ADAMBOTS

SUBTEAM SUMMARIES
2014/2015

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THE ADAMBOTS
ABOVE CHASSIS TEAM

Attention new team members!

Interested in building the important components of our robot?

Interested in getting hands on build and design experience and working with mentors?

If so, the **Above Chassis Team** is right for you. As one of the main build teams during the *FIRST* season, the Above Chassis Team works directly on the robot with the other Engineering teams.
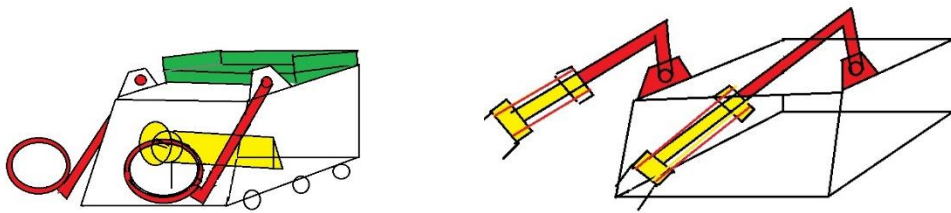
The Above Chassis Team focuses on **designing** and **building** components of the robot that help the manipulator or scoring mechanisms accomplish a secondary objective of the *FIRST* game.

Anyone interested in joining this sub-team should expect to work **hands on with tools** to manufacture parts, learn about designing, and learn how to put together an assembly.
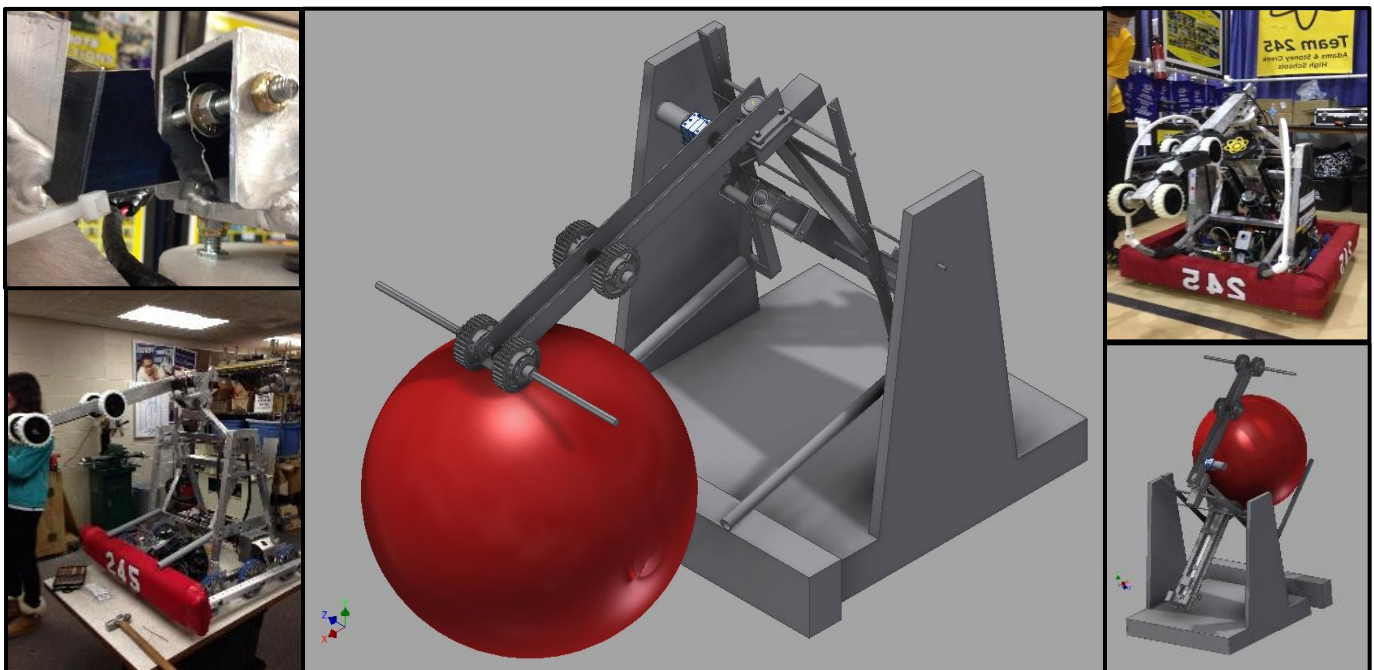
THE ADAMBOTS
CAD TEAM
THE DESIGNS BEHIND THE BUILD

Greetings, prospective CAD team member.

The **CAD team** is responsible for the CAD, or **computer aided drafting** for the team. If you are good at CAD (and have taken **at least two semesters**) then you are perfect.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The **CAD team** exists to make sure the build moves as **smoothly as possible.** We design the robot in **AutoDesk Inventor** to make sure all the components fit together and to give accurate drawings and dimensions of parts to the build teams.

The work we do towards creating the models and drawings includes:

⚛**Working** with build leaders and mentors to create a 3D model of the robot and its subsystems.
- In this way, the team can see the robot before it is built and address design issues virtually.

⚛ **Each individual part** on the robot is designed to have the perfect size, hole placement, &c. before it is built.
- Often, it falls to CAD team members to design a unique, one-off part without which the robot would be useless.

⚛Each part is placed on a **2D drawing** that is printed out with all necessary dimensions.
- These drawings are necessary to ensure accuracy as the part is fabricated.

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the CAD team, you will develop one or more of these skills:

⚛The ability to use **AutoDesk** design software in an engineering setting through mentor involvement and the every-day duties of the team.

⚛**Knowledge** and **experience** of designing new products by working with members of the build team**.**

⚛**Create** both **3D models** of products and **2D drawings** necessary for fabrication.

In addition to these skills, you will also gain:

⚛**Experience** and **confidence** in an engineering setting that will **open more doors** than you can imagine.

THE ADAMBOTS
CHASSIS TEAM
AN INTRODUCTION TO BUILD

Greetings new chassis student!!!

The **Chassis Team** is a great team to join if you have never worked with tools. The Chassis Team builds the base of the robot, which serves as a **great introduction** to the various tools used throughout the season.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

During *FIRST,* the Chassis Team spends a lot of time introducing the tools to new members. Our main goal is to build the base of the robot, acting as **the framework** for the rest of the robot.

Along the way, we:

❋ **Discuss** and **learn** about various drive trains, motors, and basic safety rules.
Don't know what any of this is? **Join the team to find out!**

❋ We are typically **the first team to finish,** so we get the wonderful opportunity to help the other build teams.
   o This can help you **get a feel for what the other teams do.**
   o You may end up joining another team if you like what you see.

❋ Learn to **work** and **cooperate** with mentors and other students.
   o This is a great way to improve your communication skills.

WHAT ARE SOME TYPICAL THINGS YOU CAN LEARN ON THE TEAM?

❋ **Learn to use the tools in our shop.**

❋ **Learn the function of different types of drive trains and how they are used.**

❋ **Help create the fundamental piece of any robot.**

In addition to these, you will also gain

❋ **The opportunity to work with mentors to help build on your knowledge.**

The mentors for the 2014 *FIRST* season

The Chassis Team is a wonderful introduction to the engineering side of the team. You can learn the overall basics of the different tools, and learn to work with mentors and other students. Don't be afraid to **try something new** and **step out of your comfort zone**! We encourage you to learn and try new things.

