

# Community Engagement through Robotics – Building an International Network without Traveling

Tanja Karp

*Dept. of Electrical and  
Computer Engineering*

*Texas Tech University  
Lubbock, TX*

*tanja.karp@ttu.edu*

Patricia M Gouws

*School of Computing  
University of South Africa  
(UNISA)*

*gouwspm@unisa.ac.za*

Ute Ihme

*Dept. of Computer Science  
University of Applied Sciences  
Mannheim, Germany*

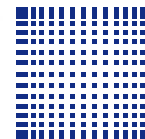
*u.ihme@hs-mannheim.de*



TEXAS TECH UNIVERSITY

Edward E. Whitacre Jr.  
College of Engineering

UNISA



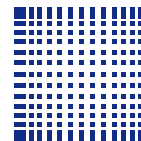
hochschule mannheim

# Introduction

- Robotics has been identified as a tool to excite students about STE(A)M careers
- Significant interest in the community
- Existence of a vast variety of robotics challenges
- Most challenges require physical presence
- International participation is only possible for best teams



hochschule mannheim



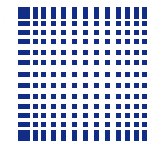
TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA |   
university  
of south africa

# Virtual Get Excited About Robotics (GEAR) Competition



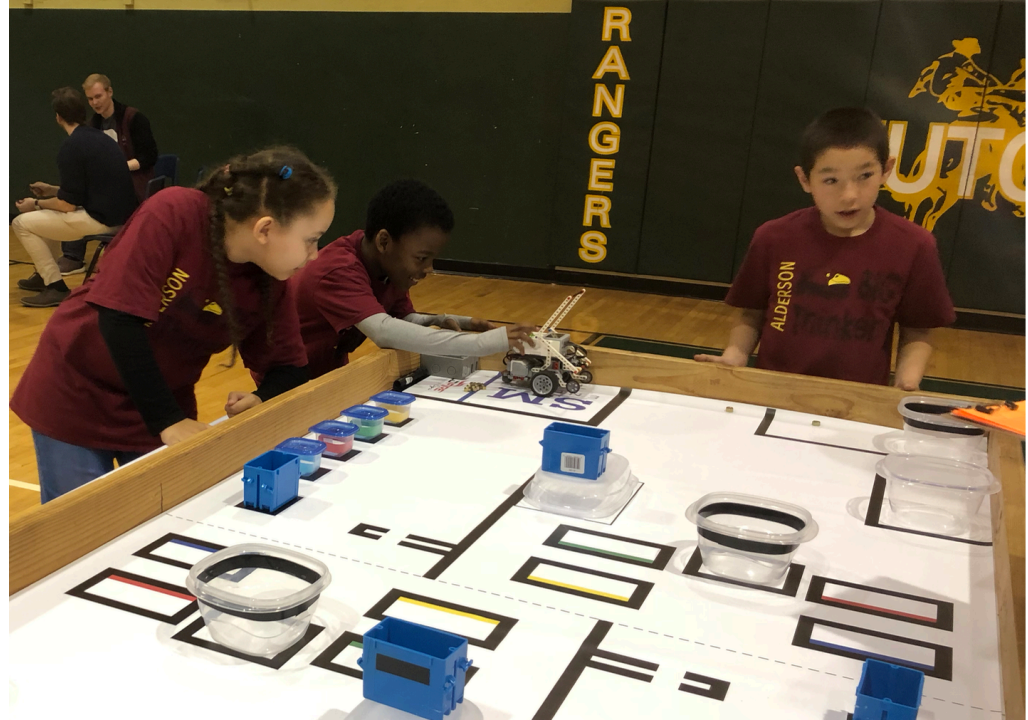
TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering



hochschule mannheim

# GEAR Challenge

- 8 week LEGO Robotics Challenge
- 2 minute matches
- List of tasks that the robot needs to accomplish autonomously to score points



hochschule mannheim

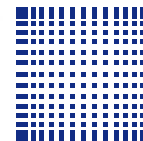


TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA



university  
of south africa





# Purpose and Program Growth

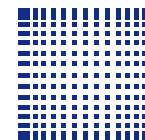
- Broaden participation in GEAR (Get Excited About Robotics)
- Offer low cost competition suitable for beginners
- No travel required, all products are submitted online

