

## 2018 Team Exhibit and Informal Interviews Score Sheet

<b>Team Exhibit</b>	Possible Points	Points Awarded
<b>Purpose:</b> Community Outreach/Awareness (11 Points)		
<b>Criteria 1: The Exhibit Illustrates the Team's Company, Outreach, and Impact.</b>		
Did the team use effective visuals to share key messages about their company and outreach?	0-20	
Did the team share the impact of their outreach? Did they present data on the social media exposure for their team's stories using the #Thanks2BESTrobotics campaign?	0-20	
Does the exhibit include real-world references to this year's game theme?	0-10	
The exhibit appears cohesive. The information is arranged in a logical and creative manner.	0-10	
<b>Outreach total</b>	<b>60</b>	
<b>Comments:</b>		
<b>Criteria 2: The Exhibit Provides a Brand Experience</b>		
Does the exhibit tell the story from the product to program from a visual perspective?	0-10	
Is the team's company/product Brand Promise clear?	0-10	
Does the exhibit make it clear to visitors why the company is making the product and why the students have formed the company?	0-7	
Are sponsors clearly recognized? Do the materials include the national BEST Robotics logo.	0-3	
<b>Exhibit Balance total</b>	<b>30</b>	
<b>Comments:</b>		
<b>Criteria 3: The Exhibit Has be Engineered and Manufactured Using Sustainable Methodology and Resources</b>		
Do the elements of the exhibit reflect a sustainable approach? Is the exhibit using as little energy as needed or are they tapping unconventional power sources for electronic display elements?	0-10	
Does the exhibit use recycled, up-cycled, and re-purposed items? Are they integrated throughout the display?	0-5	
Did the team use recycled/up-cycled/re-usable items as a platform for sustainability and corporate responsibility? Is it reflected in their outreach?	0-5	
Are any of the team's giveaways made of plastic? * This is a DEDUCTION.	<b>-10</b>	
<b>Technology total</b>	<b>20</b>	
<b>Comments:</b>		

<b>Additional Comments:</b>	<b>Exhibit Total</b>	<b>110</b>	
	<b>Interviews Total (from back)</b>	<b>90</b>	
		<b>÷10</b>	<b>÷10</b>
	<b>Exhibit &amp; Interviews Total</b>	<b>20</b>	

Judge Name/number (print): \_\_\_\_\_

Team Number: \_\_\_\_\_ School: \_\_\_\_\_

## 2018 Team Exhibit and Informal Interviews Score Sheet

<b>Informal Interviews</b>		<b>Possible Points</b>	<b>Points Awarded</b>
<b>Purpose:</b> Communicate company brand, student learning (9 Points) Scores will reflect interviews with students at team exhibits, in the pit area, and in the stands.			
<b>Criteria 1: The student acts as an expert in communicating the program to product story and as a company representative explaining the product and the brand.</b>			
Does the student deliver a concise and informative elevator speech in a professional and timely manner?		0-15	
Does the student share a personal #Thanks2BESTrobotics story with you?		0-10	
Does the student connect and convey the brand's personality?		0-10	
Does the student share the brand's promise and differentiating factors?		0-10	
<b>Communication total</b>		<b>45</b>	
<b>Comments:</b>			
<b>Criteria 2: The student exhibits confidence and knowledge while explaining the game theme/problem/task</b>			
Does the student clearly articulate an understanding of the game theme/problem?		0-5	
Can the student demonstrate detailed knowledge of the robot design and construction?		0-10	
Has the student's interview, in conjunction with the exhibit and/or robot, provided you with evidence that the students were the primary designers and builders of robot, exhibit, and all materials?		0-10	
Can the student fluently explain the engineering process and how it provides a brand advantage?		0-10	
Can the student clearly articulate what s/he has learned while working on the team?		0-10	
<b>Student Knowledge total</b>		<b>45</b>	
<b>Comments:</b>			
<b>Additional Comments:</b>		<b>Interviews Total</b>	<b>90</b>

Judge Name/number (print): \_\_\_\_\_

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