THE ADAMBOTS
CONTROLS AND ELECTRONICS TEAM
WE WIRE ALL THE THINGS!
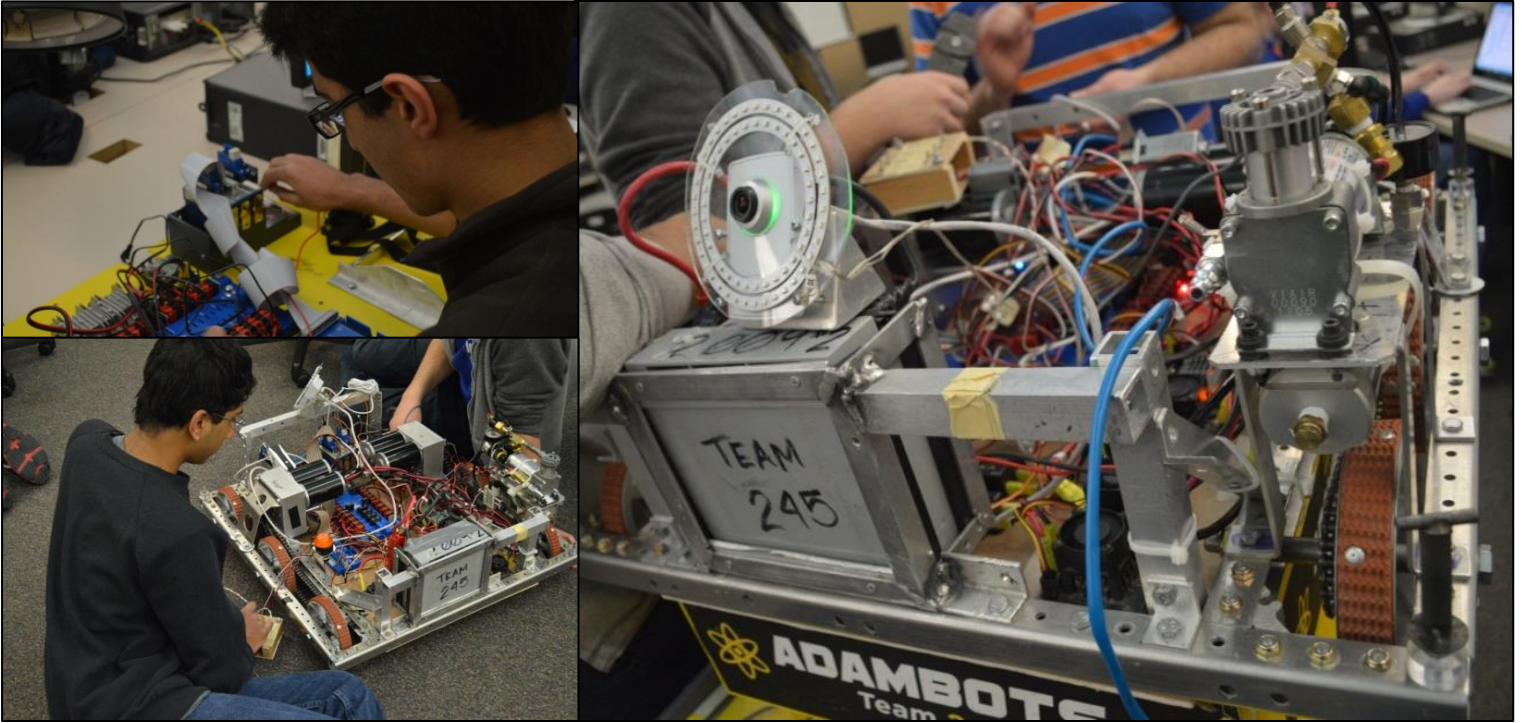
Hello new Controls team members!

Interested in electronics?

Want to learn more about circuits and wiring?

Then join the **Controls and Electronics Team**! Even if you know nothing about controls and electronics, **we'll teach you!**

WHAT WE DO FOR THE TEAM

❉ During the OCCRA season, we teach electronics skills, such as **soldering** and **crimping,** along with the basic components of the robot.
  - The best way to get experience is to do **hands-on work** with the robot; we wire the OCCRA robot to get that experience.

❉ *FIRST* is when we kick it up into high gear. We wire all the sensors and actuators going on the robot, design and build a control board. If there are any pneumatic components, we'll configure those too!

❉ **Building the control board** is one of the major tasks the controls team does. This involves:
  - Working with the CAD team to design a control board
  - Using wire management skills for ease-of-access to wires
  - Getting the board done on time, for the programmers.

❉ We also design our own custom circuits for sensors! We wire:
  - Photo sensors
  - Encoders
  - Limit switches
  - And more

WHAT MAKES A GOOD ELECTRONICS TEAM MEMBER?

Most students who join the Controls and Electronics Team have little to no experience. We anticipate this and make sure **it is not an issue.** Whether or not you have these skills, **you are welcome to join!**

⚛ Organization, Logic, and Patience

o When the control board is first made, we almost always run into problems. If the board is **organized**, it's easier to fix the problem. It always helps to approach the issue **logically**, and it takes **patience**. Things don't always work the first time!

⚛ Ingenuity, and Cooperation

o Some problems require some thinking. It can take a while to diagnose a problem, so thinking outside-the-box helps. It's also good to listen to your other team members!
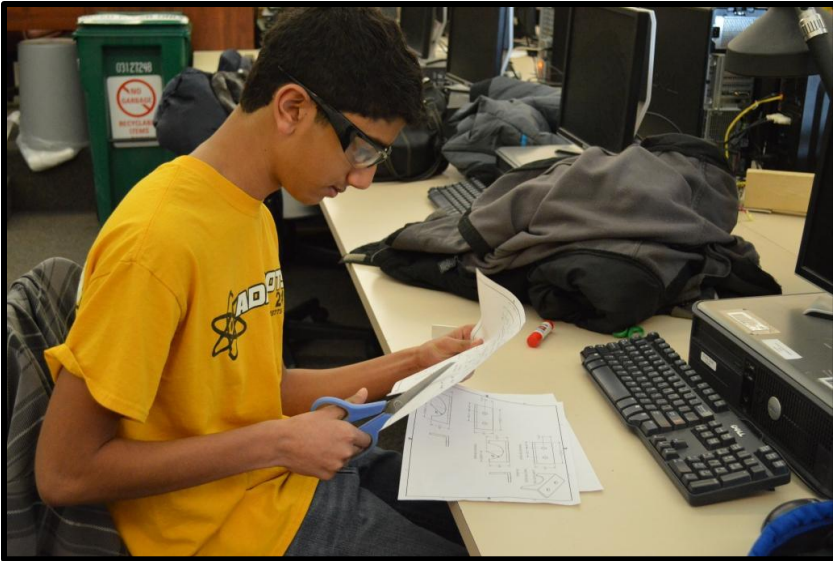
⚛ Initiative