Number of teams	2017	2018	2019
USA	1 (TX)	8 (TX & AZ)	13 (AZ & TX)
Germany	3	3	7
South Africa	12	33	49
Namibia		4	6
Costa Rica			5

hochschule mannheim



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering



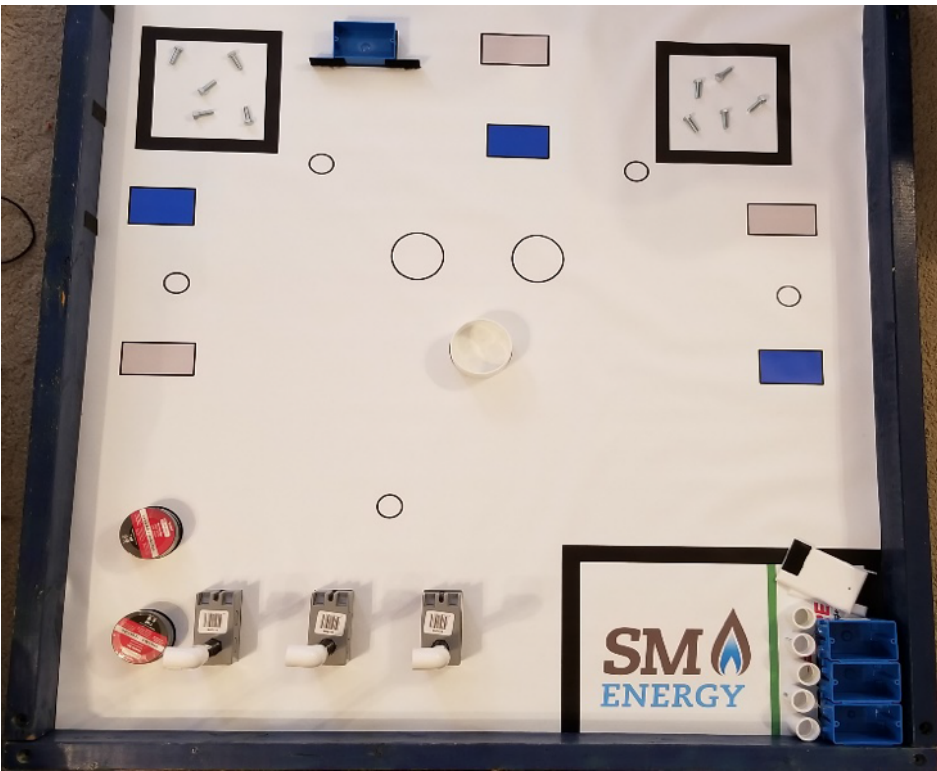
# Competition Schedule

Time	Task
January 31	Register online
February 1	Game field and game element information is sent out to registered teams
February 14	Upload Team Introduction Video and share link with organizers
February 15	Game rules and all Team Information Videos are sent out to all team coaches
March 31	Upload Trial Run Video – Teams receive scores and feedback
April 30	Upload Engineering Design Videos
May 7-19	Game Day
May 31	Announcement of Awards



# Game Instructions (February 1)

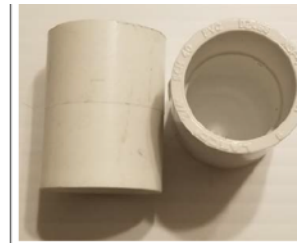
- Teams receive drawing of game field and need to build their own (print, tape, etc.)
- Teams receive information about game elements and need to purchase/build their own (supermarket, hardware store, 3D printing)



