RoboCup SSL 2012-2013 Team Survey Results
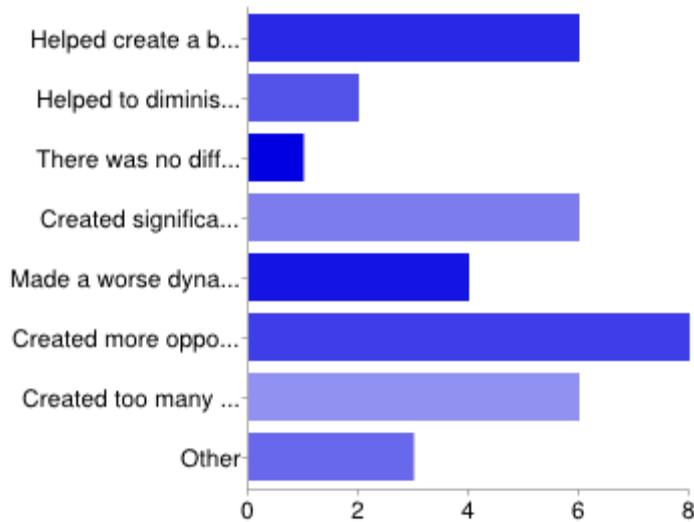
17 teams responded

Rule Changes: What did you think of adding one more robot?

Helped create a better dynamics for the game play.	6	38%
Helped to diminish differences between teams	2	13%
There was no difference / did not care or notice anything.	1	6%
Created significant financial burden on our team to make more robots.	6	38%
Made a worse dynamics for the game play.	4	25%
Created more opportunities for an intelligent game development	8	50%
Created too many collisions.	6	38%
Other	3	19%

People may select more than one checkbox, so percentages may add up to more than 100%.

Rule Changes: What did you think of increasing the goal defense area.
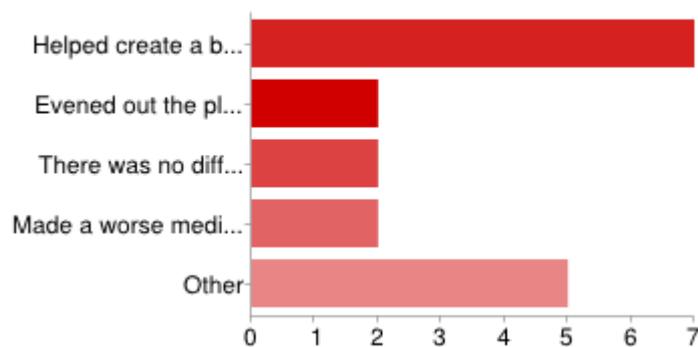
Helped create a better medium for dynamic play.	7	47%
Evened out the playing field.	2	13%
There was no difference / did not care or notice anything.	2	13%
Made a worse medium for dynamic play.	2	13%
Other	5	33%

People may select more than one checkbox, so percentages may add up to more than 100%.

Rule Changes: What did you think of decreasing ball speed?
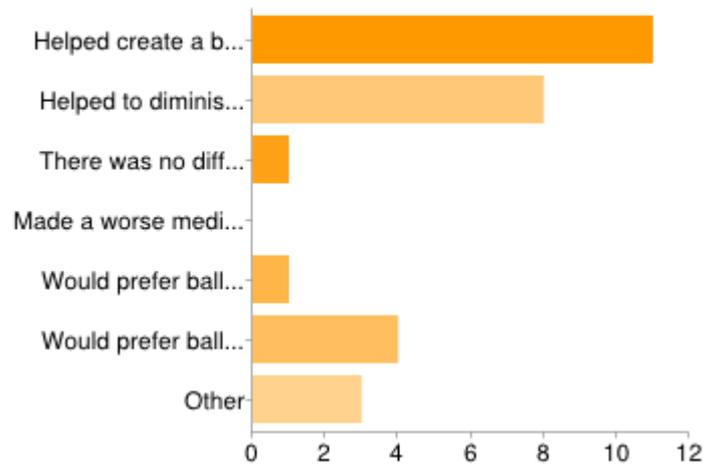
Helped create a better medium for dynamic play.	11	69%
Helped to diminish differences between teams	8	50%
There was no difference / did not care or notice anything.	1	6%
Made a worse medium for dynamic play.	0	0%
Would prefer ball speed limit to be higher.	1	6%
Would prefer ball speed limit to be lower.	4	25%
Other	3	19%

People may select more than one checkbox, so percentages may add up to more than 100%.