o If you don't know something, you can always take **initiative** and ask our mentors, or team captain. Another option is research! The internet is full of helpful documents, and explanations!
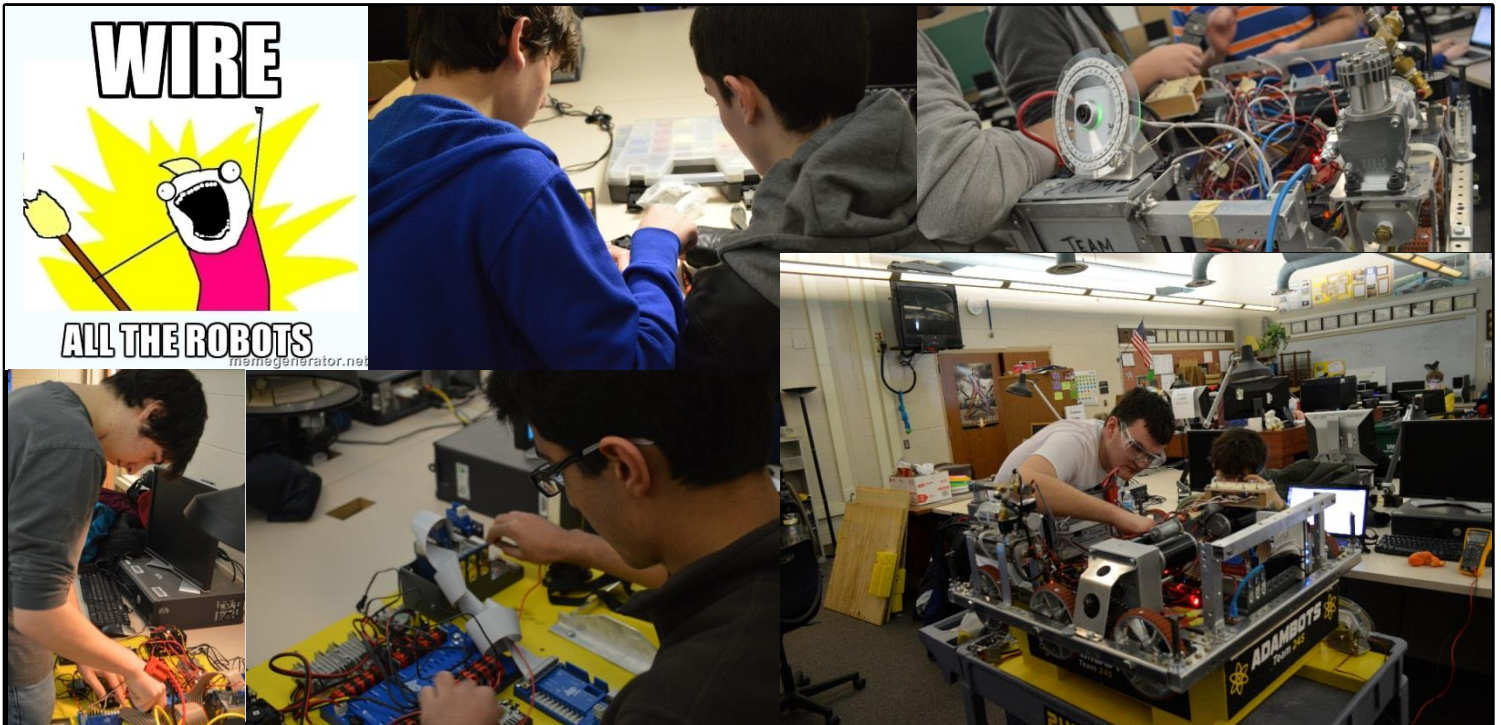
THE ADAMBOTS
FABRICATION TEAM
BUILD AND CREATE!

Hello future robotics members!

The fabrication team is a great place for people who love to build and create items for all sorts of teams. It is perfect for new and returning members to learn how to use the tools of robotics safely and correctly.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The Fabrication Team operates by building parts that are submitted by other teams that we then trade with them for more parts. This team plays a vital part in the **efficiency** and **cooperation** of the many engineering and design parts of the sub teams. When the designers have work to be done we take it and allow them to them to continue designing uninterrupted.

This cycle can repeat itself to allow maximum efficiency and collaboration between the design, build, and assembly aspect of each sub-team.

The work we do towards build includes:

⚛ **Building** and **delivering** parts to anyone who needs them!

⚛ **Maximize efficiency** and **cooperation** in the build teams
   o By acting as a middle ground between design and assembly it can help everyone.

⚛ Great place for everyone to hone their skills

⚛ Good way to introduce tools and the build process

⚛ The Fabrication Team is a fun and welcoming environment for all members of the team!

WHAT DOES IT TAKE TO BE ON THE FABRICATION TEAM?

This list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Fabrication sub-team, you will learn and adapt these skills.

- **Cooperation** by working with other teams and people

- **Tools and machine experience** is gained by making parts

- Make parts for every aspect of the robot by working with other sub-teams

In addition to these skills, you will also gain:

- An **understanding** of the build and design functionality of the AdamBots

Annie Zou getting ready to drill a piece of aluminum

Anyone looking for a team full of teamwork, cooperation, and fabrication of materials should look straight to the Fabrication Team for a great year.

Well met, fine wood worker!

Do you enjoy building things out of wood? Join us on the **Field Team** to get your fix of saw dust!

The field team generally **works with wood** to create a practice field. Other materials are sometimes used.

FIELD TEAM – THE SOUNDS IN THE HALLWAY

❊ During the OCCRA season, the field team is non-existent and members work on other teams.

❊ *FIRST* is when the Field Team kicks into gear.
  o We use the field designs provided by *FIRST* as guidelines to make our own practice field that can be efficiently moved and stored.
  o We are also responsible for most building projects outside of the robot.

❊ We work with the team without impeding robot work
  o We work in a completely separate area from the build room.
    ▪ Meaning we must allow time for thorough clean up.
  o If there is a specific part of the field to be built first, we must change our deadlines accordingly so that testing may proceed without delay.

❊ **"Safety, Efficiency, Quality"** is the field team's motto
  o **Safety** is a priority on the field team due to the **common use of power tools.**
  o Our deadlines are weeks before any other sub-team and with less meetings so everyone must be working effectively.
  o What we make undergoes stress and pressure dozens of times in a season and may be used in future demonstrations, thus we must build it to last.

❊ We lift
  o We are often called upon to carry our field to many places within the building.

WHAT DOES IT TAKE TO BE A PART OF FIELD?

We do a large amount of wood working on the field team. There are many skills involved in this, all of these can be taught or improved on the field team. Some of these are imperative to Field team and are highly recommended to have before joining.