Animal Waste



Fence Panels



Trees



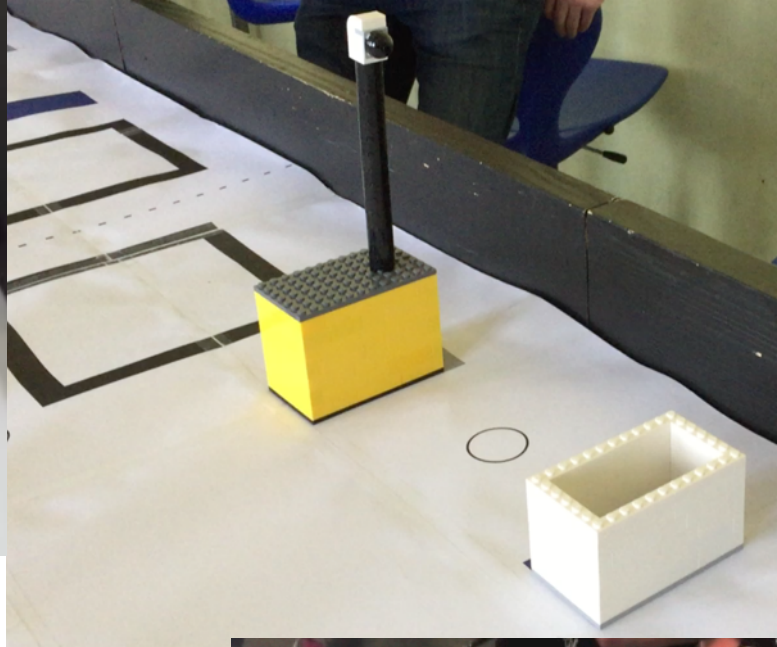
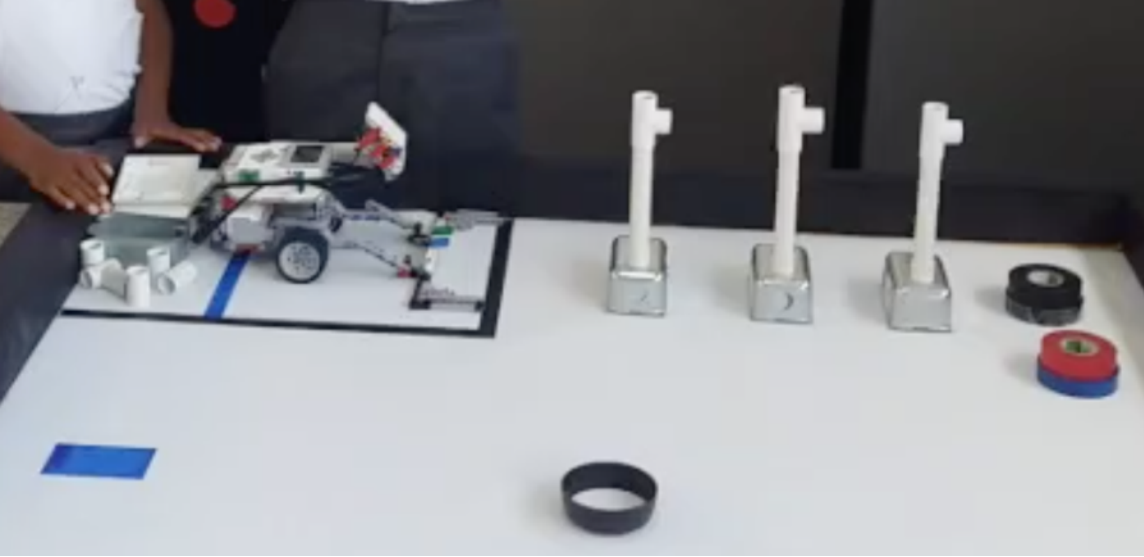
Hay Bales



