



Awards

Table of Contents

- Appendix B – Awards.....2
- B.1 – Overview.....2
- B.2 – Types of Awards2
- B.3 – Judging Format.....2
- B.4 – Helpful Hints.....3
- B.5 – Awards List/Description4-5

Appendix B – Awards

B.1 – Overview

This section describes the awards for the CREATE-ivity Challenge. It also describes the format of judging and offers helpful hints for teams to be used in preparation.

B.2 – Types of Awards

There are three types of awards given to teams competing in the CREATE-ivity program.

- **Individual Presentation Team Awards.** Based solely on the scores obtained by a single team during a presentation.
- **Individual Tournament Awards.** Based not only on scores on individual presentations but also includes interactions throughout the day with tournament officials, other teams, or spectators.
- **Collaboration Awards.** Based on the combined efforts of two or more teams.

B.3 – Judging Format

Judging is done throughout the day. It is done informally by judges and event officials as they watch your team's interaction with event officials, referees, judges, other teams and fans, and how you relate to members within your team. Team members are always "On Stage". Judging also has multiple formal presentations as well as an optional collaboration presentation. See the "Section 3 – The Tournament" for more details on each presentation. The format for judging the various presentations are as follows:

- Main Presentation
 - Story Presentation – This presentation will be viewed by both a panel of judges as well as an audience. Only three conductors from a team may be involved in the Story Presentation.
 - Technology Review – This presentation/Q&A session is for the full team and judges.
 - A brief pause will take place while the judges finish their notes.
 - Engineering Journey Presentation – This short presentation/Q&A session is for the full team and judges.
- Story of the Day
 - The Story of the Day Presentation – Part I - The first part of this presentation will be viewed by both a panel of judges as well as a small audience (those that can fit around the pit area).
 - The Story of the Day Presentation – Part II - The second part of this presentation will be for the entire team and a panel of judges. In this section the judges will review the technology used.
- Collaboration Story Presentation
 - The Collaboration Story Presentation – Part I - The first part of this presentation will be viewed by both a panel of judges as well as an audience.
 - The Collaboration Story Presentation – Part II - The second part of this presentation will be for all student members of both teams and a panel of judges.

B.4 – Helpful Hints

Some awards are based upon each team's performance. Some are based upon not only a team's presentation and technical skills, but on how they conduct themselves throughout the entire day. Please keep in mind that everything you do says something about you and your team. Judges and event officials will be with you in the pit area, Staging Area, Story Space, and all the common areas. The following are characteristics of winning teams:

- Respectful - Respectful of each other, other teams, officials, and everyone at the tournament.
- Enthusiastic - Enthusiasm is contagious. Great teams have plenty of it and spread it around!
- Focused – All team members should have a role to play and should take their role seriously.
- Knowledgeable – Each member of your team should have a good understanding of your story and your technology, design strengths, and artistry. Team members should have a solid understand of your engineering journey and the engineering process. Judges will score you higher if:
 - Each team member contributes to the presentation and to answering questions. It is perfectly acceptable to have one team member (student) lead the presentation. However the best teams are careful to make sure that every member of their team has a part in the presentation.
 - Engineering notebooks are a critical component of the engineering journey and process. A well written Engineering notebook, which details not only your designs, both rejected and accepted, but also your journey as a team, will be looked on very favorably by the judges. The notebook is also an excellent way to prepare for your technology review as it helps you remember things that happened throughout the year and organizes your thoughts. Please keep in mind that all elements of the notebook are to be done by the students.
 - Well run teams have coaches and mentors that understand that their role is to be a facilitator. During the interview all questions should be answered by the students only, unless specifically directed to a coach/mentor.
- Technology should be center stage. Wherever possible, let the technology you employ tell the story.
- Costumes for all members of your team are encouraged.
- Costumes that reflect your story are doubly encouraged.
- The Story Presentation is a unique piece of art. Your art! Have fun with it. Enjoy it. If you do, it will show.
- In this medium, great stories CANNOT be told without great technology. Judges will be looking for great design, artistry, and above all, creative and clever use of technology that should permeate your presentation. You might think it is a great story. The audience may think it is a great story. But if you don't use great technology the judges will not consider it a great story.
- The technology you use in your presentation can be very visible and an integral part of your story or completely hidden. Its use, not visibility, is the important thing.
- Balance, proportion, and contrast are elements of good design that judges will be looking for.
- Art should move us. Have your story move the audience. Make them laugh, cry and empathize.

B.5 – Awards List/Description

Collaboration Award – This award is given to the teams that excels in telling a story together. This award may be given for a Collaboration Story Presentation that best blends the talents of both teams into a single, artistic and compelling story with technology at its core. (This award is an optional award and is given only at larger events with three or more sets of teams participating in the Collaboration Story Presentation.)

Design Award – This award is given to the team that excels in creating an elegant design which is an integral part of their story. (This award is an optional award and is given only at larger events.)

Dream Weaver Award – This award is given to the team that excels in telling a story. This award may be given for a Story Presentation, A Story of the Day Presentation, or even a Collaboration Story Presentation. Artistry, and design merged with technology, that best moves judges will be key components in determining the winner of this award.

Energy Award – The “Energy” award will be decided based on team enthusiasm at the event. The winning

team will demonstrate enthusiasm throughout the competition – in the pit area, in the Story Space, and in the audience. This award will be judged and decided by the volunteers and staff at the event. (This award is an optional award and is given only at larger events.)

Engineer Award – This award is given to the team that has the best overall design, construction and use of technology. Creative design, excellence in construction and robust use of well understood technology will be taken into account. Teams winning this award will have stories that enhanced by their use of technology. Also, the journey the team took to arrive at their final design and steps to construct the technology used will be an important consideration in determining the winner of this award.

Judges Award - For a team the judges decide is deserving of special recognition. Judges consider a number of possible criteria for this award such as team displays of special attributes, exemplary effort and perseverance at the event, team accomplishments, or endeavors communicated to the judges that may not fall under existing awards, but deserve recognition. (This award is an optional award and is given only at larger events.)

Sportsmanship Award - The “Sportsmanship” award will be presented to a team that has earned the respect and admiration of the volunteers and other teams at the event. This team is a model for all to follow and interacts with everyone in a positive, respectful and polite manner. This award is judged during the event by teams, referees and volunteers. (This award is an optional award and is given only at larger events.)

Think Award - The “Think” award will be presented to a team that has successfully utilized autonomous programming modes during competition. Quality, consistency, and success of autonomous programs, as well as the ability of the students to explain the programming process, will help to determine a winner of this award. This award may be judged by the referees, programming inspectors, and/or members of the judge panel. (This award is an optional award and is given only at larger events.)

Honor – *“Honesty, fairness and integrity in one’s beliefs and actions.” “A source of credit or distinction.” “High respect, as for worth, merit or rank.”* This is CREATE’s highest award. They honor themselves and their teams by working together, working hard, and building a story worthy of their potential. For a team to be considered for this award they must perform well in all aspects of the tournament. This award is given to the team that exemplifies all aspects of CREATE’s honor code:

“Honor by Design”

Honest – Follow the spirit of the rules of the competition. Do “what’s right” when no one is looking.

Competitive – Always give your best. Be humble in victory and gracious in defeat. Be respectful of your teammates, coaches and mentors, competitors, judges and spectators.

Collaborative – Act in the best interest of the team’s goals and be supportive of your fellow teammates. Share knowledge, tools and parts with other teams.

Leader – Encourage, praise, involve and constructively challenge your teammates.

Professional – Works hard and is determined. Overcomes obstacles. Is well trained and acts in a professional manner.