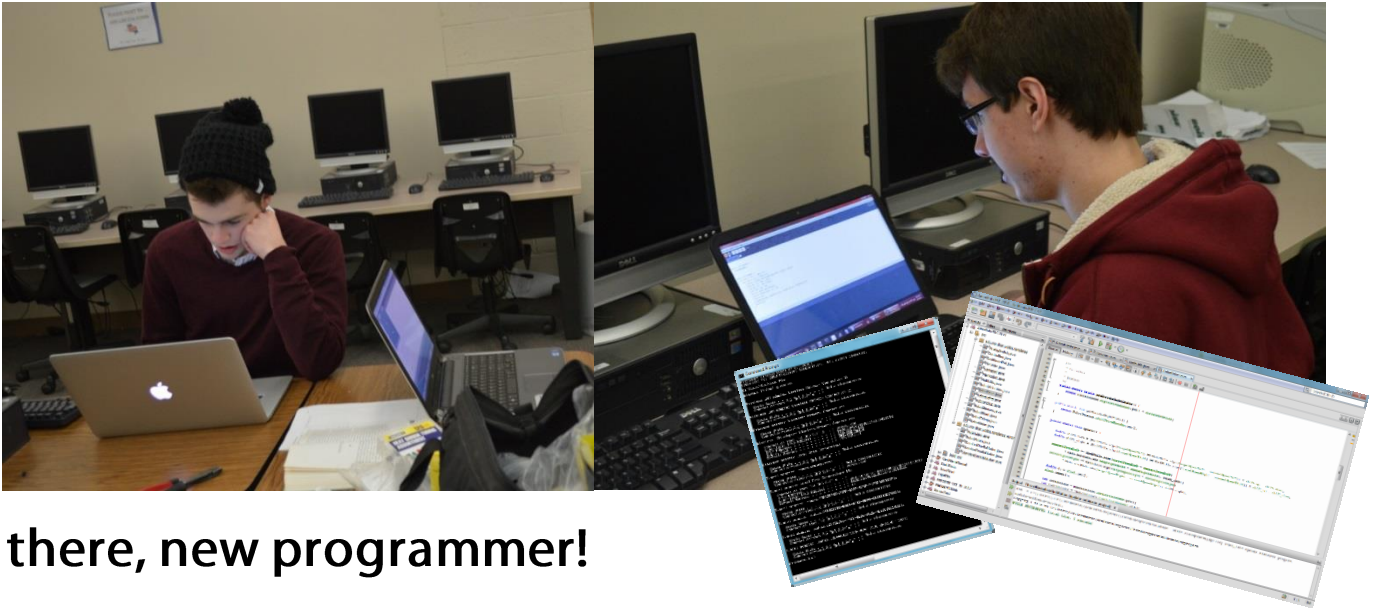⚛ Safely Using Power Tools

⚛ Taking and Producing Accurate Measurements

⚛ Steady Hand Work

⚛ Ability to Work with Others

No matter why you join, Field Team offers the chance to work with your hands while making friends by making saw dust.

THE ADAMBOTS
PROGRAMMING TEAM

Hi there, new programmer!

Already like programming? Join!

Never heard of it before? Not a problem, we will help you learn!

The programming team writes the software that runs the *OCCRA* and *FRC* robots. Everything from the drivers' controls to the robot's vision is handled by the robot's program.

PROGRAMMING – WHAT WE DO

- ⚛ During the *OCCRA* seasons, **we teach programming skills** to everyone interested – whether or not you want to be on the programming team
- ⚛ We design controls for the robots and make them work safely and efficiently
  - o **Java** through **NetBeans** for *FRC*
    - ▪ Free software for all OS's
    - ▪ See it here: https://github.com/Nathan-Fenner/AdamBots-2014-FRC-Programming/tree/master/FRC-2014/src/edu/wpi/first/wpilibj/templates
    - ▪ Over **2,500 lines of code** in nine weeks
  - o **EasyC** during OCCRA
    - ▪ License available to team
- ⚛ We use software that makes **sharing** and **collaboration** easy
  - o We use **git** with **GitHub.com**
- ⚛ We test, diagnose, and play with the robot!
  - o More opportunity to play with the robot than anyone but the drive team

WHAT MAKES A GOOD PROGRAMMER?

The programming team knows that most students enter the team without any experience in programming. We make sure **this is not an obstacle to becoming a contributing member** of the sub-team.

We teach and practice many skills that make for successful programmers. If you have an aptitude for any of these skills, *or* want to acquire one, we encourage you to join!

- ❋ **Logic** and **intuition**
  - o Reasoning about **how** to solve problems
  - o Knowing **why** a solution works, and not merely copying it
  - o Coming up with solutions to complex problems on your own
- ❋ **Organizational** and **planning skills**
  - o Code must be **documented** to allow everyone to easily understand it
  - o The structure of the programming team typically matches the structure of the code. Changes in focus to one will affect the other.
- ❋ **Patience!**
  - o Fixing things that don't quite work requires a great deal of patience and careful examination.
  - o The majority of time is spent fixing and tuning code, rather than coming up with new functionality.
- ❋ **Collaboration** & **communication**
  - o **Explaining** and **documenting** are **necessary** to effective programming
  - o **Working together** is necessary to pull off a large project like the robot code.
- ❋ **Programming best practices**
  - o Rushed solutions which don't consider the possibility of future changes have to eventually be thrown away
  - o Sometimes "good enough" isn't good enough

WORK HARD, BUT HAVE FUN!
"THIS IS THE HARDEST FUN YOU'LL EVER HAVE"

THE ADAMBOTS
SHOOTER TEAM
PUTTING THE 'AERIAL' IN AERIAL ASSIST

The Most Mechanically Diverse Sub-team

The **Shooter Team** is for students eager to apply **aerodynamic physics**, utilize **all the tools** in the backroom, and develop **practical design solutions** to best accomplish the game's goal.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The shooter team is responsible for getting the game piece from the robot to wherever else we need it on the field. We pick things up, and we put them somewhere else!

The work we do towards building the shooter includes:

❋ **Working** with **Pick-Up and Above Chassis** to package the mechanisms so that they work **seamlessly**

❋ **Providing** the robot with a simple, easy to manage **game-piece manipulation system**

❋ **Building prototypes** to best decide on a system

❋ **Using power tools** and **backroom machinery**

❋ **Creating friends/bonds** with **mentors** and **students**

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Shooter Team, you will **develop** one or more of these skills:

❋ **Communication**

❋ **Problem Solving**

❋ **Spatial Creativity**

❋ **Mechanical Experience**

In addition to these skills, you will also gain:

❋ **Confidence**

Become part of a diverse sub-team by joining us on the Shooter Team. Expand your knowledge of engineering skills with hands-on experience. Meet fantastic students in and out of the build room, and develop life-changing confidence. Questions are welcome and highly encouraged- you won't know if you don't ask!

THE ADAMBOTS
ANIMATION TEAM

"TO CREATE AND ENJOY"

Hello there, creative reader!

In the world of animation, anything that can be thought of can be brought to life on the computer screen. With just a little creativity and a lot of patience, a multitude of possibilities are open to make into an animated feature.

HERE, WE CREATE ANIMATED VIDEOS AND SEGMENTS TO SPRUCE UP THE ADAMBOTS' PRESENTATION

The Animation Team works towards creating a Safety video for FIRST at the beginning the season, and helping other teams' presentations for the rest of the year.

The work we do towards animated videos includes:

❊ Creating a Safety FIRST video
  - Usually a video around 30 seconds about safety around the competitions. This project involves the most storyboarding out of all of our projects.

❊ Creating animated segments
  - Some other sub-teams make requests for animated parts of their presentations. We create a short video based off the ideas given by the other team members.

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Animation team, you will **develop** one or more of these skills:

✳ **Drawing** for the storyboarding process before starting the animation process

✳ **Teamwork** to work together and cooperatively assist other members in the sub-team during creative sessions

✳ **Create** 3D models and videos using the program 3DSMAX and sometimes Maya from Autodesk

✳ **Participation** and **Speaking** in order to convey ideas for the project at hand

In addition to these skills, you will also gain:

✳ **Experience** in the world of 3D animation and its inner workings


Screen-caption of our Award-Winning 2013 Safety Animation for FIRST

The Animation sub-team would deeply appreciate members with a stick-to-it attitude, and a want to share their ideas and watch those ideas come to life. Patience and participation are the keys to this digital world.

We hope to share the experience with you.

