Problem No. 3:

Classics... Aesop Gone Viral
Introduction

With modern technology, ideas and actions can spread around the world in an instant. Stories can be shared with a click of a button, and anything posted online can go viral, whether its originators intended it to or not. In this classics problem, teams will explore how ideas and actions went viral in the past. Aesop's Fables have been shared throughout history and the morals they present continue to be shared today. So, what were the various ways his fables went viral? Because of the timelessness of the morals they teach and the simplicity of how they are illustrated, the fables have been shared for centuries using many forms of communication.

A. The Problem

Teams will create and present an original performance about a fable gone “viral.” Teams will select a fable from a list and portray the story and its moral as going viral - that is, being shared throughout the community and beyond. The sharing of the fable will be done in three different ways: through using sound, visually, and a team-created “forgotten” method of communication. The performance will be set in a past time period and include a narrator character, an artistic representation of the fable’s moral, and a mistaken character that makes a wrong conclusion about the moral and is corrected.

The creative emphases of the problem are on the performance, the team-created forgotten method of communication, the Narrator, the mistaken Character, and the Artistic Representation of the fable’s moral.

The Spirit of the Problem is for the team to create and present an original performance that includes one of Aesop’s fables, and its moral, going “viral.” The sharing of the fable will be done in three different ways: through using sound, visually, and a team-created “forgotten” method of communication. The performance will be set in a past time period and include a narrator, an artistic representation of the moral, and a mistaken character that makes a wrong conclusion about the moral and is corrected.

B. Limitations (Italicized words/terms are defined on Page 5 in the Problem Glossary or in the 2015-2016 Odyssey of the Mind Program Guide.)

1. General Rules: Read the 2015-2016 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, 2016, 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. This 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 fable, and its moral, going viral.
   b. a setting in a past time period.
c. a narrator character.
d. an artistic representation of the moral.
e. a mistaken character that makes a wrong conclusion about the moral.

6. The **fable**:
   a. must be selected from the following list:
      The Bear and the Two Travelers
      The Mischievous Dog
      The Dog in the Manger
      The Hawk, the Kite, and the Pigeons
      The Donkey and His Buyer
      Hercules and the Wagoner
      The Boy and the Nettles
      The Fox and the Grapes
      The Dogs and the Fox
      The Thief and the Innkeeper
   b. must include its moral. The moral must be produced from research performed by the team for the fable it selected (see B11).
   c. may be the team's interpretation. It does not have to have the same characters, costuming, storyline, but the moral must be the same as for the actual fable.
   d. and its moral will be portrayed as going viral. The process of going viral will be shown in the performance. The moral must be learned by a different character each time the fable is shared using a new method of communication in the performance.
   e. will be portrayed as going viral in the following three ways:
      (1) Through Sound. Visual enhancements may take place simultaneously, but they are not allowed to tell the story of the fable or to explain its moral in this instance.
      (2) Visually. Audible enhancements may take place simultaneously, but the story of the fable and its moral must be visually portrayed in this instance.
      (3) A "forgotten" method of communication. This is team-created and may be anything that is allowed in the problem limitations and the general rules of the Program Guide. It does not have to be portrayed as being from the same time period the fable goes viral in and does not have to be portrayed as forgotten in the past era.

7. The **setting of the fable when it goes viral in a past time period**:
   a. includes costumes, background, etc. of the performance.
   b. must represent a time period before 1800 AD (when Allessandro Volta produced continuous electrical power).
   c. may change throughout the performance. All settings used when portraying the fable going viral must be set in the same historical time period. Settings from other time periods may be used, but not to show the fable going viral.
   d. must be shared in a manner already invented before or during the time period of the selected setting.

8. The **narrator character**:
   a. may be anything the team wishes.
   b. will explain to the judges and the audience how the fable is being shared to help it go viral.
   c. doesn't have to be portrayed as being from the same time period as when the fable goes viral.
   d. must be a different character from those required to learn the morals.
9. The **artistic representation of the moral:**
   a. may be any medium and may be a combination of mediums.
   b. will represent the moral in any way team wishes as depicted in the performance.

10. The mistaken **character**:
   a. can be portrayed in any way.
   b. will be presented with the fable. This may take place at any time during the performance.
   c. will make a conclusion about the moral of the fable that is different from its real meaning. This conclusion can be presented any way the team wishes.
   d. will learn the true moral of the fable.
   e. may learn the moral through one of the three methods that cause the fable to go viral in B6e.

11. The team must provide documentation listing the moral of the selected fable. This can be a photocopy, an article in a publication, a printout from a website, etc., as long as it includes the name of the fable and its moral. If the team does not supply documentation, the Tournament Director will supply a list of the fables and their morals to use.

12. 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 1/2” 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. the fable selected from the list.
   c. a brief explanation of the three ways the fable is shared to help it go viral.
   d. a brief description of what time period the fable goes viral.
   e. when in the performance the artistic representation of the moral will appear.
   f. a short description of the narrator and the mistaken character that makes a wrong conclusion about the moral.
   g. a short description of the setting, or which part of a setting, to be scored for use of color in F1 Style.
   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 fable ........................................................................................................................................ 0, 5 10, or 15 points
   a. Is presented in the performance .................................................................................................... 0 or 5 points
   b. Has its moral presented in the performance .................................................................................. 0 or 5 points
   c. The moral is learned by a different character each time it is shared using a new method of communication ........................................................................................................... 0 or 5 points
4. The fable and moral going viral ...................................................................................................... 4 to 60 points
   a. Is learned using sound .................................................................................................................. 0 or 5 points
   b. Effectiveness of how it is shared using sound ............................................................................ 1 to 10 points
   c. Is learned visually ......................................................................................................................... 0 or 5 points
   d. Effectiveness of how it is shared visually ..................................................................................... 1 to 10 points
   e. Is learned in a team-created forgotten method .......................................................................... 0 or 5 points
   f. Effectiveness of how it is shared in a team-created forgotten method ....................................... 1 to 10 points
   g. Creativity of the team-created forgotten method .................................................................... 1 to 10 points
   h. All three methods of going viral occur in the same time period .............................................. 0 or 5 points
5. Narrator ......................................................................................................................................... 2 to 30 points
   a. Explains what is taking place in the performance ..................................................................... 0 or 5 points
   b. Creativity of its portrayal ............................................................................................................... 1 to 10 points
   c. Effectiveness in the performance ................................................................................................. 1 to 15 points
6. Artistic representation of the moral ............................................................................................... 1 or 20 points
   a. Is presented in the performance ................................................................................................... 0 or 5 points
   b. Creativity of how it represents the moral of the fable ................................................................. 1 to 15 points
7. Mistaken Character ....................................................................................................................... 1 to 20 points
   a. Presents a wrong conclusion about the moral of the fable ......................................................... 0 or 5 points
   b. Is corrected and learns the true moral of the fable ................................................................. 0 or 5 points
   c. Creativity of its portrayal ............................................................................................................... 1 to 10 points
8. The setting ....................................................................................................................................... 1 to 15 points
   a. Represents a past time period ...................................................................................................... 0 or 5 points
   b. Effectiveness in the performance ................................................................................................. 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. Performance does not relate a moral from the list ........................................................................... -15 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. Creative use of color in a setting (all or any part)................................................................................................. 1 to 10 points
2. Original use of one or more socks in a costume........................................................................................................ 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, one copy of its documentation, and all team-specific clarifications.
2. Four copies of its list as stated in B12. 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

Going Viral – being shared throughout a community and beyond as portrayed in the performance. In this problem, it means that the moral of the story is shared (and the moral learned) a minimum of three times in the performance.

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