



Odyssey of the Mind™

2014-2015

Problem No. 5:

Silent Movie



Silent Movie

Problem No. 5: Divisions I, II, III & IV

Introduction

Movies today are judged as much on their special effects as they are on the storyline. Imagine trying to tell a story through video but without sound. The first movies were silent, which means directors and actors had to find creative ways to tell the story in an entertaining way. There was no recorded sound and soon they added live musical accompaniment, gestures, captions, etc. The “silent era” quickly ended once engineers found a way to synchronize recorded sound and action.

Now your Odyssey of the Mind team has the chance to bring back this art form and will surely find creative ways to entertain!

A. The Problem

In this problem teams will create and present a performance that depicts a Director Character that produces and presents a silent movie. The Director will explain why a silent movie is being made in present times and, after it has been presented, will react to a Movie Critic’s comments.

The movie will feature a humorous Villain Character that commits three silly acts of “villainy.” There are no sound effects within the movie and none of the cast can speak as part of the movie. All sounds must be an accompaniment to the movie. The team will also create subtitles and an original musical score for the movie that will be played on at least one team-created instrument. The team will use a signal to indicate when the movie begins and when it ends. The performance will also include a short trailer of a coming attraction.

The **creative emphases** of the problem are on the performance, the Director Character, the silent movie, the subtitles, and the signals.

The **Spirit of the Problem** is for the team to create and present a humorous performance about a silent movie produced by a Director Character. The movie will include a Villain Character that commits three silly acts of villainy, subtitles, and music performed on a team-created instrument. The performance will also include a signal that indicates when the movie begins and ends, a Movie Critic character, and a trailer for a coming attraction.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the *2014-2015 Odyssey of the Mind Program Guide*.)

1. **General Rules:** Read the *2014-2015 Odyssey of the Mind Program Guide*. This manual is updated each year and includes basic limitations for solving Odyssey of the Mind problems 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 www.odysseyofthemind.com/clarifications/. Problem clarifications submitted after February 15, 2015, 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. Time starts when the Timekeeper says, “Team begin” and includes setup, Style, and the presentation of the problem solution.
4. The cost limit for this problem is \$125 (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. a Director *Character* that produces a silent movie.
 - b. a Villain Character that commits three *silly acts of villainy* during scenes in the movie.
 - c. a *musical score* for the movie that is played on a team-created instrument.
 - d. subtitles used in the movie.

- e. a signal that indicates the beginning of the movie and another to indicate the end of the movie.
 - f. a Movie Critic that comments on the movie.
 - g. a *trailer* of a coming attraction.
6. The **Director Character**:
- a. can be anything.
 - b. can be *portrayed* by *one or more team members*.
 - c. will be shown as producing a silent movie in present times.
 - d. must explain, any way the team wishes, why a silent movie is being made in present times.
 - e. must react to a Movie Critic's comments after the movie is shown.
7. The **silent movie**:
- a. can be about anything.
 - b. can be set in any time period as long as it is shown as being produced in present day.
 - c. must be performed live.
 - d. cannot include any spoken language. All communication to the audience must be done through action, gestures, *subtitles*, and/or music accompaniment. The only limit on sound is for the actual movie. For example, a team member acting as an audience member watching the movie may speak while it is being presented.
 - e. will include a Villain Character that performs three silly acts of villainy.
8. The **Villain Character**:
- a. may be portrayed in any way.
 - b. may be portrayed by one or more team members.
 - c. will commit three silly acts of villainy during the silent movie. For the acts:
 - (1) one the Villain will get caught doing.
 - (2) one the Villain will not get caught doing.
 - (3) one can end however the team chooses.
9. **Sound effects** for the movie:
- a. are allowed if the team wishes. They may be anything except for lip synching.
 - b. may include prerecorded sounds but must be presented as being external to the movie. For example, they cannot be made by the cast of the movie.
 - c. must only accompany the movie.
 - d. are not required.
10. The three required **subtitles**:
- a. will be scored. Additional subtitles may be used but will not receive score.
 - b. must appear in full view of the judges to be scored.
 - c. must be text or symbols that communicate to the judges and audience what is going on in the silent movie.
 - d. can be shown to the judges and audience in any way.
 - e. can be created out of any medium.
11. The **musical score**:
- a. must be played, in part or entirely, on at least one team-created instrument. Other instruments and other methods of playing music may be used as well.
 - b. can take place at any time in the performance and be any length, but must accompany the movie at some time.
 - c. may include lyrics as long as the movie cast is not singing them.
12. The **trailer**:
- a. must appear before the silent movie begins or when it ends.
 - b. must be a preview of another movie that will be released soon.
 - c. has no restrictions on sound.
13. The **signals**:
- a. must indicate the beginning of the silent movie and the end of the silent movie.
 - b. may be the same for the beginning and end, or they may be different signals.

c. can be anything, and may include sound.