WANT TO JOIN THE ADAMBOTS BUSINESS PLAN TEAM?
OF COURSE YOU DO!
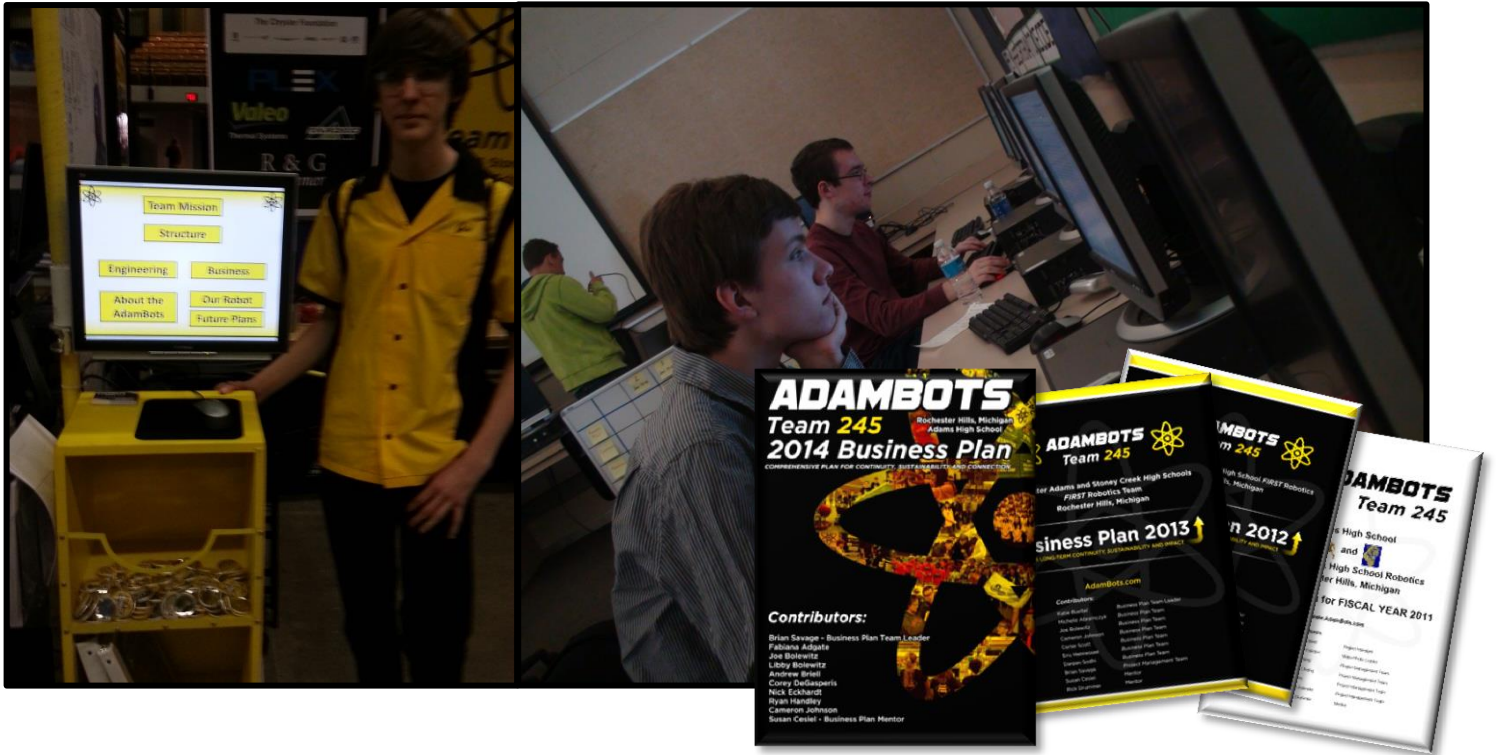
Greetings, prospective member of the Business Plan Team,

At this point in time, you've probably seen a list of all the sub-teams the AdamBots has to offer, and if you have a penchant for writing, are overwhelmed with choices, or just don't know where to start, give the **Business Plan Team** a go!

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The **Business Plan Team** is responsible for all work required to compete for the *FIRST* **Entrepreneurship Award.** This award contributes towards our team's eligibility to compete at the Michigan State Championship and the World Championship in St. Louis each time it is won.

The work we do towards winning the award includes:

⚛ Creating and **updating** the AdamBots' Business Plan, a document detailing practices which enable the AdamBots to run our team as a sustainable business.
  - The Business Plan is available as a resource on AdamBots.com.
⚛ Creating and uploading the AdamBots' Entrepreneurship Award submission to the *FIRST* website.
  - The submission consists of eight 1600-character responses about our team's sustainable business practices. Work is evenly divided, and often collaborated on.
⚛ **Create** and enhance **an interactive pc-based presentation** for judges and pit visitors.
  - This idea was first conceived in 2014 and was a huge success, so don't be afraid to **pitch your own ideas!**
⚛ **Present** an overview of our Business Plan to judges in the pit at all *FIRST* competitions.
⚛ Assist the AdamBots in **creating marketing materials.**
⚛ Help the AdamBots **develop** and document **improvements** to **team practices.**

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Business Plan team, you will **develop** one or more of these skills:

⚛ **Writing** and **editing** skills by working on the Business Plan document.

⚛ **Presentation** and **speaking** skills by presenting to judges and other audiences

⚛ **Create** visually appealing **presentations** using PowerPoint, Microsoft Office, Photoshop, or other tools

⚛ **Planning** and **strategizing** ways to **improve team practices**

In addition to these skills, you will also gain:

⚛ A **"big picture" view** of the AdamBots, and a deeper understanding of its inner workings.


The AdamBots successfully won the Entrepreneurship Award at the Howell District Competition in 2014

This may look overwhelming or discouraging at first glance, but it is important to know that we aren't starting from scratch every year. If you don't feel confident that you have all of the above skills *right now*, PLEASE do not be afraid to ASK for HELP. Really, it's up to you to continue to improve what we've got and suggest new ideas to strengthen our performance as a whole. So, what are you waiting for? Let us know you want to be a part of the Business Plan experience!

You can only gain from it.
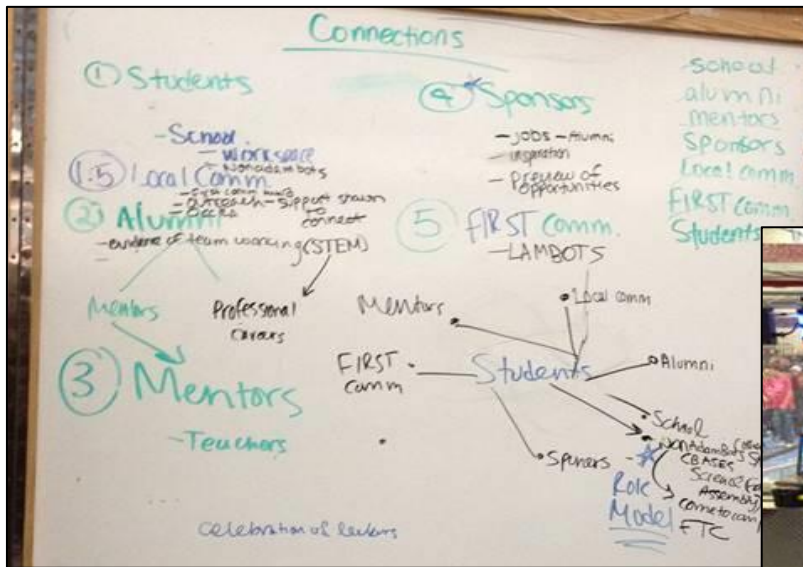
Female AdamBots, or "EveBots", compete at an all-girls *FIRST* competition to promote diversity within science and technology.

Hi there, future Chairman's member!

In **Chairman's**, you will learn to represent your team professionally through speech, visuals, and writing. Using a central theme we come up with each year, we develop a presentation to fully impress the judges.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

Chairman's creates a **team video**, an **essay**, and a **creative presentation** for judges to show how we have reached the STEM goal of *FIRST* and qualify for the **Chairman's Award**.

