



Odyssey of the Mind

Problem No. 2:

VIRTUAL ODYSSEY



Virtual Odyssey

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

A. The Problem

Creativity is boundless as teams create a performance that includes a Virtual Reality World. As part of the world, they will design and build various technical effects, which include changing something that is two-dimensional into three-dimensional. During the performance, a character will unknowingly enter the Virtual Reality World where it will encounter a nefarious creature. It will learn the rules of collecting credits in the virtual world as the odyssey progresses. Finally, the character will escape the “clutches” of the creature and earn the last credit that allows it to journey back into the real world. The team will also create a special effect indicating to the judges and audience when the performance goes into virtual reality.

The **creative emphases** of the problem are on the overall performance, the Virtual Reality World, how the character accidentally enters the VR world, how it learns the rules of collecting credits, and the nefarious creature.

The **Spirit of the Problem** is for the team to create a performance about a character that begins in a real world setting and then unknowingly enters a Virtual Reality world. When this happens, a special effect will occur. The character that enters the VR world will have to escape from a nefarious creature and earn credits in order to leave it and journey back to the real-world setting. The VR world will feature three technical effects produced by team-created devices including: makes something change or appear to change from 2-d into 3-d, one that signals when credits are earned, and a free choice.

B. Limitations (Italicized word/terms are defined in the Problem Glossary or in the *2020-21 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2020-21 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, 2021. 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 \$145 (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 performance that includes:
 - a. A Virtual Reality (VR) World and a real-world setting.
 - b. Three team-made technical effects.
 - c. A character that unknowingly enters the VR world.
 - d. A nefarious creature.
 - e. Four required credits.
 - f. A journey back to the real world.
 - g. A special effect indicating when the performance goes into VR.
 - h. five Style elements including two that are chosen by the team.

6. The Virtual Reality World:
 - a. can be depicted in any visual way the team wishes that is noticeable to the judges and audience.
 - b. must be an original setting that is observably different from the real-world setting. The real-world setting can be depicted in any way and will be considered real *as portrayed in the performance*. The Virtual World setting will be noticeably different from the real-world setting.
 - c. will include three required technical effects. It may contain more than three but only three will be scored for D5.
7. The three required technical effects:
 - a. will take place in the Virtual Reality World.
 - b. must be completed using original devices designed and constructed by the team. They may include *commercially-produced parts*. *Indirect human power* is allowed.
 - c. must be able to be seen or heard by the judges and audience.
 - d. are in addition to the required special effect (see B12).
 - e. includes one that makes something change or appear to change from two dimensional to three dimensional.
 - f. includes one that signals when each credit is earned.
 - g. includes one that is team-determined.
8. The character that enters the VR World:
 - a. must be *portrayed* by a team member in costume.
 - b. will unknowingly enter the VR world *as portrayed in the performance*.
 - c. will encounter the nefarious creature.
 - d. will learn the rules to earn credits to leave the VR world as portrayed in the performance.
 - e. is captured by, and escapes from the nefarious creature while in the VR world.
9. The nefarious creature:
 - a. may be portrayed in any way the team wishes but must meet the requirements of being a *character*.
 - b. will capture the character that enters the VR world. This may be done any way the team wishes as presented in the performance.
 - c. must appear only in the VR world.
10. The journey back to the real world:
 - a. may be portrayed any way the team wishes.
 - b. will take place after the character escapes from the nefarious creature and earns the final credit.
 - c. will result in the character returning to the real-world setting.
11. The four required credits:
 - a. can be anything the team wishes but all must be seen by the judges and audience.
 - b. are what allows the character to escape the Virtual World. They don't have to perform a function, they just need to be earned by the character.
 - c. must include at least one earned after the character escapes the Nefarious Creature.
 - d. will be signaled by one of the technical effects when they are earned.
12. The special effect:
 - a. will indicate when the performance goes into VR. This must be done at least one time for score.
 - b. must be able to be seen or heard by the judges and audience.
 - c. is allowed to be completed using *direct human power*.

13. 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 description of the Virtual Reality World and the real-world setting.
 - c. a brief description of the technical effects and how they operate.
 - d. a brief description of the special effect.
 - e. a brief description of the character that unknowingly enters the VR world.
 - f. a brief description of the nefarious creature.
 - g. when in the performance the character will earn the credits.
 - h. 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 15 points
2. Overall quality of the presentation 1 to 15 points
3. The real-world setting 2 to 15 points
 - a. Appears before and after the character is in the VR world 0 or 5 points
 - b. Artistic quality of setting 2 to 10 points
4. Virtual Reality World 4 to 20 points
 - a. Creativity in how it's portrayed 2 to 10 points
 - b. Originality of the VR World theme 2 to 10 points
5. The Technical Effects..... 7 to 50 points
 - a. Risk-taking in the way they function 3 to 15 points
 - b. Level of difference in the design of each 2 to 10 points
 - c. Impact on the performance..... 2 to 10 points
 - d. Are successfully completed within limitations (5 pts @) 0, 5, 10 or 15 points

6. The character that unknowingly enters the VR World 5 to 35 points
 - a. Creativity of how it accidentally enters the VR World2 to 10 points
 - b. Escapes from the nefarious creature..... 0 or 5 points
 - c. Collects 4 credits 0 or 5 points
 - d. Creativity of how it learns the rules to earn credits 1 to 5 points
 - e. Effectiveness in the performance2 to 10 points
7. The nefarious creature 2 to 15 points
 - a. Captures the character that unknowingly enters the VR World 0 or 5 points
 - b. Creativity of its performance 2 to 10 points
8. Visual Effectiveness of how settings transition (impact, difference, originality)..... 2 to 20 points
 - a. Entering the Virtual World 1 to 10 points
 - b. Returning from the Virtual World 1 to 10 points
9. The Special Effect 1 to 15 points
 - a. Indicates when performance goes into VR..... 0 or 5 points
 - b. effectiveness in the performance 1 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 or missing membership sign.....-1 to -10 points
4. Outside assistance (each offense)-1 to -25 points
5. 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 *2020-21 Odyssey of the Mind Program Guide*.)

1. Artistic quality of a prop 1 to 10 points
2. Creativity of the team-determined Technical Effect 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 B13. 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.

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

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