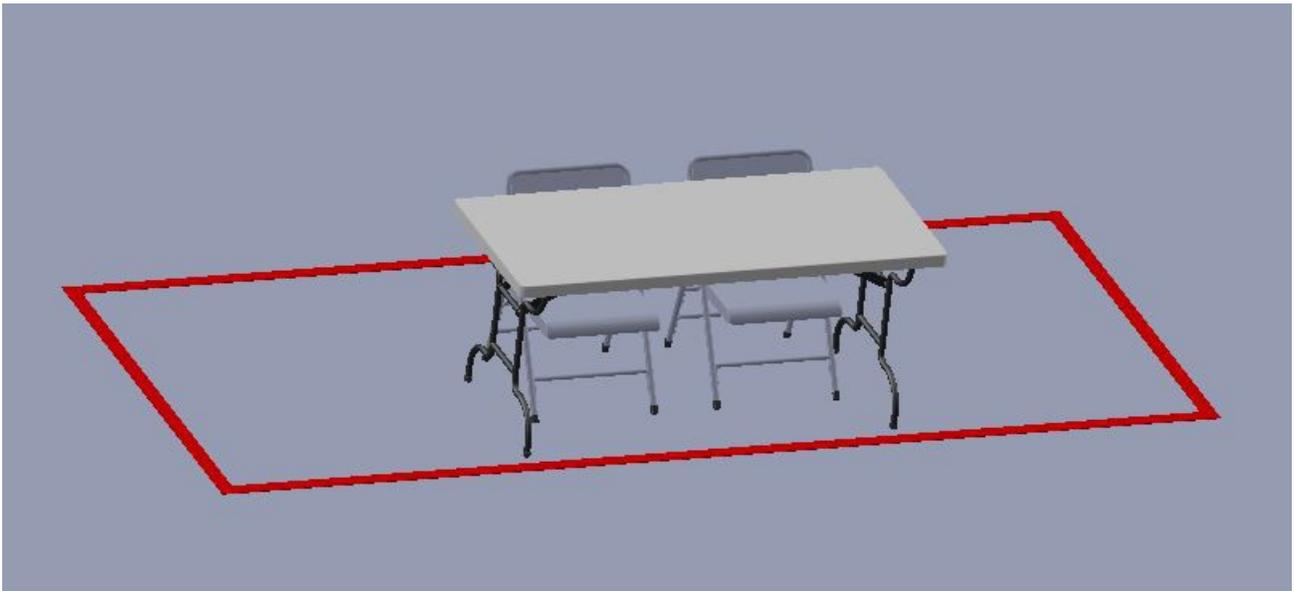
- Happy
- Sad
- Angry
- Manic
- Confused
- Shy
- Irritated
- Numb
- Scared
- Terrified
- Lonely
- Cozy

How many more can you come up with? How many can you incorporate into your story? Or do prefer to focus on a narrower range of emotions? The choice is yours.

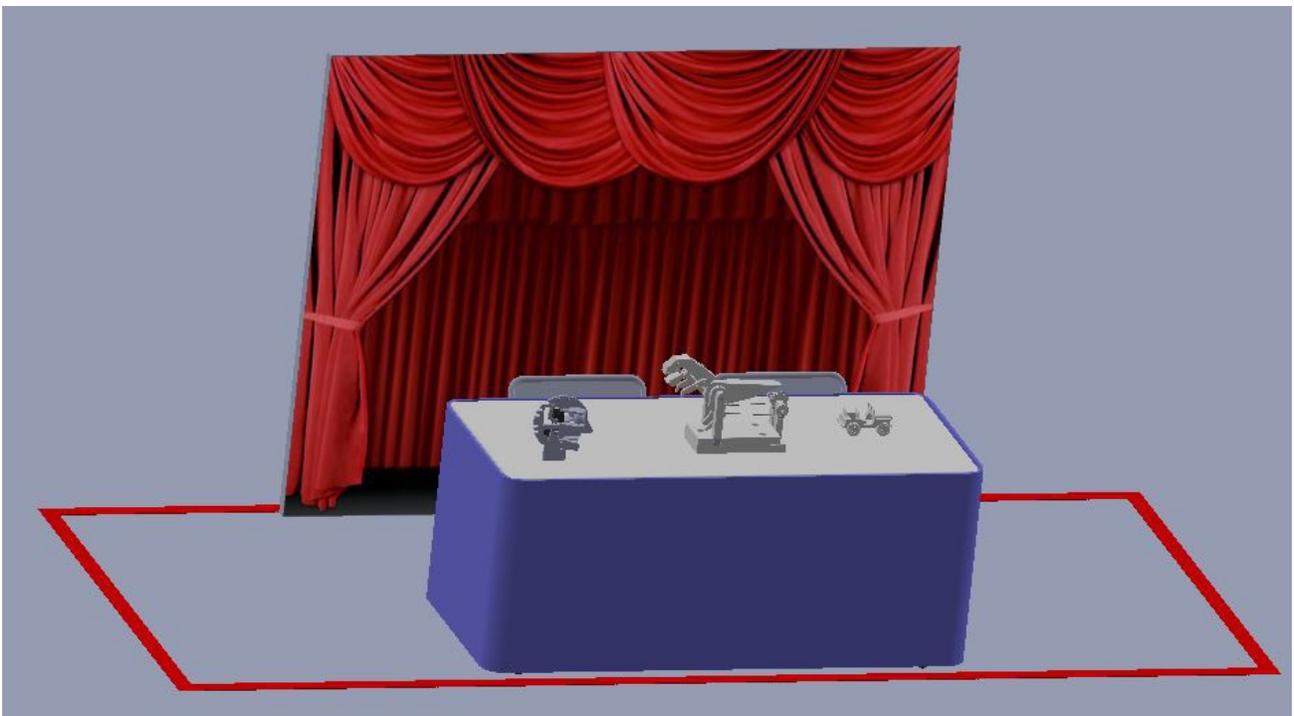
Although there are strict limits on the amount of energy (batteries, pneumatics, rubber bands, etc.) there are no such restrictions on other materials you can use in telling your story. Be creative.