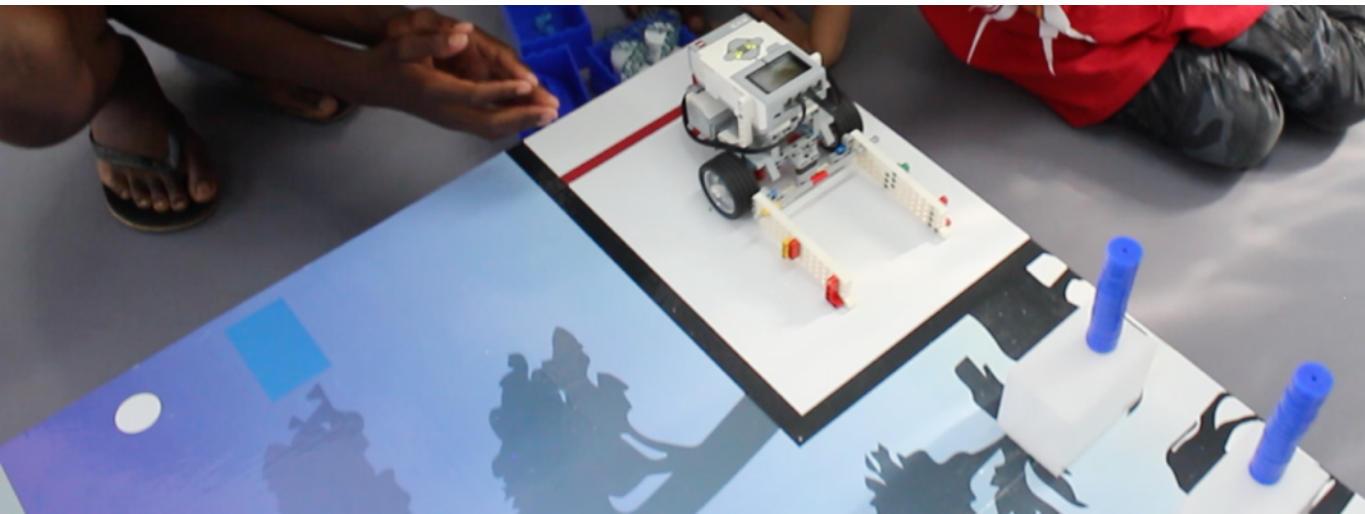
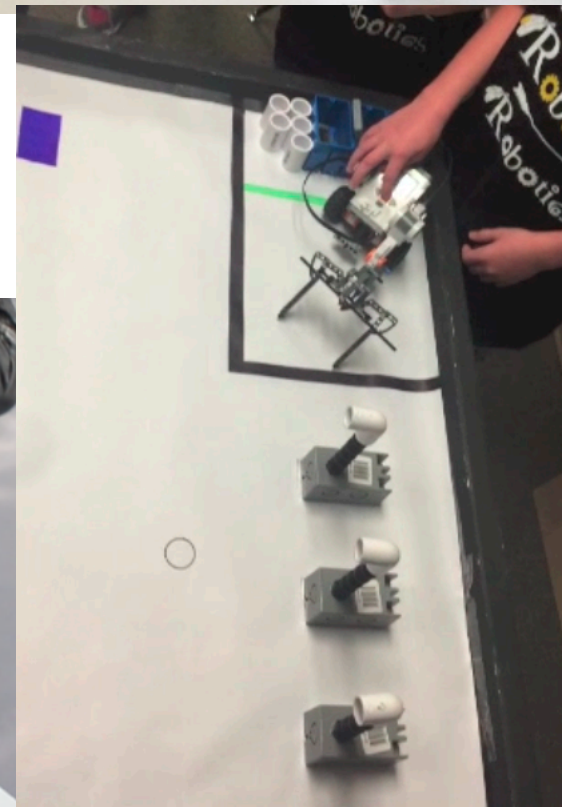
Stock Tanks



Security Cameras



Since everyone keeps playing on their own game field, game elements can look slightly different





# Team Introduction Video (February 14)

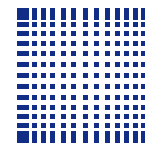


TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA



university  
of south africa



hochschule mannheim

# Release of Game Rules (February 15)

- Annually changing challenge
- Description of tasks
- Scoring during 2 minute match
- 16 page document

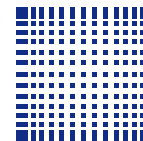
General competition rules were sent out with game element list