What rules do you think may need to be updated / created / removed?

- Increase field size
- Decrease defense area(about 10 cm would be better)
- The rule related to have defenders (two or more) inside the goal defense area. It is necessary clarify when a robot is considered in this area, with the 50% of his area inside or just touching the area line. Among other game situations as robots crossing this area. If the robot is moving or is static, if is interfering with the play or is in a passive attitude.
- The rule referred to shoot ball to goal when a robot uses a parabolic kick. When the goal is valid? Clarify if ball passes the final line bouncing, rolling or flying.
- We suggest that the conformation of groups for round robin must be public and have standard parameters, in order to have a fair competition. If it is possible to share this information through the web, it will be very good."
- Several terms referees say during game are different from terms in the rule.
- Goals using chipkick should be valid, regardless of how high the ball crossed the line. The goal is not much higher than the robot, so if the goalkeeper is positioned right it can defend.
- A command/button for goal kick/corner on the referee would be great
- Create some sort of guidelines regarding video review during the game.
- We should use Hawk-Eye challenge (maybe playback the video) to diminish quarrel in the game, but the number of challenges should be limited, just like tennis.
- I think that increasing the field size would decrease the number of exiting ball from the field, so we can see more continuity in the games. Consequently the teams focus on developing their team tactics instead of free kicks and individual abilities.

- Turn the goal defense area square. Doing that will force teams to start making the defenders act smarter. The "4 goalies" strategy would have less success since the moving trajectory is less smooth.
- Remove one robot or increase the field size.
- We need to make the game more attractive for spectators. The problem is that it's hard for people watching the game to know from which team each robot is. Maybe we can change the color of the entire robot cover.
- Increasing the field size with 6 robots in each team seems so helpful for more dynamic games and intelligent strategies. Collisions will be decrease in this case.

Technical Challenges: What is your opinion about the technical challenges in 2012 ?

- A little bit boring due to lack of participation.
- Technical Challenge: despite of the delay time for field preparation, it was done properly but last too long till midnight!!
- For us it's a good way to show every team's skills. We plan to participate in a future occasion.
- The passing and shooting challenge was interesting and good.
- The passing and shooting challenges were very nice, they could be re-used for 2013.
- It would be important to release them with reasonable advance (more than 2 months)
- I would've liked to have had the mixed team challenge, although we weren't able to compete in the other challenges.
- The pass/shoot challenge was too difficult for many of the teams in the league.
- We'd like to extend a big round of applause to the OC / TC for being so patient with our team's inability to compete in the technical challenges.
- We should make every team to make their own technical show, just like NBA's Slam dunk contest, and make score by spectators around.
- Both technical challenges were interesting.

Technical Challenges: What challenges should be used in 2013 ?

