

# Scientific/Free Challenge - RoboCup 2017

## Simulation 3D League

### RoboCup Simulation League Technical Committee

#### Introduction

The Simulation league Technical/Organizing Committee will promote a Simulation 3D Scientific/Free Challenge competition at RoboCup 2017 – Nagoya. The Scientific/Free Challenge intends to encourage scientific work development and sharing in the context of the Simulation 3D league, allowing the teams to present interesting research work developed using Simspark and RCSSServer3D simulation platform. All teams qualified for the 3D Simulation League are invited to participate on this challenge.

#### Presentations/Demonstrations

The competition will have the following format:

- The competition will be held at RoboCup 2017, Japan, at a date/time to be announced by the OC/TC during the event.
- Each team will be given **five minutes to present and demonstrate** an interesting research topic of their team.
- Teams should deliver to the simulation Technical Committee a **short, one page description** of their intended presentation prior to the competition (**deadline: July 26<sup>th</sup>, 18:00h Nagoya Time**) in order to be distributed to all other teams and the jury during the competition. The delivery is performed by **sending an email with the pdf file containing team's challenge description** to [rc17\\_sim3d\\_oc@kis.osakafu-u.ac.jp](mailto:rc17_sim3d_oc@kis.osakafu-u.ac.jp) and [rc-ss3d-tc@lists.robocup.org](mailto:rc-ss3d-tc@lists.robocup.org).
- Presentations must be focussed on only one significant research topic of the team and **should not describe the whole team** like in a TDP.
- Presentations, besides describing the scientific issue, **must also show a demonstration using the RCSSServer3D simulator**. Demos **should show real-time execution of the simulator**, however they may also include pre-recorded videos and demonstrations of other related software tools.

The TC will assure that presentations/demonstration meet the previous criteria and that the time is strictly respected.

#### Voting Process/Winners

The voting process will have the following rules:

- The winner will be decided by a voting process among: all the participant teams; a jury composed by 2 to 5 independent experts/specialists on the field with strong knowledge on the simulation 3D league.
- Every 3D team may vote anonymously on the best 5 presentations awarding 5 points to the best, 4 points to the second best, ..., 1 point to the fifth best. Experts may also vote on the 5 best presentations but awarding double points: 10, 8, ..., 2.
- Teams are encouraged to evaluate the presentations/demonstrations based on the following criteria: scientific/technical quality, originality, expected impact and relevance to the Simulation 3D league and to RoboCup in general.
- The voting process will be conducted just after the last presentation. All votes will be summed up and the winner will be the team with the highest sum of votes. In case of a draw the team with the highest number of top scores will rank first. In case this does not solve the draw, all draw teams will be considered winners “ex aequo”.
- The top three teams will be announced by the OC before the end of RoboCup. The winner team will receive a certificate.
- This Challenge awards points to the Simulation 3D Technical Challenge Trophy.