Your “canvas”, will be either a 12' x 12' space that you fill with whatever you want. . The entire area is not to exceed 12' wide x 12' deep x10' (8.5' to start) tall. You may, if you choose, build a backdrop no wider than 12', no higher than 8.5'. However, remember your pit space will be limited to 8' wide and 8' deep. What you do with your “canvas” is up to you. No power source will be provided in your presentation space. (NOTE: You will be provided power in your pit space.) Two chairs will be provided.

Here is an example of the space you will be allowed:



Here is an example of how you can build out your space:



Students are welcome to be part of the story and story telling. However, one of the main objectives of the CREATE-ivity Challenge is to help students learn about engineering, its principals, methods and tools. To that end, teams should endeavor to use technology wherever possible. If a story can be told equally well by a person or by using technology, always choose tech. Be sure to review the scoring rubric. There you will find that scoring is heavily weighted toward the use and understanding of engineering tools and methods.

2.3 – Challenge Definitions

Alliance – Two paired teams that work together during a collaboration presentation.

Coach - A student or adult designated as the team adviser during the tournament.

Collaborative Story Presentation – An optional Story of the Day Presentation given by two randomly paired teams.

Conductors - Team members responsible for operating and controlling the technology during the Story Presentation. All interaction with the technology used must be done by conductors.

Engineering Journey Presentation – This is a presentation by your entire team which normally will take place in you pit space at a scheduled time. In this presentation you will tell the judges the journey you took to develop your story and the technology behind it. An engineering notebook is required and an important aid in helping to document your journey.

Engineering Notebook – An engineering notebook is a journal of a team's journey throughout the season. It can be a formal, traditional format on grid paper, or less formal. However, it should include notes from each meeting and all ideas, even discarded ones. Sketches and drawings are good to include. An engineering notebook is required and an important aid in helping to document your journey.

False Start – A late start of the story telling technology. One false start per event is permitted with no scoring penalty. Subsequent false starts will incur a scoring penalty of 5 to 20 points depending upon the severity of the false start. It is only considered a false start if a team opts to start their presentation over.

Story of the Day – This presentation, in two parts, will allow the team to match their technology to a story framework presented the day of the event. First will be the presentation of the story, immediately followed an explanation of the technology used with emphasis on what new technology (programming, motors, control systems, sensors, etc) were used, or used in a new way, to tell the story. This presentation will be done in the pit area.

Pit Space – An area 8' x 8' x 10'. NOTE: This is LESS space than your presentation space. It will be the “home” for the team during the event. Unlike the story space, the pit space power will be provided to the pit space. (Be sure to bring an extension cord as the power outlet might not be in your pit space. Also bring a power strip if you want to plug in multiple devices.) Wall power may not be used during your Story of the Day Presentation.

Staging Area – The area directly behind your Story Space. You can per-assemble your Story Space Technology here.

Story Presentation – The 6 minute presentation given to a panel of judges and audience. This is where your story comes alive.

