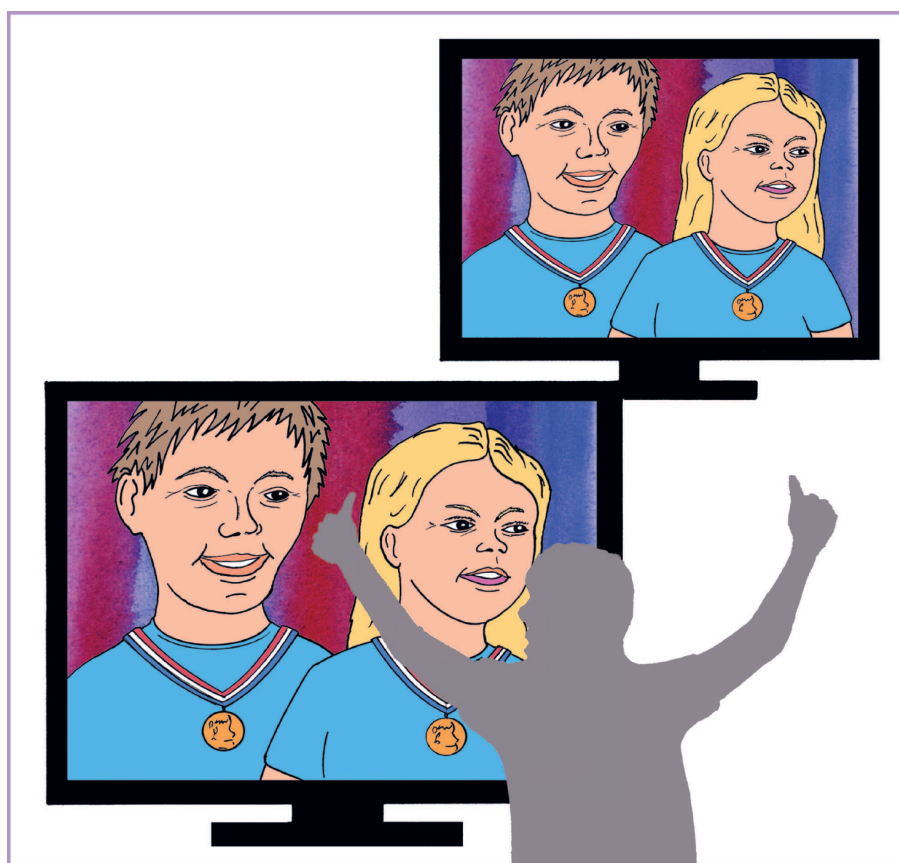




Odyssey of the Mind™

2012-2013

Problem No. 2: The Email Must Go Through



The Email Must Go Through

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

Introduction

Technology has made our lives so much easier – or has it? Take email for example. It's easier than writing a letter and arrives at its destination so much quicker, and yet we spend more time than ever sending communications that might not be necessary. And, with all the junk email that arrives in our INBOX each day, we divert our attention from work that we should be doing to read information that we didn't even ask for. Not to mention all of the problems that occur when an important message gets stuck in a SPAM filter or lost somewhere in Cyberspace. But, all in all, now that we use email so much, what would we do without it? Here's an opportunity for Odyssey of the Mind teams to create their own method of getting email where it needs to go...or perhaps not!

A. The Problem

The problem is to create and present an original performance that includes a tangible representation of messages sent by email. A Sender character will create and send three emails to one or more Receiver characters. Each of the messages will pass through an email network server and be sorted in a SPAM filter before being transported to its final destination. One email message will require a return receipt from the Receiver, one will include a work of art as an attachment, and one will be diverted to an offbeat location.

The **creative emphases** of this problem are on the technology used to simulate the transporting and sorting of the emails; the performance of the network server and SPAM filter, the Sender, the Receiver(s), the offbeat location, and the reason for the work of art to be sent as an attachment.

