RCAP CoSpace Humanoid OnStage Judging Overview (U12)

All teams are judged in the following areas:

- Technical Poster – 20%,
- Technical Interview – 30%
- OnStage Performance – 50%

RCAP CoSpace Humanoid OnStage (U12) 2026

Technical Poster Scoresheet (20%)

Country/Region: .....School: .....Team: .....

Category	Assessment Criteria	Points
1. Team Identity & Presentation	○ Poster is **A1 size** (60 x 84 cm) in **PDF format**. ○ Poster includes team name, region, and a team picture. ○ Is the poster format engaging, visual, and interesting for the public?	/15
2. Narrative & Theme	○ Provides a clear summary of the open-ended project (story, theme, or dance). ○ Explains how the performance theme was developed through "learning by doing"	/15
3. Hybrid World Features	○ Features annotated pictures of wheeled robot, mobile props, humanoid robots and virtual environment elements (3D objects, lighting, particle effects). ○ Explains technical features like gait tuning or sensor triggers used in the co-existence world	/30
4. AI Creative Partners	○ Clearly identifies the AI tools used (e.g., Gemini for scripting, or AI for music/3D generation). ○ Explains the specific role these AI "partners" played in bringing the performance to life.	/25
5. Learning Journey & Authenticity	○ Includes photos/documentation of different stages of development. ○ Shows evidence of a "hands-on, frustration-free" process where students learned by doing.	/15
Total Score		/100

RCAP CoSpace Humanoid OnStage (U12) 2026

Technical Interview (30%)

Country/Region: .....School: .....Team: .....

Category	Assessment Criteria	Mark
1. AI Tool Logic	○ Explanation of **AI tools** used (e.g., Gemini, ChatGPT for scripts, music, or 3D assets) and the team's role in refining the AI's creative output	/30
2. Robot & Mobile Prop Functions	○ Technical explanation of the **Wheeled Robot, Mobile Props, and Humanoid Functions**. Focus on autonomous movement and physical design	/30
3. Hybrid Interaction	○ Demonstration of wireless triggers and interaction between the virtual world and the **wheeled robots, mobile props, and humanoid robots**	/20
4. Problem Solving	○ Description of a technical challenge encountered and the logical steps the team took to fix it ("Learning by Doing")	/20
Bonus: Platform Evolution	**Additional Points:** Constructive proposal for an innovative feature to improve the CoSpace platform. (No points deducted if missing).	/10
Deduction: Authenticity	**Penalty:** Deducted if judges believe the work (code, construction, or AI prompts) was not done by the team members	/ -20
Total Score		/100

RCAP CoSpace Humanoid OnStage (U12) 2026

Stage Performance (50%)

Country/Region: .....School: .....Team: .....

Category	Assessment Criteria	Mark
1. Narrative & Entertainment Value	**Theme/Story (AI-assisted):** ○ Unique story created with AI tools is clear. ○ Audience Impact: Performance is exciting and triggers positive responses through "Imagination to Impact". ○ Visual Co-existence: Effective use of both the real stage and the projected virtual 3D scenery.	/15
2. Hybrid World Interaction	**Wireless Communication:** ○ Seamless triggers between real robots and the virtual environment via Bluetooth/Zigbee. ○ Autonomous Reaction: Virtual items and real robots react meaningfully to one another autonomously	/15
3. Virtual World	**AI Asset Quality** ○ High-quality AI-generated 3D objects, original music, and particle effects. ○ Virtual Cinematography: Creative use of the virtual camera to enhance the story for the audience.	/10
4. Real World	**Excellent execution where the following features work as expected and add value to the show.** ○ Feature 1: (Autonomous logic / Humanoid movement) ○ Feature 2: (Interactive props / Sensor integration)	/10
Deductions: (-3 for each at discretion of judges)	-3 for each unplanned human intervention (including remote or human controlled actions) -3 for each restart -3 each 10 seconds over or under the allotted time (on stage or performance) *If a problem is not the fault of a team no deductions will be applied*	
Total Score		/50