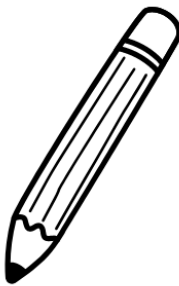


CREDECA

TEAM



CHALLENGE 2



2024



Classics Busking



Team Challenge 2. Classics : Busking

A. Understanding the Problem

Busking or street performance refers to a performance performed on the street. Busking is used a lot these days, limited to music, but in fact, the history of street performances has been very long, and its form and content have varied. In many classical works, there are scenes that create rumors by making songs or plays and performing on the street and eventually produce the results that the main character wants.

The task given to you is to think about the decisive scenes in the classics, create a fun story that solves the problem through busking, and show it as a performance. Let's imagine a special busking performed by a main character we didn't know!

B. Problem Overview

The team should create a fun and original story, including the following, and show it in a performance. (Time and cost: 8 minutes, \$150 USD)

- a. Busking where the main character from the classic participates
- b. The reason why we did busking
- c. the appearance of two characters in the performance
- d. Busking props
- e. Stage background
- f. Two Talent Show

C.
Performance

a. The story in the performance

1) Busking where the main character from the classic participates

- . Busking, in which the main character in the classic participates, should appear.
- . The form of busking should be unique and the content should be humorous.
- . Busking should be prepared and carried out in the absence of at least two types of conditions.

* Conditions refer to the time, money, manpower, and equipment required to prepare and perform busking.

2) The reason why we did busking

- . It should be related to the original content of the classic chosen by the team.
- . Busking should be a clue or a decisive reason for solving problems in classics.

3) the appearance of two characters in the performance

- . One person should appear in the busking scene and the other person should appear in addition to the busking scene.
- . The appearance of the character in Busking must be able to hear the characteristics of Busking well.
- . The other one must express the appearance of the character using only one material. However, materials used only for attaching or connecting materials may be used together.

4) Busking props

- . Props that are produced by the team and can be played or can produce sound effects should appear.

5) Stage background

- . It is necessary to clearly express where the place is through the stage background. At this time, more than three types of materials should be added on top of the picture and picture to express the characteristics of the place well.
- . When multiple stage backgrounds appear, only one background selected by the team is reviewed.

b. Format of Performance

- 1) The story created by the team should be presented in the form of a play.
- 2) The team should be able to clearly communicate the story in the way they want.

3) The performance shall include a load test of the structure and present it.

Within the area marked by the competition, some team members present structural tests and others present performances.

4) No additional time is given for weight testing.

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
a. Performance (80 pts)	Story	Overall quality and creativity of the story	0~50
	Acting	Audibility, movement, natural acting	0~30
B. Requirements (130 pts)	Busking	the originality of form	0~10
		humorous content	0~10
		an expression of a condition lacking two conditions	0~10
	The reason why we did busking	the degree to which the original content of the classic is related	0~10
		a clue or decisive reason for the problem to be solved	0~15
	the appearance of two figures	the appearance that shows the characteristics of busking	0~15
		Creative utilization of 1 material	0~15
	Busking props	Effect of props used in the performance	0~10
	Stage Background	Number of materials	0~10
		The perfection of the stage background	0~15
C. Talent Show(40pts)	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

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.

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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