

## Robocop Iran Open 2014 Junior Demo League

# Rules

### **The Primary and secondary leagues differences:**

The Iranopen 2014 junior demo Secondary league is similar to the past years. But the subject of 2014 junior demo Primary league has changed to *Robotic toys* and there is no age limit for participants in Primary league. More training articles will be available in the website gradually.

### **Junior Demo League rules:**

1. All teams must present their robots and its design and building process.
2. All of the projects must be relevant to robotics or related majors.
3. The design process has to be presented.
4. All teams must hand over these documentations:
  - a. Hard copy TDP
  - b. 30 minutes recorded video on DVD presenting robot functions + PowerPoint seminar slides + report in MS Word
5. All teams must present their projects through 20 minutes seminar
6. All teams must mount 2 by 2 meters poster on their allocated space in exhibition space

### **Age limits:**

All team members must be 19 or less. To have passport is necessary for all the foreign participants.

### **Qualification issues:**

1. All teams must send their TDP by deadline to [jdemo@iranopen.ir](mailto:jdemo@iranopen.ir)
2. All teams must send 5 minutes recorded video presenting their robot functions- no larger than 20 megabytes
3. All the sending files must be named according to the team name as follow:  
*League name-Team name-Affiliation.\*\*\**

## **Scores:**

- Team working (100 points)
- Design process (600 points)
  - Defining problem
  - Defining design criteria
  - Idea generation
  - Evaluations
  - Prototyping
  - Software analysis
  - Error refinements
  - Extracting plans
  - Functions
- Poster (40 points)
- Technical documentary report (90 points)
- Seminar (120 points)
- Presentation (50 points)
- In-team and cross-teams cooperation (120 points)
- Scientific conversance over project (0.6 – 1.2 coefficient)

## **Robotic toy design judging criteria:**

1. Play values (social value of play, physical value of play, rational value of play, moral value of play, therapeutic value of play)
2. Play goals (developing skills, developing creativity, entertaining goals, educational goals, etc.)
3. Toy design standards
  - a. Age and gender- appropriate toy
  - b. Product safety
  - c. Aesthetic value
  - d. Toy appeal

Good Luck,  
Junior League Technical Committee  
January 2014