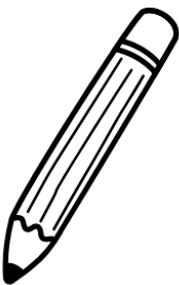


**CREDECA**

**TEAM**



**CHALLENGES**



**2024**



Problem Discovery  
It's too expensive



## Team Challenge 5. Problem Discovery: It's too expensive

- A. Understanding the Problem** : Things tend to get more expensive over time. In the past, what you could buy for 1,000 won was not available today even if you paid 2,000 won, or some were free, but now some can only be used by paying money. If this happens, someone will suffer a lot of economic pain, but some can also be an opportunity to accumulate a lot of wealth.
- You have to think about what will become incredibly valuable or expensive in the future, create a problem situation that may arise in that situation, and create and perform an interesting story to solve it.
- B. Overview Problem** : The team will create and present a performance based on an original story that includes the following elements (Time limit: 8 minutes; Presentation of performance required; Cost limit: \$100 USD). .
- a. The problem the team found and the story that solves the problem
  - b. an original character
  - c. Clothing that reveals the character's characteristics or personality well.
  - d. Stage background with high completeness and creativity
  - e. creative props
  - f. Talent Show

## **C. Performance**

### **a. Contents of Performance**

- 1) It should be the problem the team found and the story that solves the problem.
- 2) The background of finding the problem, the problem, and the solution should be expressed in an original and humorous way.
- 3) At least one original person related to the problem or problem solving should appear.
- 4) A stage background suitable for the performance should appear.  
The stage background should be changed at least once.  
The stage background should be effective in expressing the content in the performance.
- 5) At least one costume should appear that reveals the character's characteristics or personality.
- 6) A problem, or one prop related to the discovery of the problem, should appear.
- 7) If the following content appears during the performance, it may be suspended or disqualified.
  - a part containing slanderous content
  - a situation in which slang is used
  - a part of a particular religion or organization that contains praise or slander
  - a situation in which hateful scenes or content appear
  - In addition, the judge judged that it was inappropriate for the audience to watch.

### **b. Format of Performance**

- The story created by the team should be presented in the form of a theatrical performance.
- The team should be able to clearly communicate the story in the way they want.

### **c. Time of Performance**

- 1) The team's presentation must be completed within the 8-minute time limit.  
It includes the time the team needs to set up its props in the competition area.
- 2) The time provided will begin when the judge signals the team to start.
- 3) The team cannot ask for the time to be stopped.

- 4) When the time is up, the judge will stop the team's presentation.  
(Zero points will be given to any solutions that are not presented.)

**d. Cost**

- 1) The combined value of all the materials used during the team's presentation cannot exceed \$150 USD.
- 2) All materials used in the presentation must be listed in the Expense Report and included in the total cost.
- 3) Cost-designated items: The value of items that are worth more than \$5 USD, such as musical instruments, laptops, audio equipment, beam projectors, and cell phones, shall be designated as \$5 USD.
- 4) Banned items: Fire (or flame), gunpowder, live animals, chemicals, sprays, weapons, dry ice, items that may pollute or damage the competition site, items that the judge considers dangerous
- 5) Value of a used item: One-fifth the market price of a new product
- 6) Value of a recycled item: \$0 (Must be specified in the Expense Report)
- 7) Cost-related penalties may be imposed if:
  - items are missing from the list.
  - the judge decides that the team has exceeded the cost limit.
  - banned items are used. The judge may prohibit the team from using props that include any of the banned items at any time; in the event the banned items have already been used in the team's presentation, zero points may be given for all scoring categories that are related to such items.

**D. Talent Show**

- a. The team may showcase their 2 talents in any way they wish to during their original performance to further enrich it.  
(Example: Composing and writing a song that goes hand in hand with the overall atmosphere of the performance and is used as background music)
- b. However, in the event the team chooses talents that overlap with a scoring category, its Talent Show will receive zero points.
- c. The judges will evaluate the team's Talent Show based on how unique it is compared to those of the other teams, how outstanding the team's talents are, how much effort has been put in, and its harmony with the performance

**E. Evaluation Categories & Scoring**

Area	Category	Description	Score
<b>Performance (80pts)</b>	Story	The completeness and creativity of the story	0~50
	Acting	Audible hearing, movement, naturalness of acting	0~30
<b>Requirements (130pts)</b>	Characters	The originality of a character	0~30
	Stage Background	The originality of the stage-background transformation	0~10
		The effect of the stage background on the performance	0~20
		Degree of use and idea of recycling	0~10
	Costumes	Completeness and creativity of one costume	0~30
	Props	Creativity of 1 prop	0~30
<b>Talent Show(40pts)</b>		The excellence of a team's extraordinary ability, effort	0~20
		Harmony with a performance	0~20
<b>Total Score</b>			250

**F. Penalties**

Judges may impose penalties for "spirit of competition" violation, unsportsmanlike conduct, outside assistance, violation of safety regulations, exceeding the cost limit, and violation of other limitations (-1 to -100 points per offense). (Refer to the penalty regulations in the Program Guide.)

\*Omission of scored problem requirements carries no penalty except loss of score (zero points).

**G. Competition Site**

- a. A 2m x 3m competition area will be provided (larger, if possible).
- b. A three-prong electrical outlet will be available;  
However, the team must bring any extension cords it needs.
- c. The team cannot adjust the lighting at the site.
- d. A penalty (-1 to -100 points) may be imposed for polluting or damaging the competition site. After its presentation is finished, the team must clean up the site and return it to its original state in a timely manner. Any cleaning utensils used for cleanup will not count towards the total cost of the team's solution.
- e. The team cannot raise objections in relation to the floor surface of the competition site.

**H. Documents to Submit**

Document \ Competition	Competition	Preliminary Competition (No signing required)	Main Competition
<b>a. Application Form for Participation</b>		Submit Online	Submit 2 copies
<b>b. Solution Description Form</b>		Submit Online	Submit 4 copies
<b>c. Expense Report (including receipts)</b>		x	Submit 1 copy
<b>d. Script</b>		x	Submit 1 copy

**I. Matters to Note**

- a. The team must read 1) the limitations that apply to this Problem, 2) additional announcements on the Problem limitations (made on the website), and 3) the Program Guide. The team is responsible for any disadvantage it may suffer due to its failure to check the above. Check for any new announcements on the Problem limitations by regularly accessing our website.
- b. Submit all problem clarifications using the provided form via e-mail.
- c. Set up the team's membership sign on the left or right side of the competition area so that it is visible to the judges throughout the performance.
  - 1) The sign should be at least 40cm x 40cm in size and free-standing, and must show the team's name, problem, and division.
  - 2) The judges may impose a penalty if the team's sign is not visible during the performance (or has been omitted completely) or information is missing from the sign.
  - 3) Materials used to make the team's sign must also count towards the team's total cost.

d. All teams are required to compete in both a Team Challenge (worth 250points) and a Self-activity (worth 100 points). The scores the team earns in these two problems will be added to calculate its final score. Spontaneous Problems offer teams an interesting opportunity to showcase their on-the-spot creativity, problem-solving skills, and teamwork. More information on these problems can be found in the Program Guide.

*CREDECA, its licensees, and the problem authors and competition staff assume no responsibility for damage or injury incurred as a result of attempting to solve this Problem.*

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