



**ROBOT FOOTBALL
OLYMPICS**

**أولومبياد
كرة قدم الروبوتات**



دليل المشاريع

Creative Projects Guide

Creative Project

Make Football Game

Better With Technology



About the research topic “Football”

Football is a team sport played between two teams, each consisting of eleven players, using a round ball. Football is played by 250 million players in more than 200 countries around the world, making it the most popular and widespread sport globally.

According to "football history," the first known game of football, which also involved kicking a ball, was in China during the 3rd and 2nd centuries BC under the name "Cuju." The game later spread to Japan under the name "Kemari." The game was then introduced and developed in England in the 12th century. At that time, matches similar to football were played in the fields and roads of England.

There were also many variations regarding the size of the ball, the number of players, and the length of the match. The rules specified how to seize the ball, similar to the rules of rugby today. The first football match, which included rules close to those in place today, was called “Dribbling Football”.



About the research topic “Football”

In around 1863, the first football association was formed, which established the rule of not touching the ball with the hands and also standardized the size and weight of the ball. The result of the London meeting was the creation of the Football Association. The game continued to evolve for a long time to become what it is today.



Despite the significant and immense development that this sport has experienced in terms of playing style, stadiums, facilities, and rules, there are still many challenges facing the game in many countries around the world. Among these challenges are issues related to the playing environment and incidents of violence that occur in the stadiums. There are also many creative and innovative solutions that could make the game easier and more effective by utilizing technology.

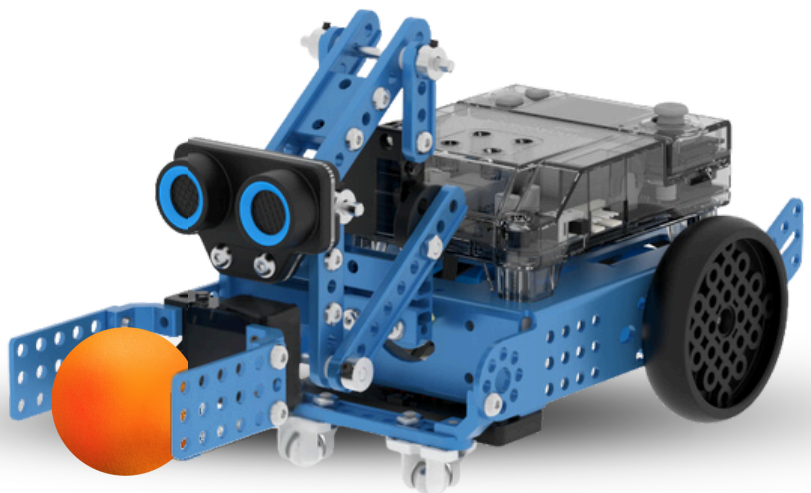


Why work on the project?

Starting from the necessity of scientific research and working on projects that make the world a better place, we realize that developments did not happen suddenly. They could only occur after studying, analyzing, and observing everything happening around us, ultimately leading to positive changes that benefit everyone.

Goals of working on these creative research projects:

- Enhancing teamwork skills among participating students.
- Strengthening critical thinking and problem-solving skills, and supporting creativity and innovators.
- Promoting the concepts and culture of research and innovation in sports and social fields.
- Encouraging youth participation in finding practical, beneficial, and creative solutions and projects.
- Discussing contemporary sports and social issues that contribute to the development of society and raise its value and status.



How to work on the Project:

Identifying the Problem Related to Football game

1

Whether the problem is local, global, specific to a certain group or not, it should start from clear and specific problems that can be worked on through creative and innovative projects.

2

Searching for possible solutions and the mechanism for implementing these solutions

Presenting proposed solutions and identifying the reason why this solution is effective in solving the problem, and highlighting the positives of this solution.

Presenting a Proposed Design for the Project, the Mechanism, and the Implementation.

3

Determining and explaining how the design and final form of the project will solve the problem, the implementation mechanism, and its efficiency.

4

Researching the Effectiveness of the Solution

How it can be developed to increase its effectiveness and what are the problems that might be encountered.



How to work on the Project:

Writing the research report **5**

Submitting a file containing a detailed explanation of the research issue, the project, its steps, its working mechanism, and images of the project's prototype if completed.

6 Preparing the final video

Filming a video in which all team members appear, presenting the issue they worked on, the proposed solution (project) they provided, its details, and its effectiveness.

