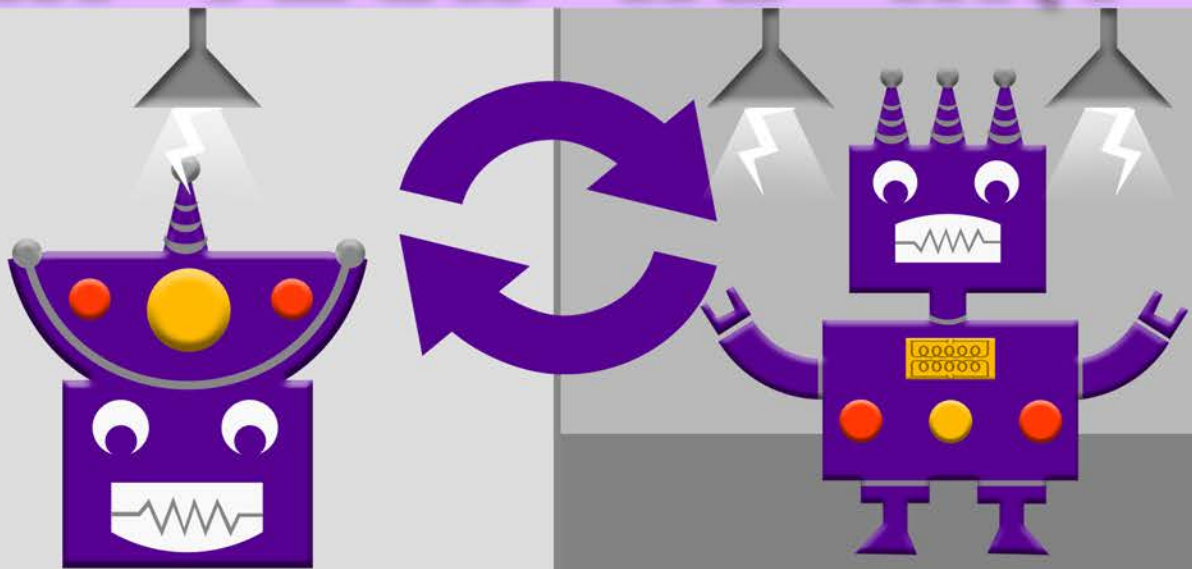


ODYSSEY OF THE MIND

AI TECH-NO-ART



2023-2024

PROBLEM 2

AI Tech-NO-Art

Problem No. 2: Divisions I, II, III & IV

Introduction

Artificial Intelligence (AI) is the ability of machines to complete functions that we usually associate with a human mind. From creating art to helping in surgeries, Artificial Intelligence is becoming part of everyday life. Imagine what would happen if an AI device showed up at the Louvre and began to critique the art inside. Would the AI say the Mona Lisa was beautiful? In *Odyssey of the Mind* we know it is best for each individual to think for themselves, and in this problem teams will help show why. OMers know that there is no more powerful mind than their own!

A. The Problem

They say beauty is in the eye of the beholder, but what if the beholder is a robot? In this problem OM teams will design, build, and operate an Artificial Intelligence Tech-NO-Art device that determines if a work of art is beautiful or not. It will dismantle a work of art that it decides is not beautiful to create a new work of art it believes is beautiful. The humorous performance will also include an artist character who stands up for their work of art, sound effects, and team-created artwork.

The **creative emphases** of the problem are on the overall performance, the Tech-NO-Art Device, the sound effects, and the team-created artwork.

The **Spirit of the Problem** is for the team to design and build a device that will signal if three works of art are beautiful or not and will physically dismantle one of those works and create a new work of art with the pieces. The performance must be humorous and include an artist character that defends the beauty of an original work of art they created, and sound effects.

