

GLMD (GR-SAKURA LED+MUSIC+DANCE) CONTEST

Preface:

“Dancing with LED light” means that you and some microcomputers integrate to music through original and matched actions. The detailed regulations of this CONTEST are shown as follows. These will be very important things when you dance to the LED light which is controlled by a microcomputer board.

1. PERFORMANCE

1.1 Kind of Performance

The contest allows teams to 1 to 3 minute creative stage performance using autonomous microcomputer that teams have designed, built and programmed. Teams can choose to create either a Dance or a Theater performance.

1.1.1 Dance performance

Dance is a performance closely synchronized to the music. The LED light and human are required to move in time to the beat or rhythm of the music selected in the same way that a human may listen to the beat of music and dance to it. The Dance assessment focuses on the choreography and movement of LED light and human synchronization to music beats.

1.1.2 Theater performance

Theater is performances in which the LED light that controlled by an autonomous microcomputer tell a story or develop a theme supported by music. Theater assessment is focused on the overall theatrical performance. The performance will be judged by how effectively the autonomous microcomputer is used to present a theatrical theme.

Example: Nursery rhymes, movie-inspired performance, sporting theme, technological theme, environmental matter etc.

1.1.3 Guideline

A dance performance will:

Use music as an integral part of the performance with deliberate, accurate and synchronized movements to music.

Use choreography of the LED light to music as the focus of the performance.

A theater performance will:

Use movement and music to create a performance that tells a story.

Music is used as background to supplement the performance.

Use a story as a focus of the performance.

1.2 Duration

1.2.1 Each team will have a total of 5 minutes for their performance. This time includes stage performance setup, introduction and the performance, including any re-starts due to factors under the teams' control. It does not include time needed for packing up and cleaning the stage.

1.2.2 Following each performance, a team must fully tidy up the stage, pack up and remove any objects related to their performance. The performing team has a maximum of one minute to clear the stage after the end of their performance. The maximum time onstage is therefore six minutes.

1.2.3 The duration of a performance routine must be no less than 1 minute and no more than 3 minutes.

1.2.4 If a team exceeds the time limits explained in 1.2.1, 1.2.2 and 1.2.3, the team will be penalized by the loss of marks. If the time limit is exceeded due to circumstances outside the team' s control (for example problems with starting the music by the technicians) there will be no time penalty. The judges have the final say on any time penalties.

1.2.5 Time distribution of each performance

A judge has 2 kinds of stopwatch.

(1) A judge starts a stopwatch-1 when a team member steps foot on the stage without having their equipments. Then, all member of the team should make a line and a bowing to the audience.

(2) Team prepare and set up their equipments (autonomous microcomputer, LED, etc.) Each team can introduce their performance using this time.

(3) Team has to give a sign for starting a performance to staff as soon as the setup completed. Then, a judge starts a stopwatch-2 when their performance is started.

(4) Team has to declare the performance over at the end of their performance. Then, a judge stops a stopwatch-1 and 2.

(5) Team should begin a cleanup of the stage as soon as the performance is finished.

A judge starts a stopwatch to time "1 minute" for cleanup.

If there is leeway in the schedule, you can get a comment from a judge.

1.3 Music

1.3.1 Regarding the relation of the copyright, teams must provide the original CD

which is marketed on. If the music is bought by the download, teams must provide the downloaded equipment because the downloaded equipment has the copyright which is the same as the marketing CD.

1.3.2 Teams are strongly encouraged to bring a good quality audio music source file since their evaluation also depends on the music quality.

1.3.3 It is the responsibility of the team to ensure that the music is playing correctly before their first performance by liaising with the staffs.

1.4 Team member

1.4.1 Human team members are encouraged to perform with their microcomputer. There is no penalty for humans not performing with their microcomputer.

1.4.2 The only physical contact humans may have with their microcomputers is to start them at the beginning of a performance.

1.4.3 The maximum recommended number of members allowed on each team is 10.

1.5 Scenery and Presentations

1.5.1 Teams are encouraged to provide their own scenery.

1.5.2 Teams are encouraged to provide a visual or multimedia presentation as part of their performance. This can take the form of a video, animation, slide-show etc. Teams are encouraged to be creative in designing the presentation. Staffs will try their best to provide a projector and a projection screen for teams wishing to incorporate a presentation as part of their performance.

1.5.3 A certificate is awarded to the team with the "Best Creative Presentation" . See also 4.4.

1.5.4 Teams should ensure that any presentation is being displayed correctly before their first performance by liaising with staffs.