14. The **Movie Critic**:

- a. can be portrayed in any way.
- b. will make at least one comment about the movie.
- c. will interact with the Director Character after the movie.

15. The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Member's Area at www.odysseyofthemind.com/members/, or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed 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 Villain Character.
- c. a brief description of the three villainous acts and when they will appear in the silent movie.
- d. a brief description of the Director Character.
- e. a brief description of the team-created instrument.
- f. when in the performance the trailer will appear.
- g. the signals the team will use to indicate the beginning and end of the silent movie.
- h. 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 7' x 10' (2.1 m x 3 m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 7' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 7' x 10' area. If a drop-off exists beyond the 7' x 10' 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.
- 2. A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.
- 3. The team members must report to the competition site with all of their props and paperwork at least 15 minutes before they are scheduled to compete.
- 4. It is the team's responsibility to complete its problem solution within the 8-minute time limit. When the team is finished, it must signal the judges. An overtime penalty will be assessed if the team takes more than 8 minutes, and the Timekeeper will stop the team after one minute of overtime.
- 5. 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 may 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. Creativity of the overall performance (originality, effectiveness).....1 to 20 points
- 2. Quality of the performance (audibility, movement, stage presence).....1 to 20 points
- 3. The Director Character2 to 25 points
 - a. Creativity of its portrayal 1 to 10 points
 - b. Explains why a silent movie is being made in present times 0 or 5 points
 - c. Effectiveness of its role.....1 to 10 points
- 4. The silent movie 2 to 20 points
 - a. Effectiveness of the story line1 to 10 points
 - b. Creativity of why it is being made in present times.....1 to 10 points

5. The three silly acts of villainy 4 to 25 points
 - a. Take place in the silent movie as stated in B8c 0 or 5 points
 - b. Overall humor of the acts (1-5 points each).....3 to 15 points
 - c. Originality of how the silly acts are portrayed as villainy.....1 to 5 points
6. The musical score.....2 to 25 points
 - a. Team-created instrument is used..... 0 or 5 points
 - b. Originality of the team-created instrument.....1 to 10 points
 - c. Overall effectiveness as accompaniment to the movie.....1 to 10 points
7. The three required subtitles..... 2 to 25 points
 - a. Are presented 0 or 5 points
 - b. Effectiveness of how they *appear*.....1 to 10 points
 - c. Creative use of the subtitles1 to 10 points
8. The trailer 1 to 15 points
 - a. Is presented before or after the movie..... 0 or 5 points
 - b. Effectiveness of promoting the coming movie1 to 10 points
9. Creativity of how the signals are used to indicate the beginning and end of the movie 1 to 10 points
10. The Movie Critic..... 1 to 15 points
 - (a) Comments on the movie..... 0 or 5 points
 - (b) Effectiveness of its role 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. Overtime: -5 points for every 10 seconds or fraction thereof
over time limit (example: 27 seconds over = -15 points) maximum -30 points
7. Silent movie contains audible
sound by the cast (each offense w/ maximum of 3) -10 points

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. *Visual appearance* of the villainous character.....1 to 10 points
2. One element of the Movie Critic's costume (*team's choice*)1 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 performance 1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide*:

1. A 7' x 10' (2.1m x 3m) 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 regarding competition site specifications such as actual dimensions, registration procedures, floor surface, 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 B15. 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

appear – what the subtitles look like as well as the method the team uses to bring the subtitles into full view of the audience.

silly acts of villainy – acts or deeds that the Villain views as wicked or mischievousness, perhaps with intent to do wrong to someone or something, but to outsiders these acts are harmless, incidental, and even humorous.

team's choice: team may select any aspect of the costume and have it scored on anything it wishes; for example, the use of a material in the costume, originality of the design, overall appearance, etc.

trailer – one or more short segments of a movie, used to advertise it before or after the presentation of the silent movie; a coming attraction.

visual appearance – how the Villain looks, including mannerisms and costuming.

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