B. Limitations (Italicized words/terms are defined in the Problem Glossary or in the *2023-24 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2023-24 Odyssey of the Mind Program Guide*. This manual is updated each year and includes important rules for solving *Odyssey of the Mind* Problems and forms required for competition. This problem cannot be solved without referring to the Program Rules section of the guide.
2. **Problem Clarifications:** The *Odyssey of the Mind Program Guide* explains the types of questions that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2024. CCI may find it necessary to issue clarifications after that date, so continue to check for them after February 15 and before each competition.
3. The **time limit** for this problem is 8 minutes. This includes setup, Style, and the presentation of the solution. Time will start when the Timekeeper says, "Team, begin," and will end when the team gives its signal that it is finished or the Timekeeper calls "Time."
4. The **cost limit** for this problem is \$155 (U.S.). The combined value of all materials used during the presentation of the solution, including Style, cannot exceed this amount. The *Odyssey of the Mind Program Guide* explains the cost limit and how to determine the value of the materials used.
5. The team will create an original humorous performance that includes:
 - a. a team-created Tech-NO-Art device that signals if works of art are beautiful or not.
 - b. the device dismantling a work of art and creating a new work of art.
 - c. an artist character.
 - d. sound effects.
 - e. team-created artwork.
 - f. five Style elements listed in F. Style including two that are chosen by the team.

6. The **Tech-NO-Art device**:
 - a. will signal if the three works of art required in B7 are beautiful or not.
 - b. will *dismantle* one of those works of art and use at least two parts to create a new work of art.
 - c. must be an original device designed and constructed by the team. It may include *commercially-produced* parts.
 - d. may use one or more power sources as allowed in the General Rules of the *Odyssey of the Mind Program Guide*.
 - e. cannot use *human power* after it is activated for Divisions 2 – 4. Teams can *trigger the device* but cannot touch any part of the device while it is attempting a required function. The device may be triggered multiple times during the performance. Division 1 may use indirect human power at any time.
 - f. cannot be remotely controlled once the device is triggered..
7. The **three required original works of art**:
 - a. must be original team creations.
 - b. must include at least two that are tangible (able to be seen and touched). One of these will be the work that is dismantled and converted to a new work of art as described in B9.
8. The **Tech-NO-Art device will produce a signal for each of the three required works of art as follows**:
 - a. must be two distinct signals, one indicating a work of art is beautiful and one indicating a work of art is not beautiful.
 - b. may be anything the team wishes but must be observable to the judges and audience.
 - c. all aspects and components of the signals are considered part of the device.
9. When the **Tech-NO-Art device dismantles the work of art and creates a new work of art**:
 - a. it will begin as one of the tangible works of art required in B7.
 - b. after the device signals the work of art is not beautiful, it will dismantle it into multiple unconnected pieces. The device will then use all or some of the parts of the original work to create a new work of art. No other materials may be included in the new work of art.
 - c. The device will signal this new work of art is beautiful.
 - d. team members are not allowed to directly *touch* the original work of art or its parts until the new work is completed. Once a team member touches, directly or indirectly, any piece of the original work of art the process of the change is considered complete.
 - e. is allowed to be one of the required works of art signaled by the device.
10. The **artist character**:
 - a. must be a single *character portrayed by one or more team members* in costume in any way the team chooses.
 - b. will defend its work of art after the device signals it is not beautiful.
 - c. will be considered as the creator of the work of art *as portrayed in the performance*.
11. The **sound effects**:
 - a. can be anything the team wishes but must be heard by the judges and audience.
 - b. can be multiple sound effects presented at different times in the performance; however, only the sound effects on the team list will be considered for score in D7.
 - c. must not include the device's signals.
12. The team should present the Staging Area Judge with four copies of the Team List Form found in the forms section at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed, typed, or computer generated. It is for reference only. This list must include:
 - a. the team's membership name and number, the problem and division.
 - b. a brief description of how the device signals a work of art is beautiful or not.
 - c. a brief description of the team-created artwork.
 - d. a brief description of how the device dismantles the work of art and how the pieces are used to create the new art.
 - e. a brief description of the artist character and how it defends its work of art.
 - f. a brief description of the sound effects and when they occur in the performance.
 - g. the signal the team will use to indicate it has finished its performance.