hochschule mannheim

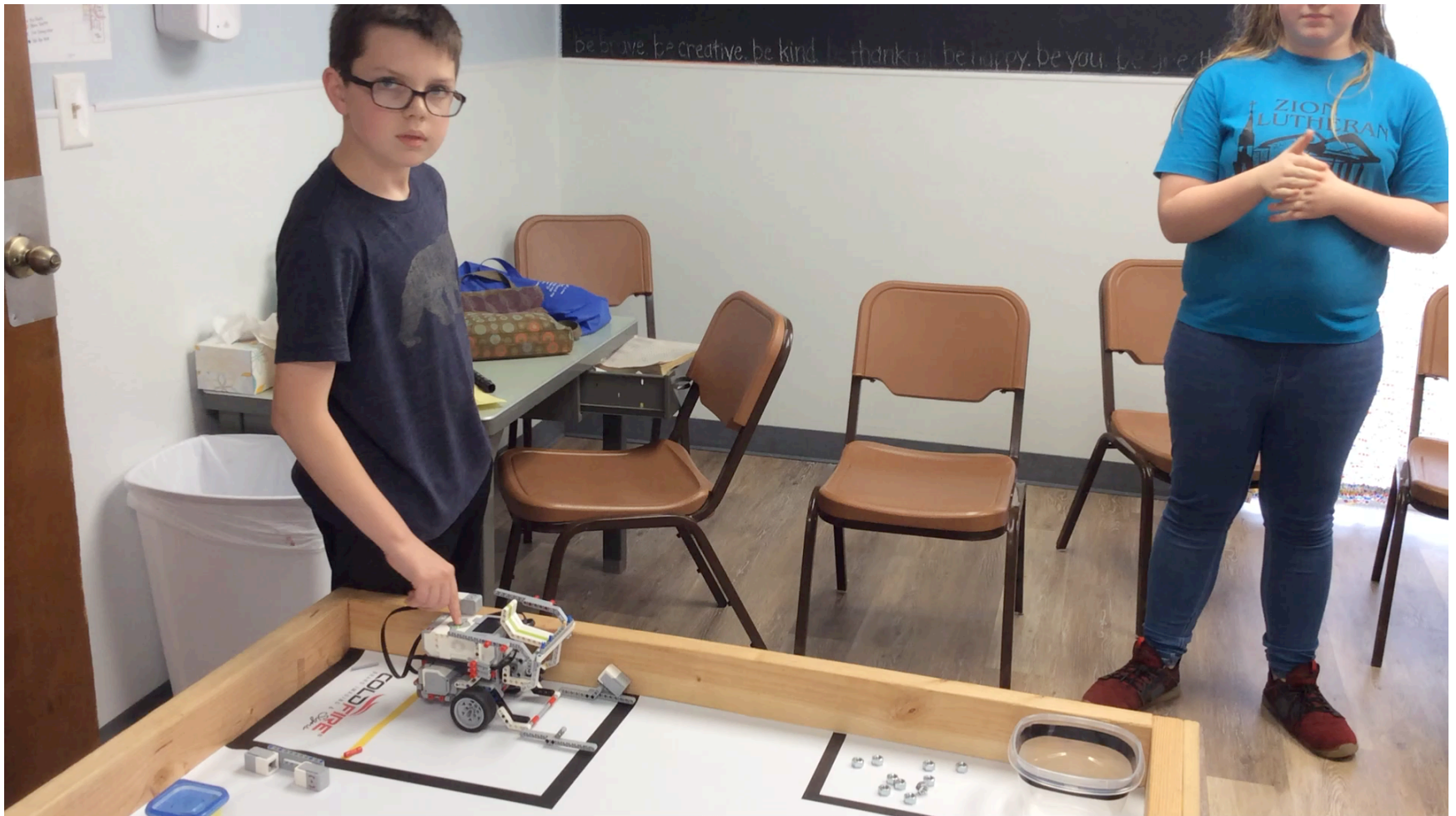


TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering





# Trial Run Video (March 31)

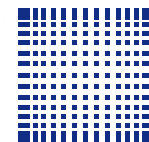


hochschule mannheim



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA



# Engineering Design Video (April 30)



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA



hochschule mannheim



# Game Day (May 7-19)

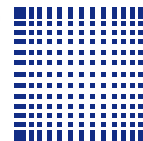
- Team coaches schedule game day with local organizer, who will attend either via video conference or in person
- Opportunity for teams living in same area to meet and hold competition at one of their locations
- Robot performance is video taped to share with other teams
- Video is scored



