Challenge Orientation
Thank you!

Team Managers make the difference. You are helping make the leaders of tomorrow. Without you, none of this would be possible.
Agenda

• We will talk about the who and what for the 2018-19 Destination Imagination Scientific Challenge
• We will cover the details of the challenge
• WE WILL NOT go into other Destination Imagination stuff *Unless it is related to the challenge*
Who

- Affiliate Director California: Dick Pinney
- International Challenge Masters: Doug Proehl, Emily Richardson
- California Affiliate Challenge Masters:
  - cadi.scientific.rcms@gmail.com
  - Jordy Goldstein
  - Ryan Huber
  - Michelle Baker
- Regional Challenge Masters:
  - Michelle Baker and Jay Baker – Best of the Bay
  - Jenn Bowen – Central Coast
  - Jordy Goldstein – LA-DI-Land
  - Andrew Scholes, Steven Kalafatis – ONE
  - Brian Freeman – San Joaquin Valley
  - Lynn Macey – Silicon Valley
  - Michael Gerry – Waves to Dunes
Additional Resources

www.caldi.org

www.idodi.org
www.idodi.org/challenge-program/clarifications

Your local:

Regional Directors
Tournament Directors
Regional Challenge Masters
Affiliate Challenge Masters
International Challenge Masters
CLARIFICATIONS
Clarifications

www.idodi.org/challenge-program/clarifications

SCIENTIFIC: MEDICAL MYSTERY
Every team is expected to know the Published Clarifications for their Challenge.

Before your team asks a Team Clarification, please read all the Published Clarifications for your Challenge below.
Click here to ask a Team Clarification. The deadline to ask for Team Clarifications is February 15.

PUBLISHED CLARIFICATIONS:
CHECK BACK FOR UPDATES
There are currently no published clarifications.
How

DI is a long term process in learning

To solve the Challenge

Read the DI Roadmap
Read the Challenge
Read Rules of the Road
Re-read the Challenge
Re-read Rules of the Road
Repeat

Ask a Clarification if needed
Read the Published Clarifications
Medical Mystery

CONTENTS

4 The Central Challenge
Read this section thoroughly to make sure your team understands it.

8 Team Choice Elements
Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

8 At the Tournament
Learn about the team requirements at the tournament.

7 Scoring
Review all of the elements that will be scored during your team's Presentation.

8 Tournament Data Form
Fill out the required paperwork and bring copies to your tournament.
GETTING STARTED

Approaching the Challenge
This Challenge can be solved on many levels, ranging from the simple to the complex.
Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms “should” or “may.” If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road.) Remember, if it doesn’t say you can’t, then you can.

Solving the Challenge
The information in the following materials is binding on all teams.
Your team must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at DestinationImagination.org).
Team Budget
The total value of the materials used must not exceed $150US.

Time Limit
Complete the Presentation (including setup) in 8 minutes or less.

Tournament Data Form
Your team must explain elements of your Challenge solution on the Tournament Data Form found at the end of this Challenge. The check mark icon pinpoints the elements that will appear on the form.
1. Research the human body and medical conditions that affect the human body. For this Challenge, human refers to *Homo sapiens*.

2. Create and present a story about a Medical Mystery that affects a human character. For this Challenge, a Medical Mystery is any disease, illness, injury, bodily change, or other physical and/or mental health condition for which one or more characters in the story have no explanation.

3. The human character may be portrayed using any theatrical style, method, or manner. The Medical Mystery may affect more than one character, but only one human character will earn points for IV.A.1.

4. The human character must experience at least one Symptom caused by the Medical Mystery. For this Challenge, a Symptom is something physical or mental that indicates the presence of the Medical Mystery.

5. Include a Diagnosis in the story. For this Challenge, a Diagnosis is the team’s explanation of the Medical Mystery. Your team’s Diagnosis must be supported by at least one Symptom.

6. Integrate research about the human body and/or medical conditions into the story.

7. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.

8. Your team should use good judgment and sensitivity when creating your solution to ensure it is appropriate for all audiences. (See Rules of the Road, Conduct and Concerns at Tournaments.)
1. Design and create a Sympt-O-Matic. For this Challenge, a Sympt-O-Matic is a physical representation of part(s) of the anatomy of the human character experiencing the Medical Mystery and the effect of at least one Symptom on the human character’s anatomy.

2. Technical Methods must be used to initiate, operate, and/or produce the Sympt-O-Matic. For this Challenge, Technical Methods refers to the use of principles in fields such as chemistry, computer science, electricity, hydraulics, mathematics, mechanical engineering, physics, or structural engineering. Other technical fields are also acceptable.

3. Design and build all parts of the Sympt-O-Matic using your own ideas and skills. Your team may incorporate commercially produced items, but for scoring, Appraisers will only consider your team’s changes and/or additions to those items.