SCAN HERE



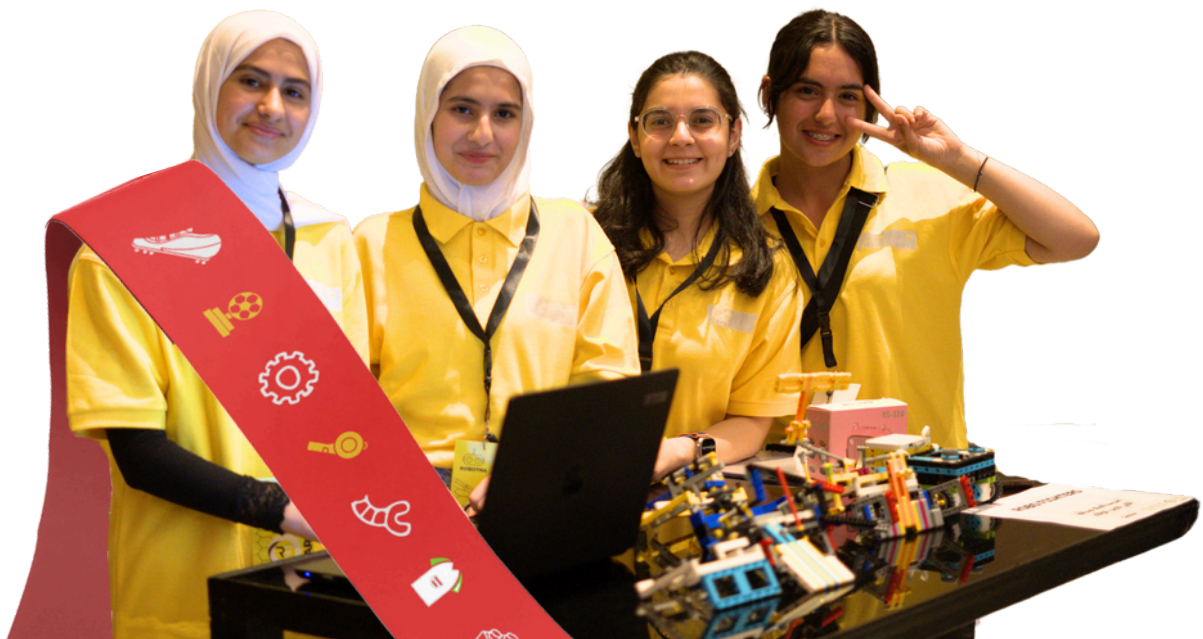
The project is submitted through the electronic platform on the website

Project Submission Deadline : **12 April 2025**



Project Acceptance Criteria

- The project must be new, related to football, and the solution should involve technology.
- The project must be realistic and its results should be beneficial in improving real-life practices.
- The research must adhere to a scientific methodology in writing.
- The language of the research should be clear and not complicated.
- The team is allowed to submit only one project for participation in the competition.
- The entire team must participate in completing the project.
- The project must be submitted in full (research report + video) by the specified deadline, through the electronic platform. **No project will be accepted after the final deadline.**
- The decisions of the judging committee are final and cannot be contested.



Instructions for the Research Report :

- The report should not be less than 2000 words and not exceed 4000 words (5 to 10 pages maximum).
- The report should adhere to the scientific methodology in its writing and should include the following sections:
- Introduction: This should define the challenge/problem chosen, explain the importance of the topic, and identify the related groups.
- Literature Review: This section should provide background on the topic, including previous research, information, and solutions related to the chosen subject.
- Proposed Solution: This part should clarify the working mechanism and the effectiveness of the proposed solution in solving the problem, and how it contributes to this.
- Detailed Explanation of the Design: This should describe the final form of the project and the prototype, if completed. If a prototype is not available, a diagram or images can be provided to represent the project, explaining how it works and how it addresses the problem.
- Challenges Faced: Describe the challenges encountered by the students during the research on the problem, along with future recommendations and how the project can be developed to better solve the problem.
- The file should be visually appropriate in terms of font type, size, and cover page design.
- The file must be submitted as a PDF document, through the electronic platform, and within the specified deadline.



Project Video Instructions:

- Video Duration: The video must be at least 5 minutes long and not exceed 7 minutes.
- The video should include a clear explanation of the problem that was chosen and how it is solved using robotics.
- The video should showcase the final model of the project with a detailed explanation of the problem and the proposed solution.
- The effectiveness of the solution should be clarified, and how it can contribute to improving football.
- All team members must appear in the video, with roles equally distributed among the members.
- Language and Content: The video should be in clear and understandable language.
- The video should show innovation in the presentation, using some graphics or illustrative images.
- The audio must be clear, and the video quality should be high, with the image being clear and appropriate, and proper lighting should be considered.
- The video should first be uploaded to YouTube, then the link should be added to the designated electronic platform for submission.
- The video link must be submitted on the electronic platform by the specified deadline.



Submission and Evaluation Mechanism:

- The research that has been prepared and the video demonstrating the project idea and the aspects that were worked on should be submitted according to the project work mechanism previously discussed.
- The research and video should be submitted through the electronic platform via the website and through the supervising teacher's account.
- The judging committee will evaluate the project based on the criteria that will be clarified later in this guide in the evaluation form.
- The projects will be evaluated and judged before the competition day, and the winners will be honored on the day of the event.



RFO – Project Evaluation Form

Team Name : _____ Team Number : _____

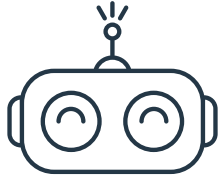
Evaluation Criteria

Grades out of 10

Committee's Notes

The team worked on a clearly defined problem that was well-studied.		
The team brainstormed many ideas before selecting the final idea and working on it.		
The team developed a new idea or built upon an existing idea with a prototype/drawing to represent their solution.		
The project is realistic and its results can be beneficial in improving real-life practices.		
The team prepared scientific research on the project, adhering to the correct scientific writing standards.		
The team presented an innovative and effective video for the current solution and its impact on users.		
The team demonstrated high skill in their presentation and delivery in the video.		
The team demonstrated a high sense of teamwork, distributing roles effectively and equally.		
The idea the team worked on is effective and genuinely contributes to making football a better and more enjoyable game.		
Total		





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