- The passing and shooting challenge again.
- Definitively need to keep the Mixed team challenge, that is a very important test bed, and if possible it should be given a full day with time for teams to work together.
- Would be great to have AI focused challenges as well"
- Mixed team!
- Navigation challenge in 2011 was a good challenge. The fact that many teams ran into the obstacles a lot shows the need for improvement in their navigators. It's unfortunate that this challenge requires one team's robots to be highway pillars.
- AI: learning patterns
- Passing, and showing more team abilities are preferred instead of navigation and other basic techniques.
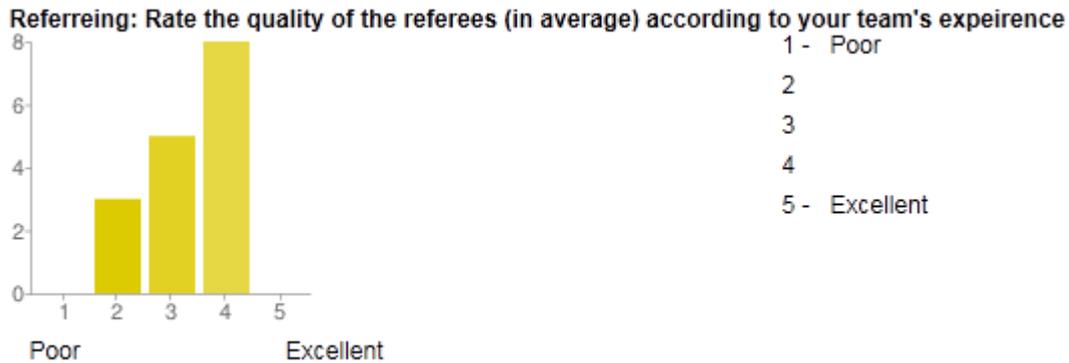- Since no team did the 2012 technical challenges perfect, the same challenges will be good for the next year.

League Software: In what software and functionality should the league focus on developing ? Can any of your team members contribute ?

- Our [team] would like to help on SSL-Vision improvement.
- Automated ref box and standard simulator

- Standard simulator, standard logging, SSL-Vision improvement
- Automated referee box. We can perform test related to any software module.
- Sorry, we can't contribute to develop.
- We have no power to develop.
- We cannot contribute anything for lack of time and ability.
- SSL Vision needs a reference manual and volunteers to improve it. Having it record logs automatically so all games have logged data available is important.
- A prize for teams sharing code would be nice as well
- Chris Head has been working on GRSim and the Referee Box. He's awesome.
- SSL-Vision should be more user-friendly, e.g. auto-calibration.
- Many routine works and modules could be shared such as implementation of Kalman filter, RRT Planner and so on.
- We are eager to cooperate in such these projects.
- Automated ref box. At least for some of referee's decisions.
- Automatic referee, yes
- We think a standard protocol for team communication in mixed team should be developed. We have tested some protocols in IranOpen with Parsian team, and we can contribute about it.

**Additional Comments About Rules (anything about this topic)**

- Enlarging the field size should be considered simultaneously with increasing the number of the robots. There should be a constant ratio between number of robots and field area in order to avoid over crowded filed.
- The writing in the rulebook was difficult to understand.
- We suggest that you make a quick rules manual, avoiding referee's criterion.
- I think Machine size should be smaller than now. Machine size is big against field size.
- We would like to propose introducing of automatic referee ,or something to help human referee
- If we increase the number of robots, we should make robots smaller.
- We believe the field size should be kept to the same until such time 7 robots are in play. This because in 2007, with the field of 5 x 3.5m, CMDragons presented much more intelligent game than we see now
- Would be great to have a quick guide summarizing the rules, a sort of cheat-sheet
- Some part of the rule use complex sentence structure. Would you rewrite them in plain English? This would help the teams which English is not mother language.
- Penalty needs to be started with the penalty button when placing the ball.
- The usual way in Robocup 2012: Stop-Signal was used while placing the ball, letting the software think, that the bots need to block the ball (towards the goal).
- About the kick speed, a measuring system /software would be put in the referee-box and be released before matches.
- I think the rules do not explain the exact penalty for each infringement. It should be made clearer for the referees.

Referreing: Rate the quality of the referees (in average) according to your team's expeirence

1 - Poor
2
3
4
5 - Excellent

Referreing: Suggestions ?