1.6 Performance routine

1.6.1 Each team may perform one and only one Dance or Theatre performance routine.

1.6.2 A member of the team has to start the music and the audio visual/multimedia presentation for the routine.

1.7 Restarts

Teams are allowed to restart their routine if necessary. Unless a problem is not the fault of the team, any restart will result in a score penalty. There is no limit on the number of restarts a team can perform within their

5 minutes performance time. However, it will result in a score penalty if the performance time passes over 5 minutes.

1.8 Security & Safety

1.8.1 In order to protect participants, staffs and audience, routines may not include explosions, smoke or flame, use of water, or any other hazardous substances.

1.8.2 Each team whose routine includes any situation that could be deemed hazardous, including the possibility of damaging the stage, must submit a report outlining the content of their dance routine to the chief judge BEFORE arriving at the competition. The Chief Judge may also request a demonstration of the activity before the stage performance. Teams not conforming to this rule may not be allowed to present their routine.

1.9 Content

Any performance that includes violent, military, threatening or criminal elements will be excluded. Any team using an inappropriate name or logo will also be excluded. Participants are asked to carefully consider the wording and messages communicated in any aspect of their performance. What seems acceptable to one group may be offensive to friends from a different country or culture.

1.10 Stage setup time

Teams are strongly encouraged to use the time while they are setting up the stage for their performance to introduce to the audience the features of their microcomputers, technology used and highlights of the performance and to introduce their team.

2. STAGE

2.1 Size

2.1.1 The size of the performance stage area for the microcomputer board will be a rectangular area of 4 x 1 meters (m) with 80 centimeter height.

2.1.2 Performers may be inside and outside the performance stage area for the microcomputer board.

2.1.3 While every effort will be made to make the stage flat this may not be possible in all venues. Teams should be prepared for some irregularities in the surface

of the stage.

- 2.2 A supply cable and a communication cable will be placed in the floor surface at the stage. Before the performance starting, each team should check the floor surface, and you can fix those cables by an adhesive tape, if necessary.
- 2.3 Stage environment
The performance stage has a brief variable lighting. If there is a request of the lighting operation, the team has to make a contact with the staff before acting. Staffs will make a maximum effort for each team to be able to embody their presentation.
- 2.4. Performance Stage Utilization
- 2.4.1. The main performance dance stage will be made available for teams to practice on. In fairness to all teams who may wish to practice, a short practice time will be given to the teams.

3. MICROCOMPUTER BOARD

- 3.1 Size
Microcomputer boards and peripheral equipments of a microcomputer board may be of any size. Then, those have to be able to be set up and be stand-alone in the performance area.
- 3.2 Number of microcomputer boards
There may be any number of microcomputer boards on a team. However, using multiple microcomputer boards does not necessarily result in obtaining higher points.
- 3.3 Control
- 3.3.1 Microcomputer boards must be controlled autonomously. No member of the team may make physical contact with the microcomputer boards during its performance unless it has been discussed and approved by the judges prior to the performance.
- 3.3.2 Microcomputer boards may be started manually by human contact or with remote control at the beginning of the performance.
- 3.4 Microcomputer board technology
Any technology can be used to create the microcomputer boards. Teams are

encouraged to use the technologies creatively. Innovative or unusual use of technology (including sensors) is encouraged and will be rewarded.

3.5 Costumes

Costumes for performers are encouraged, and points will be awarded.

3.6 Communication

- 3.6.1 During the performance, any microcomputer board on stage may communicate with another microcomputer board on stage from the same team. It is the teams' responsibility to be aware that their communication does not interfere with other teams' microcomputer boards when practicing or performing. Teams with microcomputer boards' communication must explain the communication to the judges at the technical interview.

4. JUDGING

4.1 Scoring

- 4.1.1 The performance and technical score sheets will be opened from. Teams are encouraged to study the score sheets in detail in order to understand how they will be judged.

- 4.1.2 The marks are allocated as follows:

- 50% of the marks – technical scoring which is undertaken by an interview.
- 50% of the marks - performance scoring.

- 4.1.3 There is a performance score sheet for marking the Dance and Theater categories.

4.2 Technical Creativity

The Dance challenge is intended to be very open-ended! Teams are encouraged to be as technically creative and entertaining as they can. Teams who show creativity and innovation will be rewarded with high point scores in the relevant sections.

4.3 Technical Interviews

- 4.3.1 All teams will have a 15 minute technical interview during the competition. It is strongly suggested for teams to read the interview score sheets before the interview to make sure good use of the interview.

4.3.2 Teams should ensure that they bring all their microcomputer boards, LEDs, electronic circuit, copies of the programs and a completed GLMD technical sheet.

4.4 Prizes and Awards

The following prizes will be awarded in each category

- Programming
- The construction of the microcomputer board
- The entertainment value
- The electronics