

17th annual

RoboBoat 2024

February 5-11, 2024 | Nathan Benderson Park | Sarasota, Florida

TeamTime

Thursday, October 26, 2023 | 12:00 Noon Eastern Time













Edit your name to "Name | Team Name"

2

Let us know in the chat:

Rookie or Returning Team?

AGENDA

[12:00-12:10] Welcome & Introductions

[12:10-12:20] Competition Overview

[12:20-12:35] Autonomy Challenge Overview

[12:35-12:45] Event Details

[12:45-13:00] Questions?















Julianna Smith Program Manager



Laverne Imori
Community Engagement
Coordinator



Lindsey Groark

Program Director



Cheri Koch Senior Events Manager



Bill Porter

Technical Director



Jovanni Conway Technical Manager





SARASOTA, FLORIDA FEBRUARY 2024

Organizers





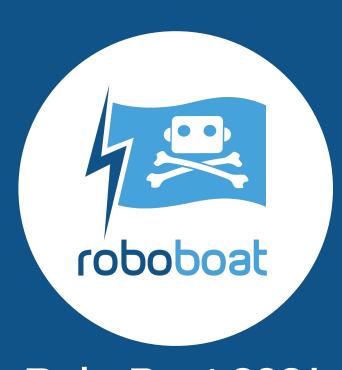
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Eligibility



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All teams must build an ASV to compete; only one vehicle in the competition.



Teams must be comprised of:

- 75% or more full-time students
- 25% or less alumni



Most team members must be college or high school students. Teams may also include middle school students. Interdisciplinary teams are encouraged.



Minimum of three (3) team members.







Autonomy Challenge

Build an ASV to showcase autonomous performance.



Design Documentation

Prepare documentation showcasing ASV design and competition strategy.

Design Documentation

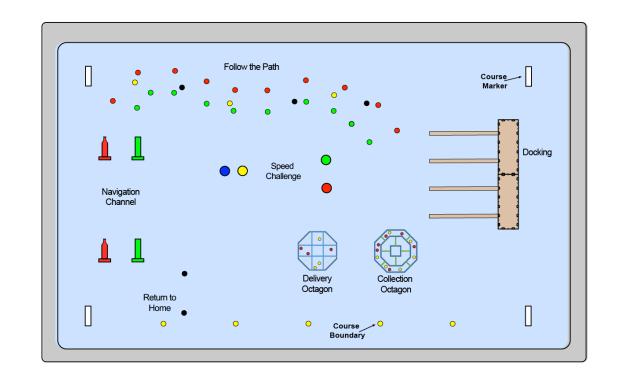
- Team Website
- Technical Design Report
- Team Intro Video
- Design Presentation
- System Assessment



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Station Keeping



Object Delivery

Detection



Two-step Behaviors

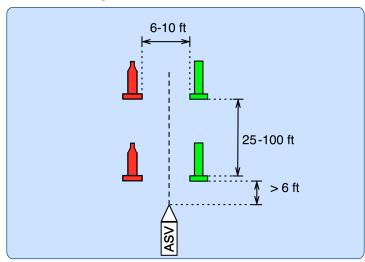






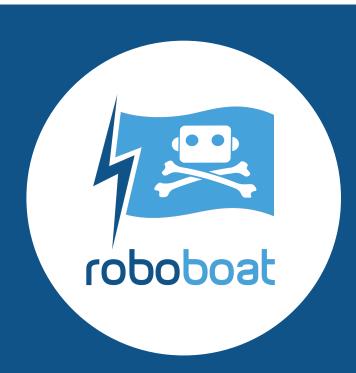
Task 1: Navigation Channel

- Mandatory before attempting other tasks
- ASV passes through two sets of gates
 - Gate: pair of red and green buoys
 - ASV starts autonomous navigation at a minimum of 6 ft before the set of gates



Task 1 – Navigation Channel	Performance Measures	Potential Points
G. G	ASV navigates through both gates	0,200





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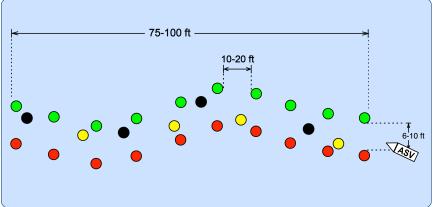
Task Overview