4. Your team will earn points for Technical Design and Technical Innovation based on all Technical Methods used or attempted during the Presentation to initiate, operate, and/or produce the Sympt-O-Matic. If the task is not accomplished, your team may still earn points for the Technical Design and the Technical Innovation of the methods used in the attempt. Your team’s score for Technical Design may be affected.

5. Technical Methods using less direct team member involvement may earn more points for Technical Design and Technical Innovation than methods that have more direct team member involvement.

6. The features of the Sympt-O-Matic should be observable from 25ft (7.62m) away.
C. Double Vision

1. Present part of the story in Double Vision. For this Challenge, Double Vision is one action or scene that is shown from 2 or more perspectives at the same time.

2. Design Blocking and Staging to enhance the effect of Double Vision.

3. For this Challenge, Blocking is the placement and/or movement of the team members.

4. For this Challenge, Staging is the placement and/or movement of props, objects, set pieces, etc.

5. The action or scene presented in Double Vision may last for as long as your team chooses. However, if the Appraisers believe that your team’s presentation of Double Vision is too brief, your team’s scores for IV.C may be affected.
II. TEAM CHOICE ELEMENTS

- A. Present TWO creations that show off your team’s interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, music, technical gadgets, costumes, physical actions, etc.
- B. Each Team Choice Element should have a meaningful connection to your team’s Central Challenge solution and must be presented as part of the 8-minute Presentation.
- C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.
- E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Presentation.
• **A. Presentation Area:** The minimum required size is 8ft x 10ft (2.44m x 3.05m). Your team may use any additional space that tournament officials designate as available, but your team should be prepared to present your solution in the minimum space. The Presentation Area will be a large space with a hard floor, such as wood, linoleum, concrete, or very short-napped carpet. Your team should be prepared to deal with a variety of floor surfaces. A single 3-prong electrical outlet will be provided at the edge of each Presentation Area for your team’s use.

• **B. Forms:** Your team will need to bring copies of your completed Expense Report, Declaration of Independence, and Tournament Data Form to the tournament. (See Rules of the Road for the Expense Report and Declaration of Independence. The Tournament Data Form can be found at the end of this Challenge.)

• **C. Identification Sign:** Your team will provide a freestanding sign displaying your team name, Team Number, school/organization, and level. The purpose of the sign is to identify your team to the Appraisers. (See Rules of the Road, Team Identification Sign.)

• **D. Instant Challenge:** At a tournament, your team will solve one Instant Challenge in addition to showcasing your Team Challenge solution. Instant Challenges are kept secret until the day of the tournament. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team’s overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.)
## IV. SCORING

### A. Story (See Section I.A.)
- Dramatic portrayal of the human character affected by the Medical Mystery: Up to 30 points
- Integration of research about the human body and/or medical conditions into the story: Up to 30 points
- Diagnosis is presented and is supported by at least one Symptom: 0 or 10 points
- Creativity of the story: A story is more creative when there is novel development of the storyline and characters. Up to 20 points
- Clear and effective storytelling: This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand. Up to 20 points

### B. The Sympt-O-Matic (See Section I.B.)
- Integration of the Sympt-O-Matic into the story: Up to 20 points
- Technical Design of the Sympt-O-Matic: Technical Design is the result of a plan for carrying out or accomplishing a task. A well-designed Sympt-O-Matic shows careful planning and is effective, efficient, and reliable. Up to 30 points
- Technical Innovation of the Sympt-O-Matic: Technical Innovation includes how new, unique, original, or creative the methods are for initiating, operating, and/or producing the Sympt-O-Matic. Up to 30 points

### C. Double Vision (See Section I.C.)
- Integration of Double Vision into the story: Up to 25 points
- Effective Blocking and Staging to enhance Double Vision: Up to 25 points

### D. Team Choice Element 1 (See Section II.)
- Creativity and originality: Up to 10 points
- Quality, workmanship, or effort that is evident: Up to 10 points
- Integration into the Presentation: Up to 10 points

### E. Team Choice Element 2 (See Section II.)
- Creativity and originality: Up to 10 points
- Quality, workmanship, or effort that is evident: Up to 10 points
- Integration into the Presentation: Up to 10 points
Required

*bring these to the tournament*

Two Copies of Declaration Independence

- One for Team Challenge, one for Instant Challenge
- Must be signed by every Team Member

Tournament Data Form

- Six Copies of pages 1 & 2
- One copy of page 3
- One copy of Expense Report

https://resources.destinationimagination.org/resources.php/document/view

All Team Submitted Clarifications
The Tournament Data Form help Appraisers to figure out what to score

Be as **concise** as possible

*Use the interactive PDF!

Use that scoring breakdown for guidance

Pro Tip: page 3 is really for Team Reflection
Our Deepest Gratitude
Thank you for all the ways you contribute to this program