

**1. Best Storyline**

	0	1	2	3	4
<b>Setting</b>	There is no discernable setting.	The setting is unclear or vague.	The setting is clear but is missing some visual and contextual details.	The setting is clear and includes an adequate amount of visual and contextual details.	The setting is clear and there are many supporting visual and contextual details.
<b>Plot Development</b>	There is no discernable plot.	The story needs extensive editing. It is too long or too short to be interesting.	The story needs more editing. It is noticeably too long or too short in more than one section.	The story composition is typically good, though it seems to drag somewhat OR needs slightly more detail in one or two sections.	The story is told with exactly the right amount of detail throughout. It does not seem too short nor does it seem too long.
<b>Conflict and Resolution</b>	There is no conflict nor resolution.	Some conflict is discernible, but it is not clear what problem the main characters face.	It is fairly easy for the viewer to understand the problem the main characters face but it is not clear why it is a problem.	It is fairly easy for the viewer to understand the problem the main characters face and why it is a problem.	It is very easy for the viewer to understand the problem the main characters face and why it is a problem.

<b>Theme</b>	No characterization is evident in the video.	It is hard to tell who the main characters are and there is little or no use of direct or indirect characterization techniques.	The main characters are represented using few direct and indirect characterization techniques. The viewer knows very little about the characters.	The main characters are represented and described using some direct and indirect techniques. Most viewers would have some idea of what the characters are like.	The main characters are represented and clearly described using variety of direct and indirect techniques. Most could describe the characters accurately.
<b>Character Development</b>	No props are used in video.	Only one or a few props are used in the video - but not creatively.	One or a few props are used creatively.	Most of the props are used creatively.	All props are used in creative ways.
<b>Creative use of Props</b>	No props are used in video.	Only one or a few props are used in the video - but not creatively.	One or a few props are used creatively.	Most of the props are used creatively.	All props are used in creative ways.
<b>Script – Dialogue</b>	No script present.		Video dialogue does not match the script exactly.		Video dialogue matches script exactly.
<b>Script - Direction</b>	No script present.		Robot movements don't match the script exactly or is missing stage direction.		Robot movements match the script exactly.

## 2. Most Interesting Task

	0	1	2	3	4
<b>Technical Difficulty</b>	No elements of the task are difficult.	Some elements of the task are difficult but lacks evidence of effort.	Some elements of the task are difficult but shows evidence of effort.	Task is difficult but lacks evidence of effort.	Task is difficult and shows evidence of great effort.
<b>Innovation</b>	Task is not original, advanced, or new.	Task exhibits one of the following elements: interesting, advanced, original, or new.	Task exhibits two of the following elements: interesting, advanced, original, or new.	Task exhibits three of the following elements: interesting, advanced, original, or new.	Task exhibits all of the following elements: interesting, advanced, original, or new.
<b>Creative use of Robots</b>	Robots are not used in a creative way.	Some Robots are used creatively but use is not new.	Some Robots are used creatively in an original way.	Use of Robots is creative but not new.	Creativity of Robots is apparent and new.
<b>Creative Use of Props</b>	No attachments are used in video.	One attachment is used in the video but not creatively.	One attachment is used creatively.	More than one attachment is used but only one is used creatively	All attachments are used in creative ways.
<b>Documentation/Description</b>	No documentation.	Documentation names the task but provides no description.	Documentation names the task and provides a brief summary of the task.	Documentation provides a clear or detailed description but lacks purpose.	Documentation provides a clear and detailed description of the task and purpose.
<b>Script – Dialog</b>	No script present.		Video dialog does not match the script exactly.		Video dialog matches script exactly.
<b>Script - Direction</b>	No script present.		Robot movements don't match the script exactly or is missing stage direction.		Robot movements match the script exactly.