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Task 2: Follow the Path

- ASV passes through a pathway between multiple sets of gates and avoids intermittent yellow and black buoys
 - Gate: pair of red and green buoys
- ASV counts duck sightings (yellow buoys) and exits pathway. ASV circles in place for the number of duck sightings collected during task.



the Path	Performance Measures		Potential Points
	ASV maneuvers through gates (G), without striking buoys (S) (maximum buoy strikes: 5)	25*G – 25*S	0-250
	ASV maneuvers through gates, in one sequence	25*G	0-250
	ASV exits pathway and circles in place, equivalent to number of yellow buoys in task		0,50



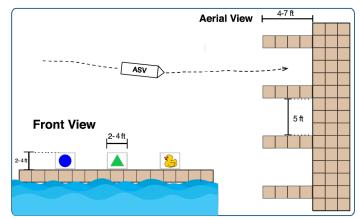
Task 3: Docking

ASV detects and enters the docking bay corresponding to the

color of the day

 Docking bays could have banners with any of the following:

- Shapes circle, triangle, square, plus sign
- Colors blue, green, red
- One docking bay will have an image of a duck for Task 4

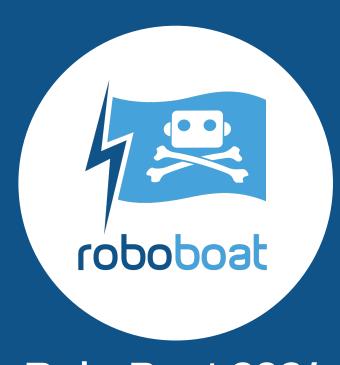


	Performance Measures	Potential Points
Task 3 – Docking	ASV enters any docking bay (points awarded once)	0,50
	ASV enters correct docking bay on first attempt	0,150
	ASV remains in dock for 30 seconds	0,150
	ASV style points 50 for entering in any direction, other than forward 50 per turn in place, while remaining in dock (max: 2)	0-150





Task Overview



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Task Overview

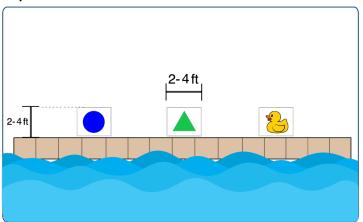


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Task 4: Duck Wash

- ASV detects the docking bay with the duck banner
- ASV delivers water on the duck banner
 - ASV may pump water from environment versus storing it on board the vehicle.
 - ASV may make contact with dock.



Task 4 – Duck Wash	Performance Measures	Potential Points
	ASV shoots water near task platform	0,100
	ASV delivers water on duck banner	0,150
	ASV delivers steady stream of water on duck banner for 5 seconds continuously	0,300



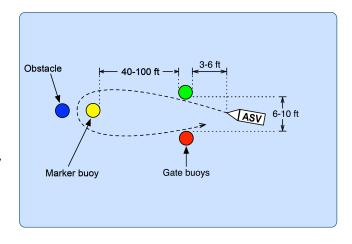
Task Overview



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Task 5: Speed Challenge

- ASV enters the gate buoys, maneuvers around the marker buoy and exits through the same gate buoys, as quickly as possible.
 - The blue obstacle buoy may be positioned anywhere within this task.



• The timer starts when the bow (front) crosses the gate buoys and stops when the bow (front) crosses the gate buoys.

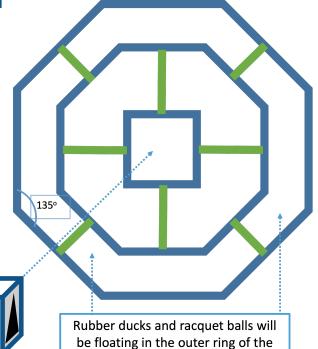
	Performance Measures		Potential Points
	ASV navigates through gate, without touching any buoy		0,50
	ASV circles yellow buoy, without touching any buoy		0,100
	ASV circles blue buoy, without touching any buoy		0,50
	ASV exits through gate, without touching buoy		0,100
	Task completion time (T)	250-T	0-250



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Task Overview

Task 6: Collection Octagon

- •ASV collects items in octagon.
 - •Items include: floating rubber ducks and red racquetballs.
 - •ASV then delivers the collected items to the Delivery Octagon (Task 7).
- •Collection area floats on the surface of the water and is approximately 6 feet in diameter.
- •3-dimensional cube in the center of the octagon aids the ASV to detect the task.
 - Panels are black triangles.