C. Site, Setup and Competition

1. A stage or floor area a minimum of 10' x 10' (3m x 3m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 10' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 10' x 10' area. If a drop-off exists beyond the 10' x 10' dimensions, a caution line may be taped 30" (76.2cm) from the edge of the drop-off. This will serve as a warning, not a boundary.
2. A three-prong electrical outlet will be available at the performance area. Teams must bring their own extension cords and adapters, if needed.
3. The team members should report to the competition site with all items for the presentation of their solution at least 15 minutes before they are scheduled to compete.
4. At the end of the 8-minute time period, the Timekeeper will call "Time" and all activity must stop. The team may end before the 8 minutes but must signal the judges when it is finished.
5. Teams should bring cleaning utensils to clean up any mess. Should a team take an unreasonable amount of time to clean the site, or leave a mess, the judges will assess an Unsportsmanlike Conduct penalty. Others not on the team's roster can help the team clear the site and remove the team's props. The competition area must be left clean and dry for the next competing team.

D. Scoring

1. Creativity of the overall performance (originality, effectiveness)..... 1 to 20 points
2. Overall quality of the presentation 1 to 15 points
3. The design of the device 7 to 35 points
 - a. Creativity of its engineering5 to 25 points
 - b. Risk-taking of its functional design2 to 10 points
4. The device signals if works of art are beautiful or not 2 to 15 points
 - a. Successfully operates for each work of art required in B7..... 0 or 5 points
 - b. Impact on the performance2 to 10 points
5. Dismantling a work of art and creates a new work of art using its pieces 2 to 25 points
 - a. Dismantles a work of art 0 or 5 points
 - b. Uses more than one piece to create a new work of art 0 or 10 points
 - c. Difference in *appearance* between the two works of art.....2 to 10 points
6. The artist character..... 4 to 25 points
 - a. Originality of overall appearance2 to 10 points
 - b. *Effectiveness in the performance*2 to 10 points
 - c. Defends its work of art 0 or 5 points
7. The sound effects 4 to 25 points
 - a. Occur within limitations 0 or 5 points
 - b. Creativity of how they are produced2 to 10 points
 - c. Impact on the performance2 to 10 points
8. The team-created artwork that is dismantled 4 to 20 points
 - a. Creative use of materials2 to 10 points
 - b. Originality of the art.....2 to 10 points
9. Originality of the team-created works of art that are not dismantled 2 to 10 points
10. Overall humor of the performance 2 to 10 points

Maximum possible: 200 points

E. Penalties

1. "Spirit of the Problem" violation (each offense)-1 to -30 points
2. Unsportsmanlike conduct (each offense)-1 to -30 points
3. Incorrect membership sign -2 points
4. Missing membership sign -5 points
5. Outside assistance (each offense)-1 to -25 points
6. Over cost limit.....-1 to -30 points

Teams that don't present a scored element of the problem will not receive a penalty, they will receive a zero score for that category.

F. Style (Elaboration of the problem solution; use four copies of the Style Form from the 2023-24 Odyssey of the Mind Program Guide.)

1. Use of the *same type of material* in multiple ways in the performance 1 to 10 points
2. Creativity of the appearance of the membership sign 1 to 10 points
3. (Free choice of team) 1 to 10 points
4. (Free choice of team) 1 to 10 points
5. Overall effect of the four Style elements in the performance..... 1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide

1. 10' x 10' (3m x 3m) presentation area (larger, if possible).
2. A three-prong electrical outlet at the performance area.
3. A judging team and materials necessary to judge this problem.

NOTE: *Contact your local Tournament Director for site specifications, such as actual dimensions, floor surface, etc. Do not submit a clarification request for this information.*

H. The Team Must Provide

1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form, and all team-specific clarifications.
2. Four copies of the Team List as described in B12. This list is to assist the judges. If the team fails to provide the list, there will be no penalty; however, it benefits the team to have the lists because without them the judges might miss a scored aspect of the performance.
3. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.

I. Problem Glossary (*Italicized terms that are not in this Glossary can be found in the 2023-24 Odyssey of the Mind Program Guide.*)

Dismantle – To disassemble or break apart a single object into pieces.

Same type of material – mass-produced items that are identical (same size, shape, color and material). For example, red rubber bands of the same dimensions including diameter, thickness, etc.

Trigger the device – The process of starting the required device which will then function to perform the required action.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus.

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