



2023 CREDECA Team Challenge

Unlimited Imagination & Creativity!
Team Work! Problem Solving!

Team Challenge III.

Convergence science : Dramatic Meetings



World Association of Creativity

Team Challenge III. Convergence science : Dramatic Meetings

- A.**
- Understanding the Problem** Convergence can be called meeting. However, convergence is not a meeting where "1+1" becomes "2", but what can be "3" or "4" or more. In other words, a new birth is achieved as existing things meet.
- The team should create a story in which two different elements are newly fused through a dramatic meeting and show it as a performance.
- In addition, a mechanical device in which several beads gather in one place through several steps should be devised and demonstrated along with the performance.
- 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: \$300 USD).
- a. A story created by a newly fused team through dramatic encounters.
 - b. Props representing the result of convergence
 - c. Mechanical equipment that performs the final mission simultaneously through several steps
 - d. Talent Show

C. Performance

a. Contents of Performance

- 1) A story created by a newly fused team through dramatic encounters.
 - Something new must emerge through convergence.
 - Reasons for convergence must emerge.
- 2) Props representing the result of convergence
 - The team should produce props that represent the results of the convergence by itself.
 - The props made by the team should be used meaningfully in the play.

b. Format of Performance

- 1) The story created by the team should be presented in the form of a theatrical performance.
- 2) The team should be able to clearly communicate the story in the way they want.
- 3) Mechanical equipment shall be installed and executed in a designated area at the start of the performance.

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. Device

: Mechanical devices that are finally carried out in multiple steps

a. The team shall build a mechanism capable of performing the 'final mission' through the number of steps given by grade

Div.	The number of steps (not including final mission)	Final missions
1	5 or more	Collect three colored beads(balls) in one place.
2	6 or more	
3~4	7 or more	

b. The final mission is to collect beads (balls) in three colors.

c. Beads (balls) of two colors shall start at different locations simultaneously and shall be clustered in the same place with beads of a new color at the end of operation of the unit.

d. The colors of the three beads should be visually distinct.

e. Each step must have a different exercise method or material to use, and overall, the more diverse and creative methods are used, the higher the score can be obtained.

f. The device created by the team is performed simultaneously with the performance in a designated space. The team shall determine in advance the team members(s) who execute the machinery separately from the performance or during the performance.

g. Mechanical devices shall stand on their own without external assistance, and mechanical devices shall operate safely. Materials or operations that may be dangerous or cause damage to a place shall not be used.

h. Operation shall be completed within the time limit of 8 minutes. Team members can contact the device before it starts working, but after it starts working, no contact from the outside is allowed. If it fails, repair it and restart it from scratch.

i. A total of three attempts to operate the mechanical device for evaluation can be made, of which the high score is the team's score

E. 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.

F. Evaluation Categories & Scoring

Area	Category	Description	Score
a.Performance (110 pts)	Story	the completeness and creativity of the story	0~30
	Acting	Audible hearing, movement, naturalness of acting.	0~10
	Props	Stage background, costumes, props.	0~30
	Convergence	Creative Reasons for Convergence	0~20
	Props representing the result of convergence	Production completion	0~10
		a significant degree of utilization	0~10
b.Device (100 pts)	Mechanical devices that carry out the final mission through several steps	completion of a phase (Div. 1 Step 5, Div. 2 Step 6, Div. 3-4 Step 7 or higher)	0, 20
		Creativity of the device	0~50
		Successful completion of the final mission	0, 30
c.Two Talent Show (40 pts)		Excellence of the team's unique talents and the effort that has been put in	0~20
		Harmony with the performance	0~20
Total Score			250

G. 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).

H. 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.

I. Documents to Submit

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

**J. 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.

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