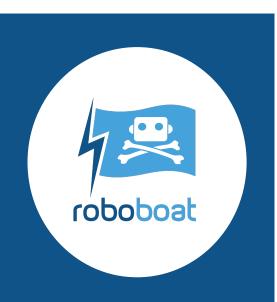


Collection Octagon.

	Performance Measures		Potential Points
Task 6 – Collection Octagon	ASV makes contact with item from collection octagon		0,50
	ASV collects items (i) from collection octagon	50*i	0,50,100,150
	ASV collects ducks (d) from collection octagon	50*d	0,50,100,150



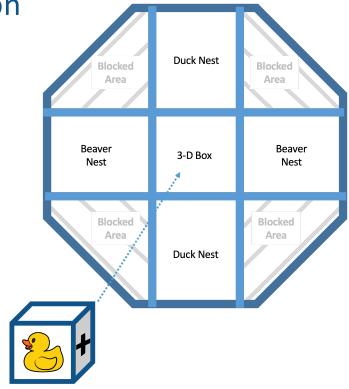




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Task Overview

Task 7: Delivery Octagon

- •ASV delivers collected items from Task 6 to "nests" in octagon.
- •Collection area floats on the surface of the water and is less than 6 feet in diameter.
- •3-dimensional cube in the center of the octagon aids the ASV to detect the task and identify the nests.
 - Panels are black plus signs and duck images to identify the different nests.



Task 7 – Delivery Octagon	Performance Measures		Potential Points
lask / — Delivery Octagoli	ASV delivers items (i) to any nest	50*i	No limit
	ASV delivers items (i) to correct nest	50*i	NO IIMIT



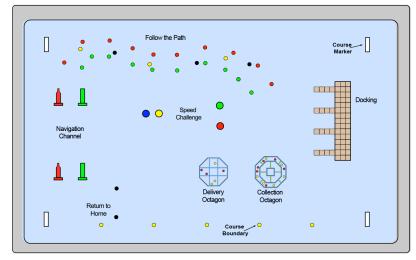


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Task 8: Return to Home

• ASV returns to start of course in autonomous mode, maneuvering through a pair of black buoys positioned near the start of the course.



Task 8 – Return to Home	Performance Measures		Potential Points
	Return to home after attempting tasks (#t)	100*#t	0-700
	Bonus for attempting all tasks and returning to home		0,100

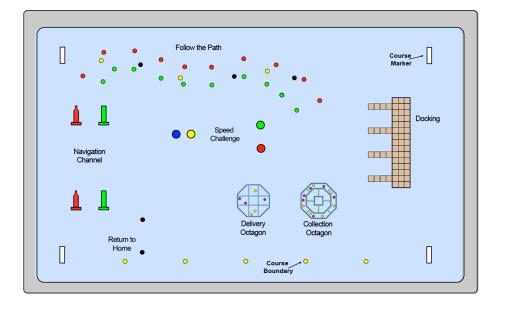
Time Bonus: "The First Duck Gets the Worm:

Multiplier applied to overall points earned, based on the number of seconds remaining on the timeslot clock.

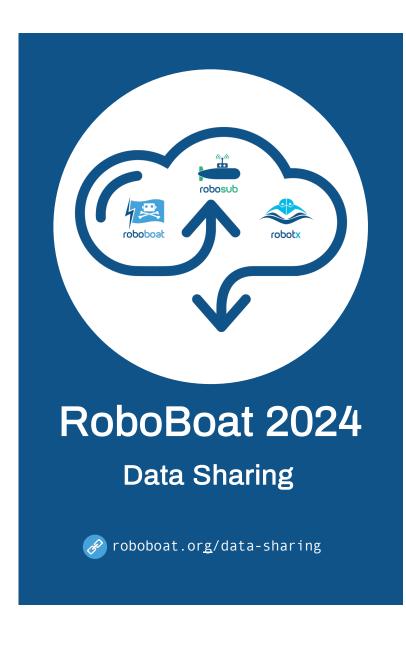




QUESTIONS?







What is Data Sharing?