The work we do towards achieving the **Chairman's Award** includes:

❋ **Brainstorming** and being open to **new ideas**

❋ **Creating** a **central theme** to work around each essential element of Chairman's.
  - Last year, our central theme was connections. We used this as a theme for our video, essay, and presentation.

❋ Writing an **essay** in a **word limit** that reflects the achievements of the AdamBots.

❋ Making a **video** that reflects the central theme along with the identity of the AdamBots.

❋ Creating a **presentation** (with a 5 minute limit) which reflects the AdamBots achievements.

❋ **Collaborating** with other teams (FLL, FTC, & FRC) to help them achieve the skills we have.
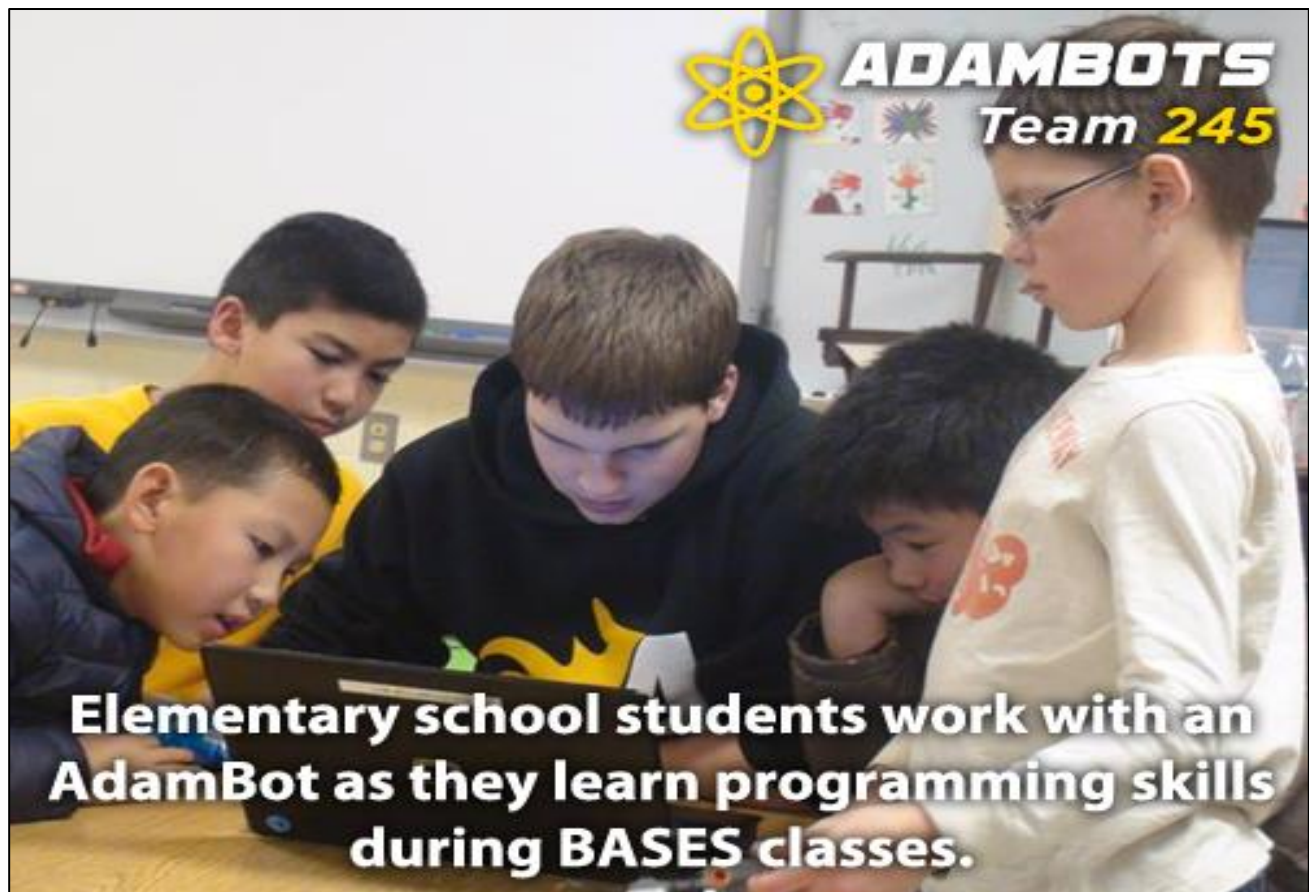
WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Chairman's team, you will **develop** one or more of these skills:

❋ **Presenting** in a professional environment

❋ **Working** with other sub-teams (such as animation and photo & video) to create the chairman's video)

❋ **Creating** an imaginative presentation with props

❋ **Punctuality** and **Responsibility** to meet the deadlines in early February

In addition to these skills, you will also gain:

❋ **Communication** skills with people of all ages and origins

Elementary school students work with an AdamBot as they learn programming skills during BASES classes.
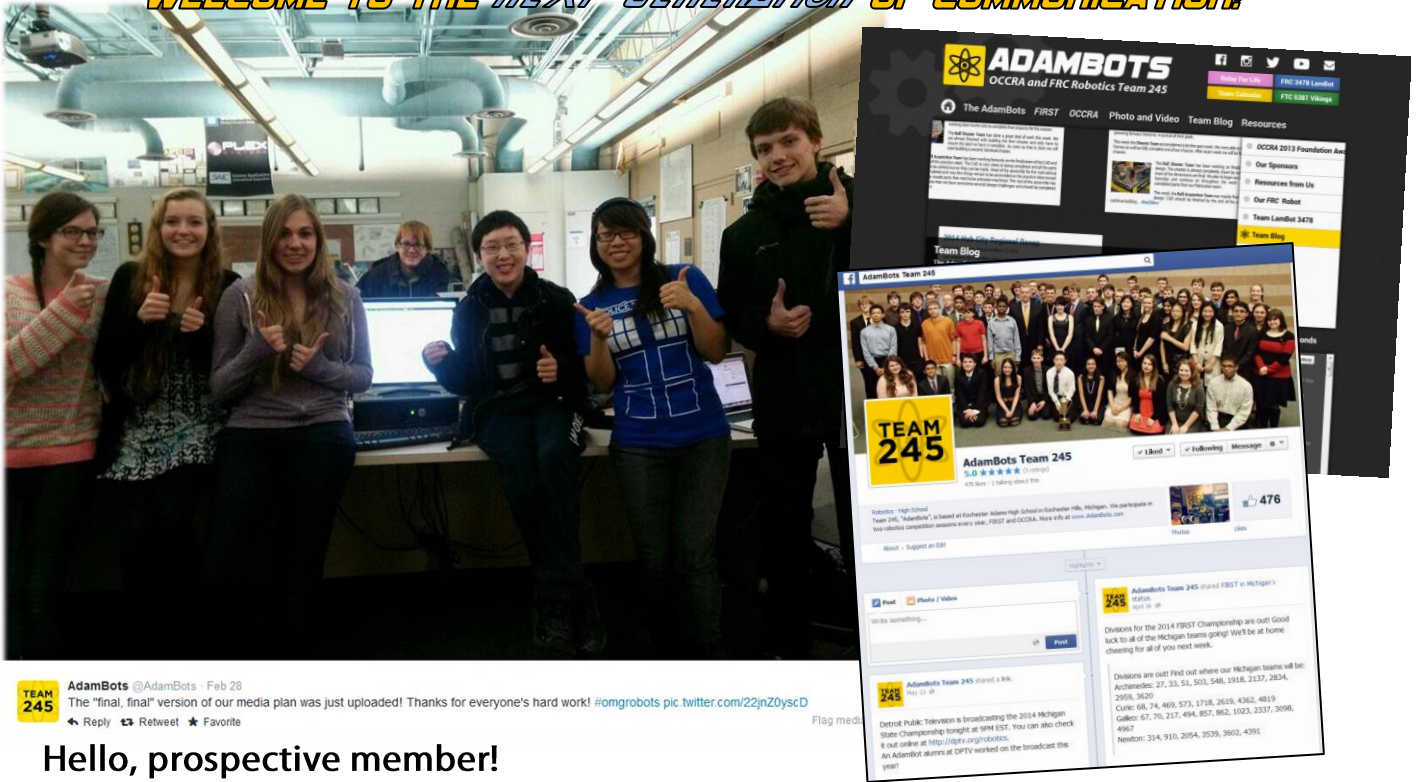
The Chairman's team appreciates members who are ready to show new ideas and be punctual in their assignments.

