



OneWorld Robotics Competition 2019 – Area Competition

OneWorld Robotics Competition – Smart Cities with Autonomous Vehicles

This year, Actura will be staging its inaugural *OneWorld Robotics Competition*, with “Smart Cities” as its solution category. The aim of the competition is to explore the students’ resourcefulness in finding solutions to real-world problems with the help of robotic technology, while encouraging critical thinking, problem solving, teamwork, effective communication and agility and adaptability. Participation will broaden the acquired STEAM-related skills and deepen the critical approach to problem solving, stimulate curiosity and encourage a design-thinking approach.

Students will be able to utilise robots as an integral part of a solution to a real-world problem while allowing for the comparative evaluation of different approaches. The contest will foster collaboration and teamwork between team members as well as other external teams. “One student, one robot, one world” is the motto that in essence strives to create a network of cooperation in the development of learning STEAM skills. It also awards each and every student with an opportunity to master the robotic concepts, apply transferable skills to a wider context, create ideas and finally, become valuable members of future societies.

The adjudication will be carried out by a panel of industry experts and educators. Students will consider the issues surrounding the problems associated with smart cities such as transport congestion, pollution, environmental sustainability and over-crowding. Students will also consider the relevant social, ethical and legal issues surrounding environmental impact, regulating traffic, accident management and control and consequent privacy and cybersecurity risks, in conjunction with their application of robotics techniques to arrive at a solution. The adjudication process will focus on the critical thinking process and not just the technical application of robotics in assessing what the students finally present.

Actura

Actura provides the leading STEAM learning solutions spanning from in-class to out-of-class environments. Our FlipRobot range provides the ultimate robotic STEAM learning solution for the in-class environment. For the out-of-class solution, the CASE Space School International Study program aims to deliver the once in a lifetime, best STEAM experience at the most inspiring organisation, NASA.

Stage Area Announcer

The Stage Area Announcer for Actura calls teams to queuing area and make general announcements via use of the public-address system (PA) in the Stage area. Work in collaboration with the Volunteer Coordinator to facilitate adherence to team match schedule.

Responsibilities

- Facilitate adherence to team match schedule
- Announce pending team matches, and call team to queuing area
- Make general "housekeeping" announcements
- Obtain a radio from event management office to keep aware of event information and issues, return it to office at end of day

Experience and Skills Needed

- Public speaking experience preferred
- Approachable and friendly personality; high energy
- Strong interpersonal/communication skills
- Clear and strong vocal ability, comfortable using a microphone in addressing a large crowd
- Vocally energetic, entertaining and engaging to the students
- Ability to collaborate with others, and work as a team
- Ability to sit for long periods of time

Volunteer Time Commitment

Pre-event training calls

2-day commitment (Area Competition)

Note: Event schedules vary. Please check the event schedule and talk to your Volunteer Coordinator for detailed information on when you are expected to arrive. Volunteers should arrive on site 15-20 minutes prior to the start of every shift to allow time to check in at the Volunteer Registration table.

Training

On-site training from the Pit Administration Supervisor throughout the competition

Reporting Relationships and Supervision

Direct supervision: Actura staff

On-site guidance: Volunteer Coordinator

Disclaimer and further information

- Must sign a Conflict of Interest and Disclosure Statement prior to start of service
- have a valid Working with Children number

CASE

California Association for STEAM Education (CASE) is a non-for-profit STEAM education organisation based in Cupertino California USA. It aims to design and deliver the most inspiring and innovative STEAM based educational programs where students will acquire and master critical transferable skills for their future success.