Story Space – The designated region where the conductors stand during a presentation. This space is the 12' x 12' x10' (8.5' to start) space which acts as the “stage” for presentations.

Team Audience - These are ALL members (students and adults) of a team NOT acting as Conductors. They are to watch their teams' presentation quietly and be mindful not to unduly influence the judges or the general audience by their behavior.

Technology Review – This is a interview by a panel of judges with your entire team. It will be scheduled and will take place in your pit area. (Be sure to have all team members present at your scheduled time)

Time Limits – These are the maximum times allowed for the three phases of the overall presentation. They are as follows:

- Story Presentation
 - Presentation
 - Maximum 6 minutes
 - Engineering Journey Review
 - Maximum 5 minutes
 - Technology Review
 - Maximum of 10 minutes
- Story of the Day
 - Presentation
 - Maximum of 3 minutes
 - Technical Review
 - Maximum of 5 minutes
- Collaboration
 - Story Presentation
 - Maximum of 4 minutes
 - Technical Review
 - Maximum of 5 minutes

Team Member – Any of the participants that make up the team. Team members may assist the conductors with the setup of the story space and must be present to participate in the Engineering Journey Review, and Technology Review.

2.4 – Challenge Rules

2.4.1 – Scoring

The overall score is made up of the following components:

Description	Areas of Focus	Max Points Available
Story Presentation	Story - Compelling, entertaining, beautiful story.	25
	Engineering Journey - Review of process, decisions made, designs rejected and retained, highs and lows. Review of the engineering notebook.	25
	Technology Review - Review the control system(s), motors, sensors, pneumatics, etc. used. Demonstrate detailed knowledge of each component used.	50
	Total	100
Story of the Day	Story - Coherent, compelling, entertaining and beautiful story of the day.	40

	Technology Review - A brief explanation of what new/old tech you had in this presentation.	60
	Total	100
	Grand Total NOTE: Story Presentation will count twice as much for overall score. Max overall score is 300: 200 for story presentation and 100 for Story of the Day presentation.	300

2.4.2 – Safety Rules

<S1> If at any time the operation of the technology in the *story space* is deemed unsafe or has damaged the story space, by the determination of the referees, the offending team may be disqualified. The technology in the *story space* will require re-inspection before any further presentation may be made.

<S2> If the technology gets hung up or malfunctions the team will have the option of taking a false start or fixing the issue in real time. Keep in mind however that no additional time will be allowed for the presentation.

<S3> Pyrotechnics or open flames of any kind are not allowed.

<S4> All equipment/technology used must be built, transported and be used in a manner that will not damage, mark or mar any area in the event venue. Offending teams may be disqualified. The technology in the story space will require re-inspections before any further presentations may be made.

2.4.3 – General Challenge Rules

<G1> At the beginning of each presentation the technology used may not exceed the story space provided nor at any time during the presentation. With the exception that height used during the presentation may go as high as 10'.

<G2> During a story presentation the *conductors* are the only people allowed in the story space.

<G3> Any/all team members may assist in the set up of the story space.

<G4> At no time should anything, human, electronic or artistic, leave the story space.

<G5> During a *story presentation* the technology used may be remotely operated only by the *conductors*.

<G6> *Story space* tolerances may vary by as much as +/-4". Teams must design accordingly.

<G8> At the discretion of the event partner, teams earning top scores for their Story Presentation and/or their Story of the Day may be invited to present at the awards ceremony in front of the entire event audience. Participation is optional.

<G9> You must be able to set up your Story Space in 10 minutes. You will always be given 10 minutes, sometimes more. However if the judges are ready to go after your 10 minutes are up any additional time taken in setup will count against your maximum for that presentation.

<G10> While setting up your Story Space, noise must be kept to a minimum. Other Story Presentations may be going on. If in your setup you are disruptive to a Story Presentation of another team, your own Story Presentation will be down graded.

2.4.4 – Emotion Specific Challenge Rules

<SG1> The Story of the Day may be read aloud by one or both of your conductors. Finding a way to

effectively tell the story without one of your conductors reading it will be viewed positively by the judges.

<SG2> Autonomous as well as remote control **MUST** be used in all presentations. If either component is missing, a score of zero for that component will be given. In autonomous the portion of the presentation all technology used must be controlled by only a control system and its on board program. The conductors may interact during this portion of the presentation but may not touch the remote control or in any way activate any of the technology used beyond pressing one button on the remote to initiate the autonomous mode.

<SG4> The Collaborative Story Presentation is completely optional. Participating or not participating will have no affect on any other portion of the tournament or awards.