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### 3. Best Choreography

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<b>Synchronization with Music</b>	No music present in video.	Music is used by robots don't move with it.	Some of the Robot motion is synced with the music.	Most of the Robot motion is synced with the music.	All Robot motion perfectly syncs with music.
<b>Technical Difficulty</b>	Robots don't move.	No technical difficulty is present. All Robots are following basic movements.	One or two non-basic movements performed.	Robots perform moderately difficult tasks.	Robot motion clearly displays technical difficulty and creative thinking.
<b>Interaction with Environment</b>	Robots do not interact with the environment.	Robots have little interaction with the environment.	Environment interaction is clear but takes away from the overall flow of the video or is not original.	Environment interaction is clear and original but movement detracts from the overall flow of the video.	Environment interaction, clear, original, and movement is fluid.
<b>Interaction between Robots</b>	No Robot interaction or only one Robot used.	Robots have little interaction with each other and interaction is not original.	Robot interaction is clear but takes away from the overall flow of the video or is not original.	The robots clearly interact with each and interaction is original but interaction takes away from the overall flow of the video.	Robot interaction is clear, original, and movement is fluid.

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**4. Best Custom Designed Part (If custom part is indicated)**

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<b>Complexity</b>	Part is not complex.	Part is moderately complex but lacks creativity.	Part is moderately complex and is used creatively.	Part is complex but lacks creativity.	Part is complex and shows creativity.
<b>Functionality</b>	Part has no functional purpose.	Part has little functional purpose.	Part has some functional purpose but is not unique.	Part has some functional purpose and is somewhat unique.	Functionality of part is clear and unique.
<b>Documentation</b>	No documentation.	Simple description or drawing of the custom part.	A basic description and drawing of the custom part and reproducibility would be difficult.	A good description and drawing of the custom part are provided but the part may be difficult to reproduce.	Excellent description of the custom part and clean, clear drawings are provided. Part would be easily reproducible.

**5. Best Film Promoting Computational Thinking (If code is submitted)**

	0	1	2	3	4
<b>Code Precision and Brevity</b>	Code is very short and simple.	Code is short and simple and difficult to read.	Code is awkward and hard to follow, but can be read.	Code is precise or easy to follow but not both.	Clean, concise and easy to follow.
<b>Code Comments</b>	No comments beyond required headers.	Sparse and incomplete comments.	Comments are sparse but when present they are complete.	Many comments but lacking in detail or information.	Very well commented. Detailed and informative.
<b>Complex Structures</b>	Lacks use of complex structures.	Uses at least one function, loop, or branching logic.	Uses at least two of functions, loops, or branching statements.	Uses at least one of each functions, loops, and branching statements.	Uses multiple of each functions, loops, and branching logic.
<b>Completeness of Ch Code</b>	Robot movements do not correlate to code.	Robot movements somewhat correlate to code.	Most robot movements correlate to code.	All robot movements are represented in the code.	All robot movements are represented in the code and exhibits originality.

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### 6. Best Theme (Manufacturing and Automation)

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<b>Storyline, as relates to Manufacturing and Automation</b>	Manufacturing and Automation is not discernible in the storyline.	Manufacturing and Automation is present, but isn't integrated into the storyline.	Manufacturing and Automation is apparent in the storyline.	The storyline features Manufacturing and Automation as an important component.	The storyline relies heavily on Manufacturing and Automation and the two are well integrated with one another in a creative way.
<b>Tasks related to Manufacturing and Automation</b>	Manufacturing and Automation is not discernible in the tasks performed.	Manufacturing and Automation is present, but is not related to any of the tasks performed.	A basic task related to Manufacturing and Automation is performed.	A creative or difficult task is related to Manufacturing and Automation.	The robots repeatedly perform Manufacturing and Automation related tasks that are creative and/or difficult.
<b>Choreography related to Manufacturing and Automation</b>	Manufacturing and Automation is not discernible in the choreography.	Manufacturing and Automation is present but is not related to any choreography.	Choreography is related to Manufacturing and Automation in some way.	Robots perform moderately difficult tasks related to Manufacturing and Automation.	Robots perform moderately difficult tasks related to Manufacturing and Automation while interacting with other robots.
<b>Setting, as relates to Manufacturing and Automation</b>	Manufacturing and Automation is not discernible in the setting.	Manufacturing and Automation is present, but the setting is not developed.	The environment is related to Manufacturing and Automation in a basic way.	Manufacturing and Automation is clearly an integral part of the setting, but is lacking in creativity or design effort.	The setting is carefully detailed and designed to fit with Manufacturing and Automation.

\*Rubric wording may be slightly modified prior to the event.

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