We hope to give you a glimpse of the business world!

THE ADAMBOTS
DIGITAL MEDIA TEAM
WELCOME TO THE NEXT GENERATION OF COMMUNICATION!

AdamBots @AdamBots · Feb 28
The "final, final" version of our media plan was just uploaded! Thanks for everyone's hard work! #omgrobots pic.twitter.com/22jnZ0yscD
← Reply ⇄ Retweet ★ Favorite

Hello, prospective member!

Welcome to the **Digital Media sub-team**! In our age of rapid communication and technology, we work as a team to **establish our digital presence** to represent and connect our team with others around the world! This sub-team incorporates many aspects, so if **writing**, **time-management**, **social-interactions**, or **design creativity** is your strong suit, consider contributing your talents to **Digital Media**!

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

Digital Media uses the newest forms of communication, such as our award-winning website, and the ever-expanding social media networks, to **represent** the AdamBots in **the outside world**. We **offer** our fans and followers **crucial information** and **updates** about our team, the *FIRST* community, and STEM (science, technology, engineering, and mathematics)!

Our tasks include:

※ Posting on **social media sites.**
  o Crucial information is distributed here to communicate with other teams and sponsors.

※ Contributing to **our award-winning website.**
  o Add to our wealth of online resources by updating a weekly blog which focuses on our progress and community involvement.

※ **Communicating** within the team to **distribute information.**

※ **Introducing** our team to the world!

※ Making **lasting connections** with other teams and organizations.

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of **Digital Media**, you will **develop** one or more of these skills:

⚛ **Writing** and editing skills by contributing and editing material on our website, www.AdamBots.com

⚛ **Communication** skills by expressing efficiently and effectively both through the site and within the team.

⚛ **Planning, organizing,** and **strategizing** ways to most effectively reach the target audience.

⚛ **Understanding** the intricacies of the team in order to properly convey the information.

⚛ **Participation** and **active involvement**

In addition to these skills, you will also gain:

⚛ The ability to utilize this ever-expanding aspect of communication.

Our team is centered around a **close-knit community** of people who **love** to share and learn. As a member of **Digital Media**, you can achieve anything you want, and you'll get out of it what you put in. Since our team has such a wide focus, **anyone** can be a key participant **at any level** of experience. **Never** be afraid to contribute, because your idea might be the one to revolutionize our digital presence.

The Digital Media team has been the experience that I've enjoyed the most throughout my time as an AdamBot, and many of our past members have had very positive experiences. The atmosphere and members are so upbeat and helpful. I hope you choose to join our community. ~ Grace Nguyen

THE ADAMBOTS
MARKETING TEAM
LINKING BETWEEN OUR TEAM AND OTHERS

Howdy!

The AdamBots Marketing Team offers many opportunities for both work and learning experiences, from presenting, creating professional communication material, as well as creating media and graphics for team use!

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The **Marketing Team** is responsible for the written and visual communications for the team. They also help contribute towards winning the **Imagery Award** and **Spirit Award** during *FIRST,* as well as maintaining constant contact with the school, community, sponsors, and other teams.

The work we do for the team includes:

❊ Forming professional communications with our sponsors, school, and community.
  • Writing a newsletter that gets sent out to our sponsors during the *FIRST* season.
  • Broadcasting our events to the school and our community
  • Inviting sponsors and school officials to our events and build space.

❊ Creating graphics for team use, as well as maintaining imagery standards.
  • Making posters and flyers for use at competitions and school
  • Creating graphics for the robot that advertise our team and our major sponsors, as well as showing off how cool our robot is - pretty robots are always picked…

❊ Organizing presentations and open houses we have during the season
  • Our first open house was held in the 2014 Season with only a few weeks preparation, it turned out to be a great success, helping to secure Borg Warner as a sponsor.

❊ Organizing imagery, spirit, and "Ducky Awards" at competitions!

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by team. Some members can do everything; others can do one thing well. As an active member of the Marketing Team, you will **develop** one or more of these skills:

✵ **Writing** and **Editing** skills by working on newsletters for sponsors

✵ **Interviewing** and **Public Speaking** skills by working on presentations and the open house

✵ **Create** professional looking **graphics** for **print and web** using Photoshop, InDesign, and Microsoft Word

✵ Learn how to **professionally represent** the team and yourself

In addition to these skills, you will also gain:

✵ An **in-depth look** at the inner-workings and structure of the AdamBots

The AdamBots at the 2011 Detroit District, winning the Imagery Award, Best Website Award, and finishing as Finalists in the event.

The **Marketing Team** is a vital, and fun, aspect of the AdamBots. Being a part of the Marketing Team will help you grow as a team member, learn new skills, and meet new people.

Whether you want to learn more about the team, help represent it, or show off your artistic skills, the Marketing Team is for you. With several diverse roles, and many unique jobs, the Marketing Team has one of the broadest scopes of any of the sub-teams. You simply can't go wrong with joining.

Hi, AdamBots with an interest in photo and video!

Photography and **video** are two of the most popular media used today to tell stories, share moments, and record events. **The Photo/Video Team** uses these media to create an image for the team and help capture the AdamBot experience.

WHAT DOES THE TEAM DO, AND HOW DOES IT HELP THE ADAMBOTS?

The **Photo/Video Team** updates photos on the team website, _adambots.com,_ for each competition and outreach event and for the build season(s). We also update our YouTube channel with vlogs, highlight videos, and season recap videos.

Our projects include:

⚛ Creating the **Chairman's Video.**
  - If our team competes for the Chairman's Award, which we did in the 2014 season, we must create a video about our team to submit along with the award essay. This video can consist of interviews, stats about our team, or even be a creative story involving our team.

⚛ The **season recap video.**
  - For both the OCCRA and FIRST seasons our team creates a video overview which includes the highlights of build, design, outreach and competitions and, of course, the funnest moments of the season!

⚛ **Photo updates.**
  - Our team is responsible for updating the website with photos and sometimes videos.

WHAT ARE SOME TYPICAL TEAM MEMBER SKILLS AND INTERESTS?

The following list contains the common skills used by the Photo/Video team. Some members can do everything; others can do one thing well. As an active member of the team, you will develop one or more of these skills:

⚛ Using cameras-the skills that going into taking photos and video of the highest quality.

⚛ Working as a team to edit videos using editing software.

⚛ Using websites (with the help of the digital media team) such as YouTube, Facebook and Twitter to market the team using photos and videos.