The **Spirit of the Problem** is for the team to create and present an original performance that includes a tangible representation of three email messages that are sent from one location by a Sender Character. The emails will then travel through a network server, where they are sorted by a SPAM filter and transported to their final destination without being touched by the team members. The performance will also include a Sender character, one or more Receiver characters, an offbeat location, and a work of art.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the *2012-2013 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2012-2013 Odyssey of the Mind Program Guide*. This manual includes basic limitations for this problem and the 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 about the rules that will be clarified and the ways to submit those questions. General problem clarifications can be accessed at odysseyofthemind.com/clarifications/. Problem clarifications submitted after February 15, 2013, will not be answered. 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 starts when the Timekeeper says, "Team begin" and includes setup, Style, and presentation of the problem solution.
4. The cost limit for this problem is \$145 (U.S). The combined value of the materials used during the demonstration of the team's solution, including Style, cannot exceed this amount. The *Odyssey of the Mind Program Guide* explains the cost limit and lists items that are exempt from cost.
5. The team will create an original performance that includes:
 - a. three tangible representations of messages traveling through email.
 - b. a Sender character.
 - c. one or more Receiver characters.
 - d. an *email network server*.
 - e. a *SPAM filter*, located within the network server that sorts the emails.

- f. an *offbeat location*.
 - g. a *work of art*.
6. The **three emails**:
- a. must each be a tangible representation of a message. They can be *portrayed* in any way.
 - b. will be transported by a team-constructed system that represents the travels of an email message through an email network server to a Delivery Area.
 - c. will be sent by the Sender from a team-determined Loading Zone into the email network server, where it is sorted by a SPAM filter.
 - d. will leave the network server and be transported to different locations in a Delivery Area.
 - e. are not allowed to be *touched* by team members once they are loaded into the email network server. They may be loaded onto the server in any way.
 - f. may be touched by the team after they reach the Delivery Area, where they will be opened by a Receiver character.
7. The **Sender character**:
- a. may be anything and may be portrayed in any way.
 - b. will be portrayed as the same character creating and sending all three email messages.
8. The **Receiver character(s)**:
- a. may be one *character* or different characters. They may be anything and may be portrayed in any way.
 - b. will receive all of the emails in team-designated spots in the Delivery Area. One of these spots will be portrayed as being an offbeat location. The same Receiver does not have to receive all of the required emails.
 - c. must open all of the email messages and the attachment. This can be done in any way and does not have to represent a realistic manner of opening and viewing emails.
 - d. will send a return receipt back to the Sender after receiving one of the emails.
9. The **email network server**:
- a. is a team-constructed system that will sort and transport emails loaded from the Loading Zone through the Internet Area and to the Delivery Area (see Fig. A)
 - b. will include a SPAM filter that will sort all of the emails.
 - c. will be placed in the Internet Area by the team. It must be self-contained except for the use of *indirect human power* and chords necessary for A/C power.
 - d. will sort and deliver emails without any team member touching them until they reach the Delivery Area.
 - e. will deliver an email to three different spots in the Delivery Area as follows:
 - (1) One email will arrive and be opened by a Receiver, who then sends a return receipt. The receipt must be tangible and travel from the Receiver back to the Sender through the email network server under the same rules as transporting the email messages.
 - (2) One email will arrive with an attachment and a Receiver will open both. The attachment must be a work of art. The performance will include an explanation of why a work of art is being emailed.
 - (3) One email will be diverted to an offbeat location by the SPAM filter and be opened by a Receiver.
10. The **offbeat location**:
- a. will be a team-designated spot located within the Delivery Area.
 - b. can be portrayed in any way.
 - c. must be portrayed as being the wrong destination for one of the emails.
11. The **work of art attachment**:
- a. may be anything tangible the team wishes.
 - b. must travel with an email message and be connected to that message.
12. The team should present the Staging Area Judge with four copies of the Team's Required 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

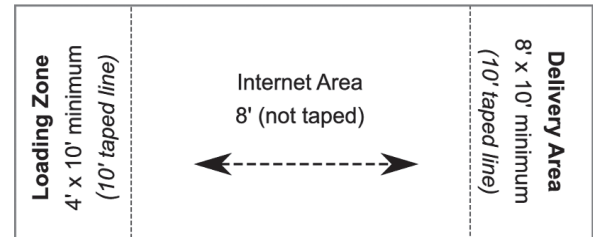
of 8 1/2" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated. It is for reference only. The list must include:

- a. the team's membership name and number, the problem and division.
- b. a brief description of the tangible representations of the three emails and the work of art attachment.
- c. the Sender character.
- d. the Receiver character(s) and which emails each one will receive.
- e. the offbeat location.
- f. 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 20' (3 m x 6.1 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 10' x 20' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 10' x 20' area. If a drop-off exists beyond the 10' x 20' dimensions, a caution line may be taped 30" (76.2 cm) from the edge of the drop-off. This will serve as a warning, not a boundary.

