

2010 GCER Game Rule Changes

The following changes to the 2010 season game rules will be in effect for the 2010 International Botball Tournament at the Global Conference on Educational Robotics.

Additionally, for the first time documentation submissions will be a part of the overall score for the 2010 International Tournament.

Timing Changes

1. The game has been extended from 120 seconds (2 minutes) long to 135 seconds (2 minutes and 15 seconds) long.
2. The 'No Touch Zone' has been reduced in time from 60 seconds to 15 seconds.
3. The starting light sequence has changed to be on for 15 seconds, off for 115 seconds, flashing the last 5 seconds.

Scoring Changes

1. Points for sorbents changed to 15 points on oil and 25 points if correctly sized.
2. Anything on oil that has a sorbent attached will score as if it was not on oil.

Overall Standing for GCER

1. Tournament Overall standing will continue to be calculated based on:
 - Seeding (1/3 total)
 - Double Elimination (1/3 total)
 - Documentation (1/3 total)
2. Documentation consists of:
 - onsite presentation (60% documentation)
 - team census report (20% of documentation)
 - team slides (20% documentation)

2010 GCER Documentation

This year, we have added a documentation component to the overall score for GCER. Documentation for GCER (an onsite presentation and two online documentation activities) will consist of 1/3 of the overall scoring for the International Botball Tournament.

GCER Onsite Presentation

Each team must give an onsite presentation to a group of judges during the 2010 International Botball Tournament. Your score for this presentation will be factored in to

your overall documentation score. We encourage all teams to prepare for their presentation by reviewing the guidelines below as well as the GCER Onsite Presentation Rubric (available on the Team Home Base).

Onsite Presentation Guidelines

1. Each team must bring a printed document with them to the onsite judging. We recommend a notebook, folder or display that includes items listed in the rubric. You must bring a PRINTED document(s) with you. No electronic presentations will be accepted.
2. Teams should sign up for an onsite judging time when they sign in at the conference. Teams are responsible for being ready to present at the judging area at their appointed time. We cannot guarantee that teams who miss their judging time slot will be able to reschedule.
3. Presentations should be given by a maximum of 2-student team members.
4. Teams will have no more than 10 minutes to make their presentation.
5. The onsite judge will expect you to cover all of the items and topics listed in the rubric without prompting. If your team covers one of the content areas in response to questions or prompts, then you may receive partial credit.
6. In order to receive credit, your presentation must include material relevant to your work between your regional tournament and GCER for each of the required content areas. If you only provide information covering your work during the regular season, you may not receive credit for that information.
7. If no additional work was done for any of the content areas, then you should explicitly note this during your presentation to receive credit.
8. Your onsite presentation will account for 60% of your documentation score. The other 40% will be based on your team's performance in the required online documentation activities. Documentation accounts for 1/3 of your overall score in the tournament.

GCER Online Documentation

There are two online documentation activities for 2010 GCER, the team census and the team slide. Details on both activities can be found on the Team Home Base at <http://homebase.kipr.org>

Team Census

Team census information must be submitted by June 25, 2010 at 5 pm CDT and will consist of a survey form that asks for demographic and survey information. The survey will be available through the Team Home Base. All completed surveys will receive full credit.

Team Slides

Team slides must be uploaded to the Team Home Base by June 25, 2010 at 5 pm CDT. The slide should be a "brag" slide that shows off your team and/or your robots. See the Team Home Base for details and requirements.