⚛ Brainstorming ideas for creative video projects such as the Chairman's Video

In addition to these skills, you will also gain:

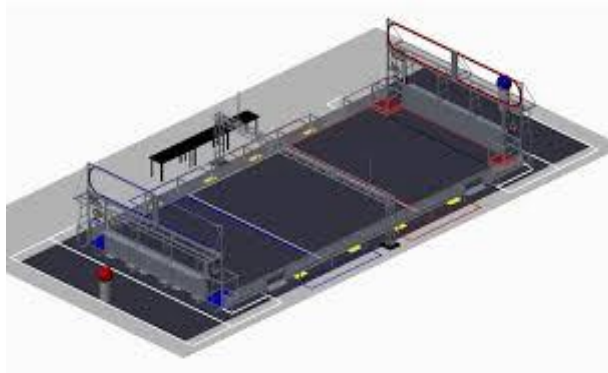⚛ **Insight** into the worlds of film and photography
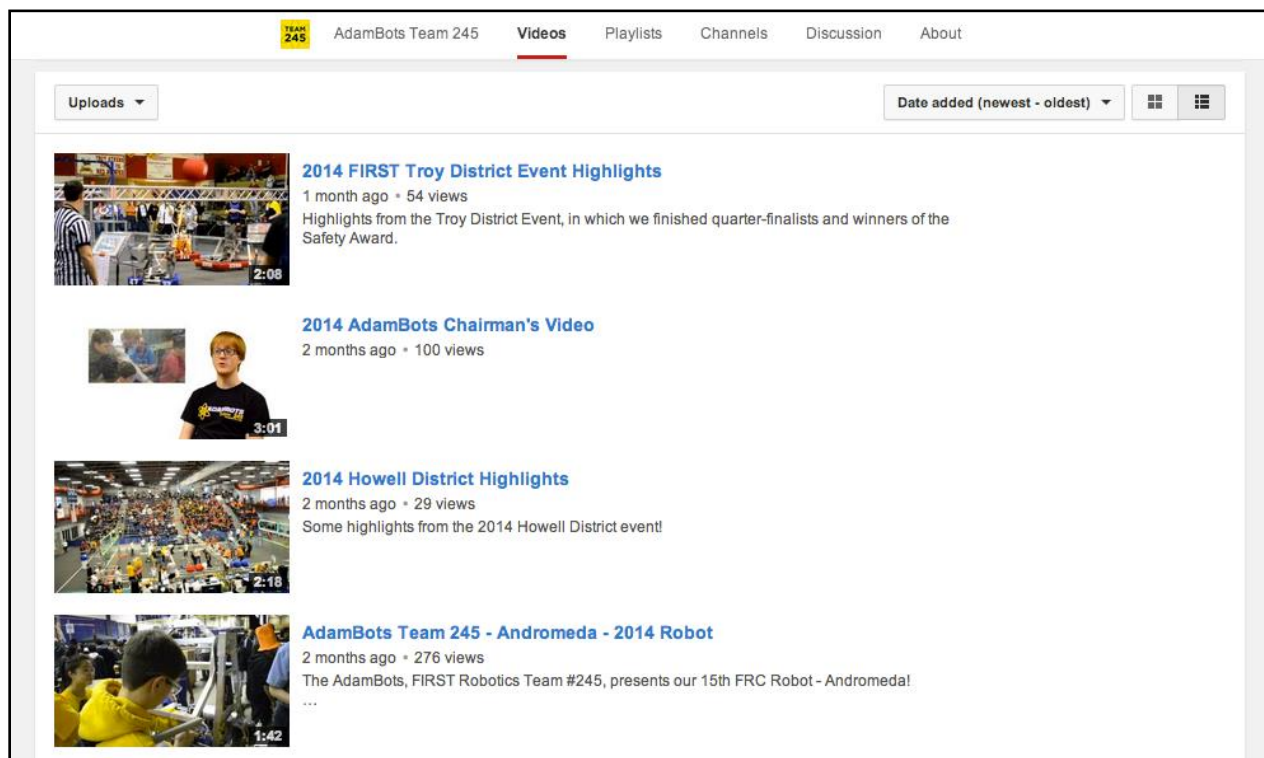
The Photo/Video Team is looking for anyone who enjoys getting deep into the action and capturing all the best moments of the team, and for creative students with an eye for great photo and video. No camera or equipment is necessary, only dedication and motivation!

We hope you join us in our photo/video journey!

Action	Base	AUTO (=Base+5)	AUTO & HOT (=Base+AUTO+5)	1 ASSIST (=Base+0)	2 ASSIST (=Base+10)	3 ASSIST (=Base+30)
LOW GOAL	1	6	11	1	11	31
HIGH GOAL	10	15	20	10	20	40
TRUSS	10					
Mobility		5				
CATCH	10					

Hello AdamBot!

In the world of Robotics, scouting is **just as important** as the robot itself. **Scouting** and **strategy** help the drive team **pick the best robots** to work with and the best way to win a match.

WHAT SCOUTING DOES, AND HOW IT HELPS THE ADAMBOTS

Our goal is to make it to the **World Championship**. We make a **list** of the **best possible alliances** for us to win each competition and provide strategy to beat the opposing alliances.

The work we do towards going to Worlds includes:

⚛ **Create scouting sheets** to gather relevant data on robots.
   - Each year, a new sheet is made and is tweaked throughout the season to make it as easy to understand as possible.

⚛ **Watch** and **gather data** on other teams via scouting sheets.
   - Scouting sheets are a huge part of having a successful competition.

⚛ **Organize data** and **create list** of possible teams.
   - The list is used to pick teams for the elimination rounds.

TYPICAL TEAM MEMBER SKILLS AND INTERESTS

The following list contains the common skills used by our team. Some members can do everything; others can do one thing well. As an active member of Scouting and Strategy, you will **develop** one or more of these skills:

⚛ **Observational** and **Understanding** skills by watching and recording relevant information on robots.

⚛ **Logic** and **Reasoning** skills by forming strategy for defeating an opposing alliance.

⚛ **Create** data pools by using excel and scouting sheets.

In addition to these skills, you will also gain:

⚛ A **better understanding of which designs work and why** by observing various designs and understanding the game.
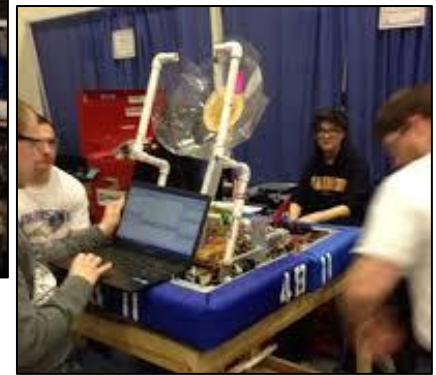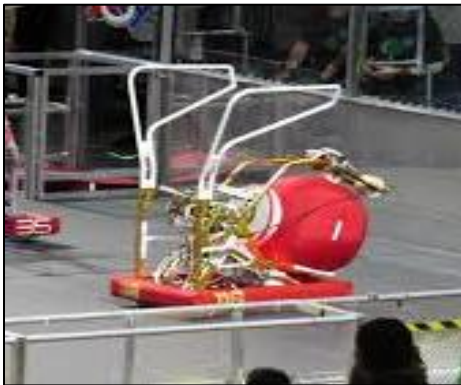
It would be impossible to judge and keep track of the effectiveness of each robot without the Scouting Team.

Scouting is often overlooked when one joins the team, but as you learn more about the team and competitions, you will discover how beneficial scouting can be. It will help you to better understand the game every year and participate in creating a winning alliance. Scouting will get you involved at competitions and help you improve your deductive reasoning skills.

If you have any questions, **PLEASE ASK**! You can contact me at bueltel.katie@gmail.com.

WELCOME TO THE ADAMBOTS!