Figure A: Site Setup



2. Within the competition site will be a team-determined:
 - a. **Loading Zone**, where the Sender will load the emails into the network server.
 - b. **Internet Area**, where the team will place its email network server.
 - c. **Delivery Area** located 8' from the Internet Area. The team will determine three different spots within the Delivery Area where a Receiver character will receive and open the emails. Two of the spots can be portrayed as anything; one will be portrayed as an offbeat location.
 - d. These areas will not be taped off but will be determined by the team. The Loading Zone can be directly next to the Internet Area. However, the Delivery Area must be located at least 8' away from the closest part of the team's network server; that is, the email messages must travel a minimum of 8' before reaching their final destination.
3. A three-prong electrical outlet will be available. Teams must bring their own extension cords and adapters, if needed.
4. 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.
5. 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.
6. 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. Overall creativity of the performance (originality, effectiveness)1 to 20 points
2. Quality of the performance (audibility, movement, stage presence).1 to 20 points
3. The Sender character1 to 20 points
 - a. Loads three email messages into the email network server0 or 5 points
 - b. Creativity of its portrayal1 to 15 points
4. The Receiver character(s)1 to 20 points
 - a. Opens three email messages0 or 5 points
 - b. Overall creativity of their performance1 to 15 points

5. The email network server2 to 35 points
 - a. Creativity of how it transports email1 to 20 points
 - b. Originality of its design1 to 15 points
6. The SPAM filter2 to 20 points
 - a. Creativity of how it sorts email1 to 15 points
 - b. Originality of the reason one email was diverted to an offbeat location1 to 5 points
7. The required emails0 to 25 points
 - a. Are successfully sent and received (5 pts @)0 or 5, 10 or 15 points
 - b. Include a delivered work of art as an attachment0 or 5 points
 - c. Include one with a return receipt successfully received by the Sender0 or 5 points
8. The work of art2 to 20 points
 - a. *Artistic quality*1 to 10 points
 - b. Creativity of the explanation of why it is being emailed1 to 10 points
9. The offbeat location2 to 20 points
 - a. Creativity of the portrayed location1 to 10 points
 - b. *Effectiveness in the performance*1 to 10 points

Maximum possible: 200 points

E. Penalties (Deducted from percentaged scores.)

1. "Spirit of the Problem" violation (each offense)-1 to -100 points
2. Unsportsmanlike conduct (each offense)-1 to -100 points
3. Incorrect or missing membership sign-1 to -15 points
4. Outside assistance (each offense)-1 to -100 points
5. Over cost limit-1 to -100 points
6. Team touches email after it is loaded and sent but before it reaches the Delivery Areano score for that delivery attempt in D7a (it may be retrieved and sent again)

Omission of scored problem requirements carries no penalty except loss of score.

F. Style (Elaboration of the problem solution; use the Style Form from the *Odyssey of the Mind Program Guide*.)

1. Artistic quality of the tangible representation of one email1 to 10 points
2. Creative use of a trash item in a costume1 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 performance1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide

1. A 10' x 20' (3 m x 6.1 m) presentation area (larger, if possible).
2. A three-prong electrical outlet.
3. A judging team and materials necessary to judge this problem.

NOTE: *Contact your Tournament Director for information regarding site specifications, e.g., actual dimensions, whether lights may be dimmed, 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 its list as stated in B12. This list is to assist the judges. If the team fails to provide the list, there will be no penalty.
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 *2012 -2013 Odyssey of the Mind Program Guide*.)

Email network server — a team-created system that represents the central location where, after being sent by the Sender, email messages are processed before being sent to their final destination.

Offbeat location — any place other than the one where the email is intended to arrive.

SPAM filter — a tangible representation of an email sorting system, located within the network server, whose purpose is to determine if a message is considered SPAM (unsolicited and unwanted commercial email) and sometimes prevents the email from reaching its intended recipient.

Work of art — any tangible two- or three-dimensional artistic rendering. This can be a painting, drawing, graphic design, sculpture, mobile, or anything with the intention of being artistic. It can be created using any media, such as paint, clay, charcoal, mosaic, photography, etc.

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

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