Challenge Team Creation

Introduction
The Roboplay Scoreboard is the web based software which the judges will use to keep score for student videos and during the C-STEM Day challenges. As a teacher for competing students you will be responsible for setting up challenge teams and inputting student information.

The information you submit will be used to populate the scoreboards and to generate participation certificates for attendees. Uploaded code and models will be used by future students and teachers.

Quick Start Guide
You can dive right in if you’d like. Illustrated instructions and detailed requirements are found below.

Prerequisites
1. You must have registered as a teacher at the UC Davis C-STEM website.
2. You must have created an invoice on the UC Davis C-STEM website.
3. You must have paid your invoice in order to add teams to the Scoreboard.

Logging In
1. Navigate to http://c-stem.ucdavis.edu/scoreboard
2. Log in by clicking the login button at the bottom of the interface.
3. Enter your c-stem.ucdavis.edu username and password and click "Login".

Creating Challenge Teams
1. From the Main Menu, click on "Manage Challenge and Video Teams".
2. Select your personal t-shirt size from the drop down.
3. Click "Add Challenge Team" and enter the team name, division and add students.
4. Click Submit.
5. Repeat steps 2 & 3 until all teams have been created.
6. Click on "Home" to return to the main menu.
Challenge Team Creation - Detailed Guide

Prerequisites

1. You must have registered as a teacher at the UC Davis C-STEM website. You can register at this URL:

2. You must have created an invoice on the UC Davis C-STEM website. The Invoice system can be found here:
   http://c-stem.ucdavis.edu/overview/c-stem-day/c-stem-day-registration/

3. You must have paid your invoice in order to add teams and videos to the Scoreboard. You will receive confirmation of your payment via e-mail.

Logging In

1. Navigate to http://c-stem.ucdavis.edu/scoreboard
2. Log in by clicking the login button at the bottom of the interface.

3. Enter your c-stem.ucdavis.edu username and password.
4. Click Login.
Creating Challenge Teams

1. From the Main Menu, click on "Manage Challenge, Math, and Video Teams".

2. The upper right corner displays summary information about your school, division, how many teams/videos you’ve paid for and used, and your payment status. If we have not received your payment you will not be able to add teams.

3. Click the drop down under T-Shirt Size and elect your personal t-shirt size.

4. Click "Add Team" and enter the team name and division.

5. You can add students in 3 different ways:
   a. Click "Add Student" to add a new blank student entry.
i. Fill out the fields one at a time. You may use Tab to go to the next field.

![Image of student information sheet]

ii. If the “Middle Name” is a nickname, check the “Is Nickname” box to have it displayed in quotes.

iii. If you accidentally add a new student that you don't need, click the red X to remove that entry.

b. Click “Mass Upload Students”.
   i. This will display a dialog which prompts you to download an Excel (.xls) file and edit your students there. Full instructions can be found in that document.
   ii. Browse to the saved .csv file and click “Upload Students”. This will create pre-filled entries like the “Add Student” Field.

c. Click “Choose Students”.
   i. This will give you a dialog with a list of previously entered students who are not assigned to a challenge team. This includes students from other teachers at your school. For example, if you previously entered a Video Team, you may assign one of those students to a Challenge team.
   ii. Put a check next to students to add, click “Add Students”. This will create pre-filled entries like the “Add Student” field.

6. Note: Only Student Nickname, E-mail and t-shirt size are optional.

7. Click Submit.

8. If there are errors or omissions the form will re-display with red text will explaining the issue.

9. Repeat steps 3-7 until all teams have been created.

10. You may edit team and student names at any time by clicking the “Edit” button.

11. Click on “Home” to return to the main menu.