- There are no standard today. It only depends on the referee decision.
- Some referees don't have clear understanding of rules.
- It's very important to unify rules interpretation, in order to help referees to make objective decisions. It would be no chance for a second or different interpretation of the same game situation.
- We propose that referees must have the support of an official game recording system, as SSL vision and we propose that every team has a limited amount of chances to argue a play situation, to maintain the game dynamic. This will create a trust environment in the SSL community.
- We would like to propose introducing of automatic referee ,or something to help human referee .
- Several terms referees say during game are different from terms in the rule.
- Having videos of past games showing how the good referees (like Bahador) apply the rules in Youtube would help others to understand, a sort of learn by example. Pieces of videos showing difficult decisions would also help. a referee tutorial would also be nice.
- Perhaps the rulebook should be shortened, in a revamp of the text
- Referee training is helpful but not enough to train beginner referees. Many teams listed a "head-referee", but often either weren't confident in their decisions or they weren't confident in their knowledge of the rules.
- It should be included in the rules that every team has to appoint a referee, assistant referee and vision expert.
- Make communication of the sat referee and the field referee better by using a radio.
- It would be better to decrease the referee authority in some rules and give the authority to the TC.
- One of the TC members suggested about the limited opportunities for any playing teams to challenge the referee. This, avoid so many interrupts by the playing teams.
- A ball speed limit detector is a must, according to the new ball speed limit rule.

Rate the importance of the ETDP presentations

1 - None
2
3
4
5 - Extremely
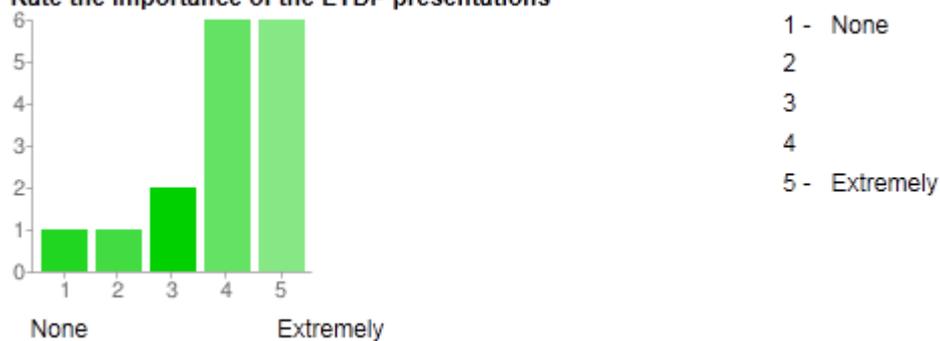
Do you have any feedback on how to run a competition better?

- Integrate table and results with some website for on-line information about games
- Don't do it [like] in Mexico/Somehow make sure the competition center is prepared for us.
- Provide solid solutions/recommendations.
- Professional network-admin for usable internet from start.
- A display showing the current status of the game. By status we mean score and referee's commands. This would also make the game more enjoyable for spectators.
- We think that the OC members should be in the arena about a week before starting of the competitions.

What were things the OC could have done better and what were things you think the OC did well :)?

- We suggest that local chair have better communication with OC in order to avoid delays in schedule of competitions.
- OC was very patient (or not patient at the appropriate times) and rocked at pulling together everything to still have a competition.
- I think you know what the local OC could do better...
- It did react well on the delayed play-fields.
- Nice social event organisation.

What were things the TC could have done better and what were things you think the TC did well :)?

- We suggest a better training for referees before the beginning of any competition stage.
- No problem.
- They're great. Big fan.
- One recommendation is there needs to be a procedure/recommendations for how to deal with belligerent teams, and this should be shared with the team captains before the tournament so everyone is aware.
- Better training of referee and vision experts.
- I think that more relations between the TC's and team leaders result in faster developments in the league. so that the TC's can provide useful guidance to younger teams.

General Feedback

- We are really glad to join the SSL community. In the last two years we had learn too much. Thanks to everyone.
- In the past competition we were really sad because we don't understood some referees interpretation of rules. We believe this is not fair with our effort and economic resources.
- Fostering research and exchange between teams, such as code sharing and open source applications are very important for the league, any way the committees can help on that would be great
- Everyone should get three gold stars. True story.
- One elaboration for EDTP presentations: the difficulty is that there is no good time to have these presentations. There are always other things happening that people want to do or see. They are important, but I don't think people - my team in particular - use them enough.
- Smooth sailing ;)