Centralized Repository



Community Driven



Competition focused

Vision
Acoustics
Mechanical Designs
Electrical Designs



DATA FOR ALL TEAMS

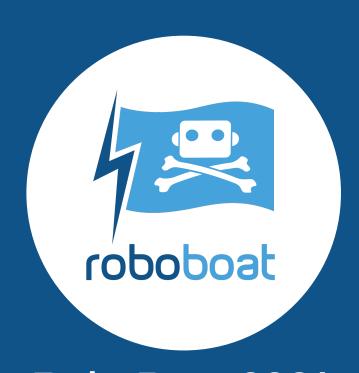


LARGE DOMAIN
OF DATASETS

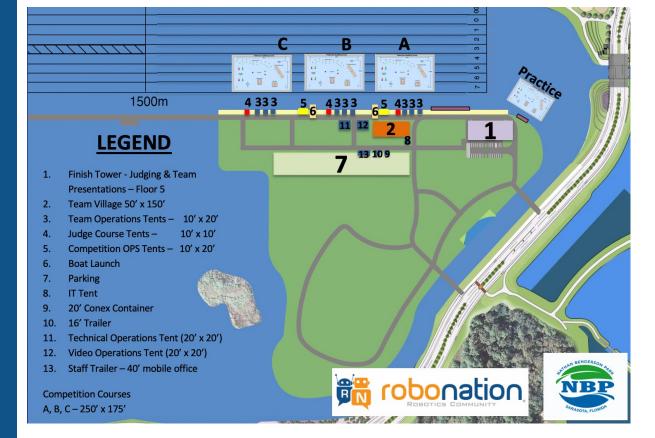


BETTER PLATFORM FOR NEW TEAMS





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Venue Layout





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Overall Schedule

DEC 2023

Pre-Competition Submission Deadlines

JAN 2024

Pre-Competition Evaluation (Online Judges)

FEB 5 MON	FEB 6 TUE	FEB 7 WED	FEB 8 THU	FEB 9 FRI	FEB 10 SAT	FEB 11 SUN	
1:30 pm Team Orientation (mandatory) 2:30 pm	2:00 pm Judges'	g	9:00 am – 5:00 pi entations / System	m		TBD Rounds	
Safety Inspections	Training		5:30 pm 6:00 p				
	5:30 pm — 6:00 pm Daily Team Meeting (mandatory)						
		•	1 – 2:00 am Testing (@ Hotel)			7:30 pm Awards	
		L Overnight Foor	I				

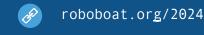




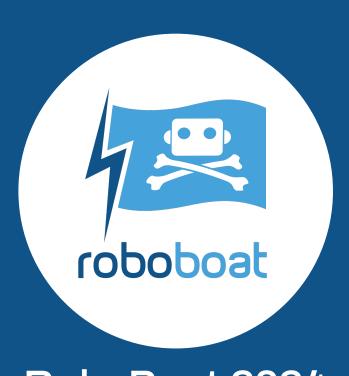


How to Get Started:

- ☐ Team Handbook
- □ Registration
- ☐ ASV Design Process
- ☐ TeamTime Meetings







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Stay Updated



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ALL THINGS ROBOBOAT

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- Scan the QR Code
- Select the RoboBoat role
- Turn on notifications!







QUESTIONS?



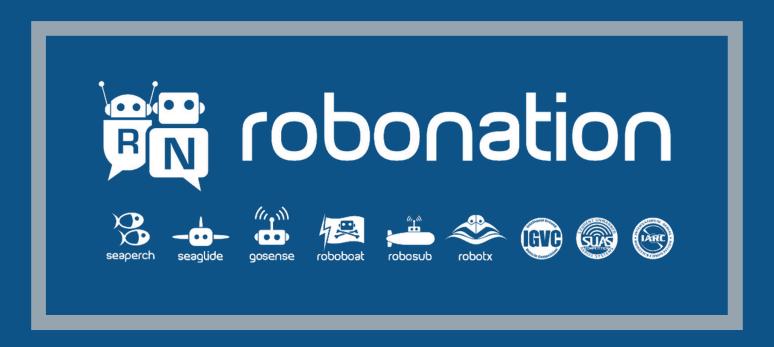




HAPPY HALLOWEEN!







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For more information contact autonomy@robonation.org