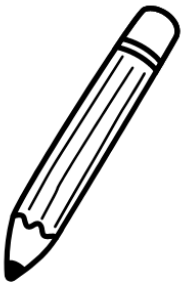


CREDECA

**TEAM
CHALLENGE4**



2024



Spontaneous Performance
Slow Slow Slow



Team Challenge 4. Spontaneous Performance : Slow Slow Slow

- A. Understanding the problem** Today the world is moving and changing very quickly. Fast has a positive side but also a negative side. For this reason, some people deliberately seek slowness. Like Slow Food, Slow City, and Slow Fashion, they deliberately pursue slowness. But what if something you never thought of slows down? The team must discover and perform an interesting story arising from the slowing down.
- B. Problem Overview** After fully exploring what happens with slowing down, the team should present a creative story in the form of a theatrical performance, including random selection restrictions six minutes before the start of the performance on the day of the competition. (Time and cost: 6 minutes, 30,000 won)
- a. Restriction 1: Stories about events that can occur as a result of slowing down
 - b. Restriction 2: Meaningful use of improvised materials
 - c. Talent Show
- C. Performance**
- a. Contents of Performance**
- 1) It should be a story of choosing one of the 10 "slow things" and solving the problems caused by this, or rather using slowing things down to solve other problems.
 - In order for a team to participate in the preliminary competition, it is necessary to select one of the 10 slowing things presented in Table 1 and submit a story about its impact and response in the task-solving manual.

<Table 1: 10 things to slow down>

No.	something that can be saved	No.	something that can be saved
1	the rate at which rain or snow falls	6	the rate at which the senses are transmitted to the brain
2	Growth	7	diffusion of smell
3	the speed of light	8	healing of wounds
4	Heart rate	9	the rotation or revolution of the moon
5	the speed of digestion	10	the rate at which food is cooked

※ How to use a storage device: If you save an hour using a 'time' storage device, the hour disappears from the present and you can take out an hour when you want to use it.

- Teams participating in the finals must randomly select one of <Table 1> 6 minutes before the team competition on the day of the competition, prepare for 6 minutes, and announce it in the form of a theatrical performance.
- The story the team created does not currently have to be scientifically proven.

2) "impromptu materials" should be included in the performance and should be used meaningfully.

• "impromptu materials" means one object that is randomly selected six minutes before the start of the performance. The team should randomly select one of the various items six minutes before the start of the performance, and then prepare the improvised material to suit the requirements within six minutes.

• "impromptu materials" must be used meaningfully to present, express, and explain what happens or phenomena caused by slowing down.

• "impromptu materials" shall be used meaningfully at least once for the unique purpose of the object, and shall be meaningfully used at least once in a creative way different from the original purpose.

• "impromptu materials" s prepared behind closed doors at the competition headquarters.

• "impromptu materials" is only used in the finals.

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

Waiting for the performance (30 minutes before) → **Preparation time** (6 minutes, selection of subtopic and impromptu materials) → **Performance** (6 minutes)

- 1) During the preparation time (6 minutes), the team can plan and practice the performance.
- 2) The performance shall complete all team presentations, including the time to set the performance items within six minutes. The performance will be held behind closed doors.
- 3) The time provided will begin when the judge signals the team to start.
- 4) The team cannot ask for the time to be stopped.
- 5) 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 \$30 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)
- a. 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
Performance (90pts)	Story	the completeness and creativity of the story	0~50
	Acting	Audible hearing, movement, naturalness of acting.	0~20
	Teamwork	mutual cooperation and respect	0~20
down & impromptu material (120pts)	Impact & Resolution	the influence of 'slowness'	0~20
		Creativity of solutions	0~50
		an effective representation of a scene representing 'being slow'	0~20
	the use of improvised materials	Unique use and significant utilization	0~15
		Creative use and meaningful degree of utilization	0~15
Talent Show(40pts)		the excellence of a team's exceptional ability, effort	0~20
		harmony with the performance	0~20
Total Score			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	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

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.

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