



ROBOTICS EDUCATION &
COMPETITION FOUNDATION

SUMMIT

| ROBOTICS PROGRAMS |



Judging Best Practices

& Community Feedback



Overview

The purpose of this breakout session is to give attendees an opportunity to share best practices, and also share feedback to the REC Foundation's CJC (Competition Judging Committee) about desired changes or improvements to the Guide to Judging and our judging policies going forward.

Before the Event



Recruiting volunteers



Creating a schedule



Managing conflicts of Interest

The Judging Process

The judging process at the event consists of 4 main parts

- Initial Team Interviews
 - Teams are interviewed by small groups or pairs of judges. Based on these interviews, teams are nominated as candidates for awards offered at the event
- Engineering Notebook Evaluations
 - Engineering notebooks are reviewed by judges
- Follow Up Interviews
 - Candidates for each award are interviewed by a common set of judges and ranked for each award
- Final Deliberations
 - The ranked candidates for each award are assigned as award winners, after checking with the Head Referee for any conduct issues that might be award affecting



Judging Process Best Practices



Best practices for Initial Team Interviews

- Keeping judges on schedule
- How to conduct interviews
- Strategies for Judges



Identifying award candidates and conducting Followup Interviews

- Selecting what teams need a followup interview
- Assigning judges
- Revisiting / reviewing notebooks in support of awards



Final Deliberations

- Award rankings
- Strategies for reaching consensus
- Factoring in Code of Conduct issues

Engineering Notebook Formats

There are two formats for Engineering Notebooks:

- **Physical** - notebooks made of paper that are a physical artifact, often but not always handwritten
- **Digital** - notebooks that are created electronically and do not necessarily have corporeal form

Events can ask teams to submit either a physical notebook or a digital one - this means teams with a physical notebook may need to digitize their notebook for an event, and a team with a digital notebook may need to print it out.





EN Considerations



The Notebook should reflect student words as well as work. The educational value of the notebook is for students to practice written communication skills. Proper spelling and grammar are not required - it is OK for things to be crossed out



Research and other resources should be put in an Appendix rather than in the notebook. This helps judges focus on the student design process.



More is not always better - while some notebooks submitted have passed 1K pages, many great notebooks are nowhere near as long. Often massive notebooks contains a lot of information not directly related to the Engineering Design Process.

Engineering Notebook Best Practices

Discuss with your team before they begin their notebook:

- What format are they going to use?
- How will they ensure it is regularly updated?
- What does and does not belong in the notebook?
- How will information be organized?

Check in Periodically

- Is the notebook being updated?
- Is what is in the notebook appropriate and student-centered?
- Review Engineering Notebook information from the Guide to Judging and rubric
- Is the table of contents being updated / important milestones highlighted?

Celebrate the notebook as a learning activity!

- Does it show evidence of growth?
- Can a future reader see what students learned?
- Is it something that could be referenced by the team for a similar problem in a future game?
- The EN is not just for judges to see, but for the team to use and reflect on at the end of the season

Engineering Notebook Discussion

- What are your own best practices?
- What issues would you like to see addressed?
- What parts of the process would you like to see changed / improved?



A blue-tinted photograph of a crowd of people at an event. In the center, a person wearing a white cap with 'KOREA' on it, glasses, and a black face mask is raising their right hand, holding a small object. They are wearing a white hoodie with 'DISC BLASTERS' and the number '31230' on it. Other people in the crowd are also visible, some wearing similar caps and masks.

Thank you!

To give feedback, share
ideas, or ask questions,
please email
judging@recf.org