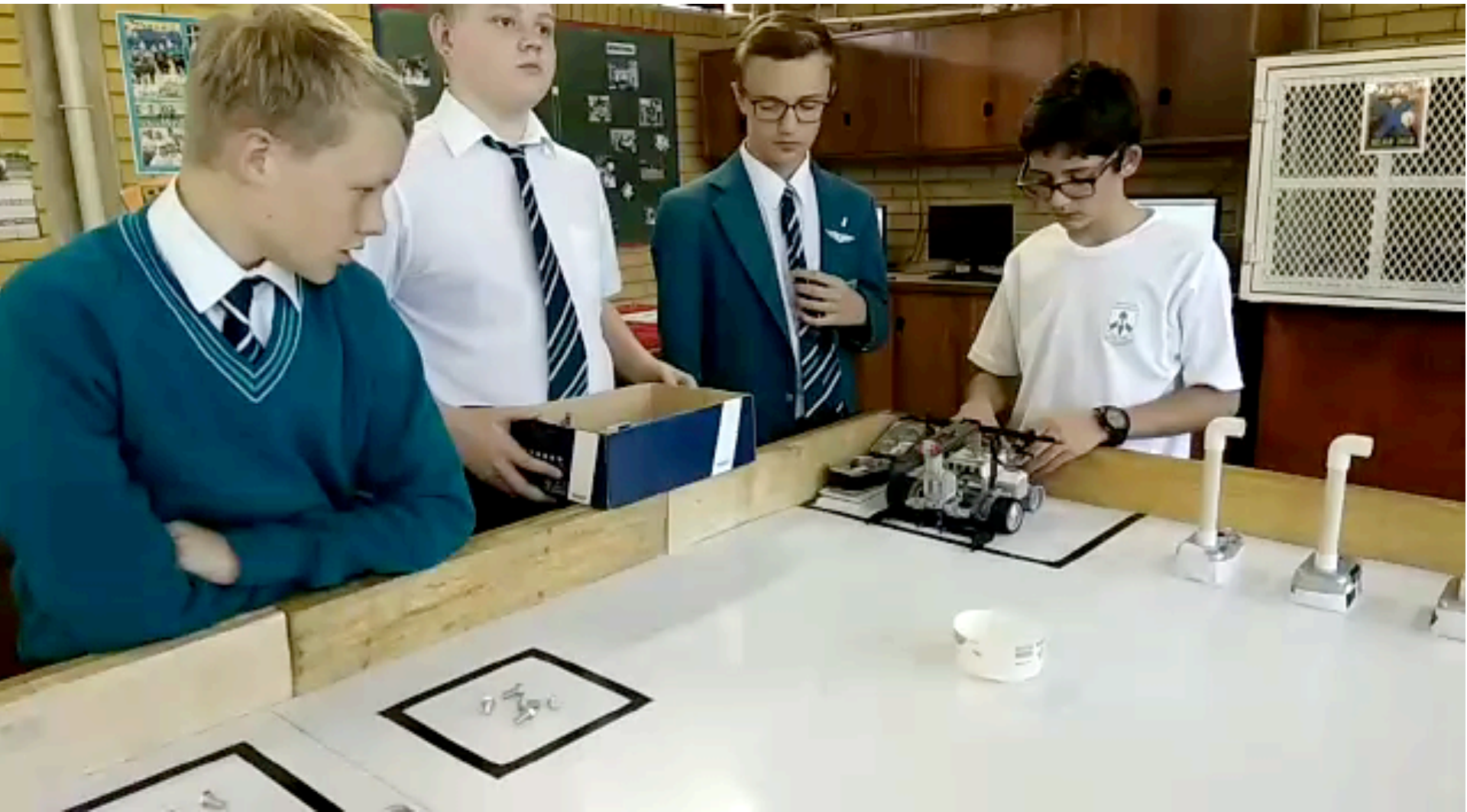
TEXAS TECH UNIVERSITY

Edward E. Whitacre Jr.  
College of Engineering

UNISA

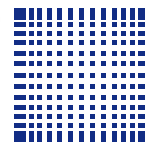


hochschule mannheim



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA |   
university of south africa



hochschule mannheim

# Awards (End of May)

- Teams receive all scoring information and certificate



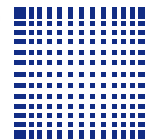
# Building an International Community



TEXAS TECH UNIVERSITY

Edward E. Whitacre Jr.  
College of Engineering

UNISA



hochschule mannheim



# Key Component - Communication

## Local facilitators:

- promote program and STE(A)M careers
- make arrangements for in-country participants
- host events and mini-competitions
- provide training opportunities
- secure local funding
- have crucial local expertise

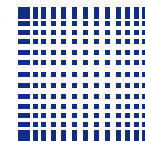


hochschule mannheim



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA |   
university  
of south africa



# Key Component - Communication

## Coaches & Teachers:

- communicate with program providers
- recruit participants and schedule robotics meetings
- share videos from other teams to build a community
- build a network to support each other

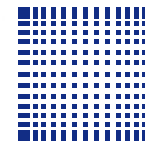


hochschule mannheim



TEXAS TECH UNIVERSITY  
Edward E. Whitacre Jr.  
College of Engineering

UNISA |   
university  
of south africa



# Key Component - Communication

## Social Media:

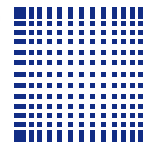
- choose App that already has the greatest penetration among participants
- enables group communications and ease of use
- is cell phone based and inexpensive
- can be used for all official communication
- allows to connect participants
- is scalable



TEXAS TECH UNIVERSITY

Edward E. Whitacre Jr.  
College of Engineering

UNISA



hochschule mannheim

# Thank You!

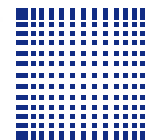
## Q&A



TEXAS TECH UNIVERSITY

Edward E. Whitacre Jr.  
College of Engineering

UNISA



hochschule mannheim