

ROBOFEST 2025 ~ 2026 Annual Assessment Report

August 20, 2026 V1.2

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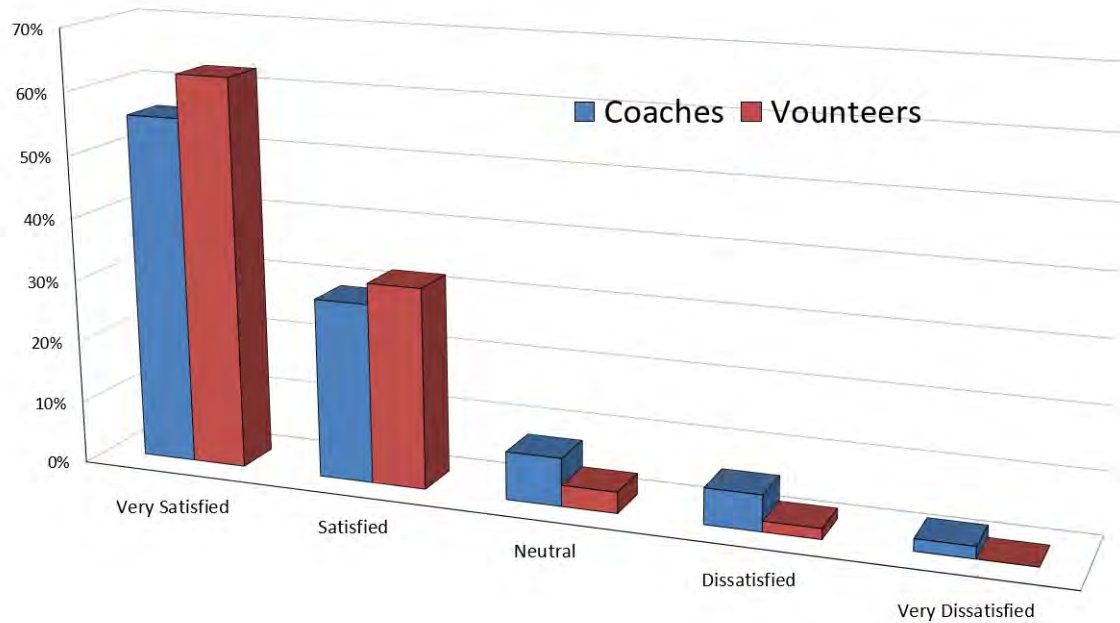
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1. Robofest 2026 Coach & Volunteer Survey Results

Anonymous surveys were conducted after World Championship competitions in May – Mid July 2026. 52 coaches, assistant coaches or team mentors participated in the coach survey. 59 volunteers and Judges registered in our RMS system, participated in the volunteer survey. Table 1 shows the satisfaction rate from each survey. Figure 1 displays the table data in a 3D bar graph. There were 4 “dissatisfied” responses out of 52 coaches this year (4.5%).

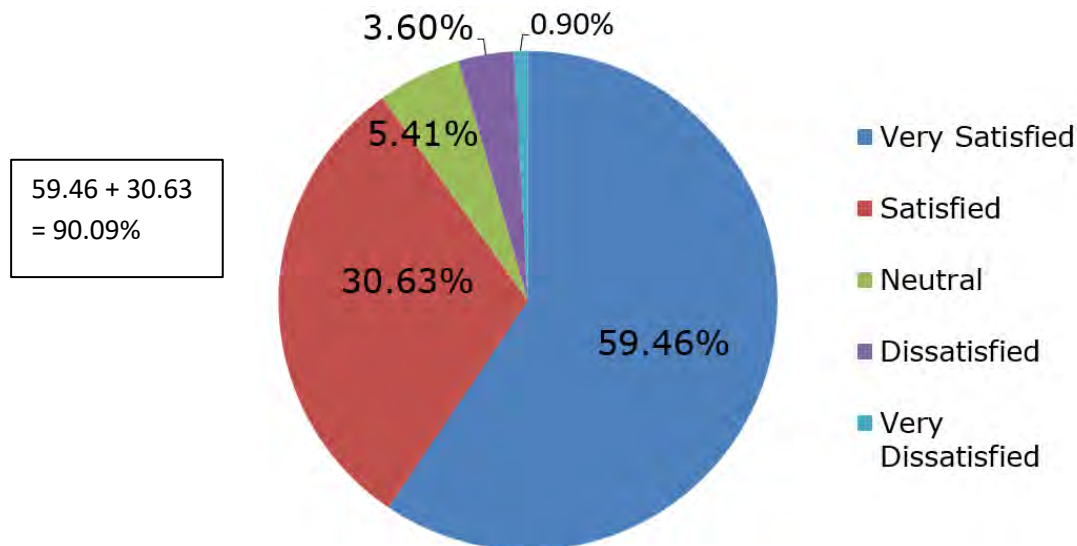
	# Coaches	# Volunteers	Average %
Very Satisfied	29	37	59.46%
Satisfied	15	19	30.63%
Neutral	4	2	5.41%
Dissatisfied	3	1	3.60%
Very Dissatisfied	1	0	0.90%
Total	52	59	100%

(Table 1) 2026 Satisfaction rate from each of 2 surveys

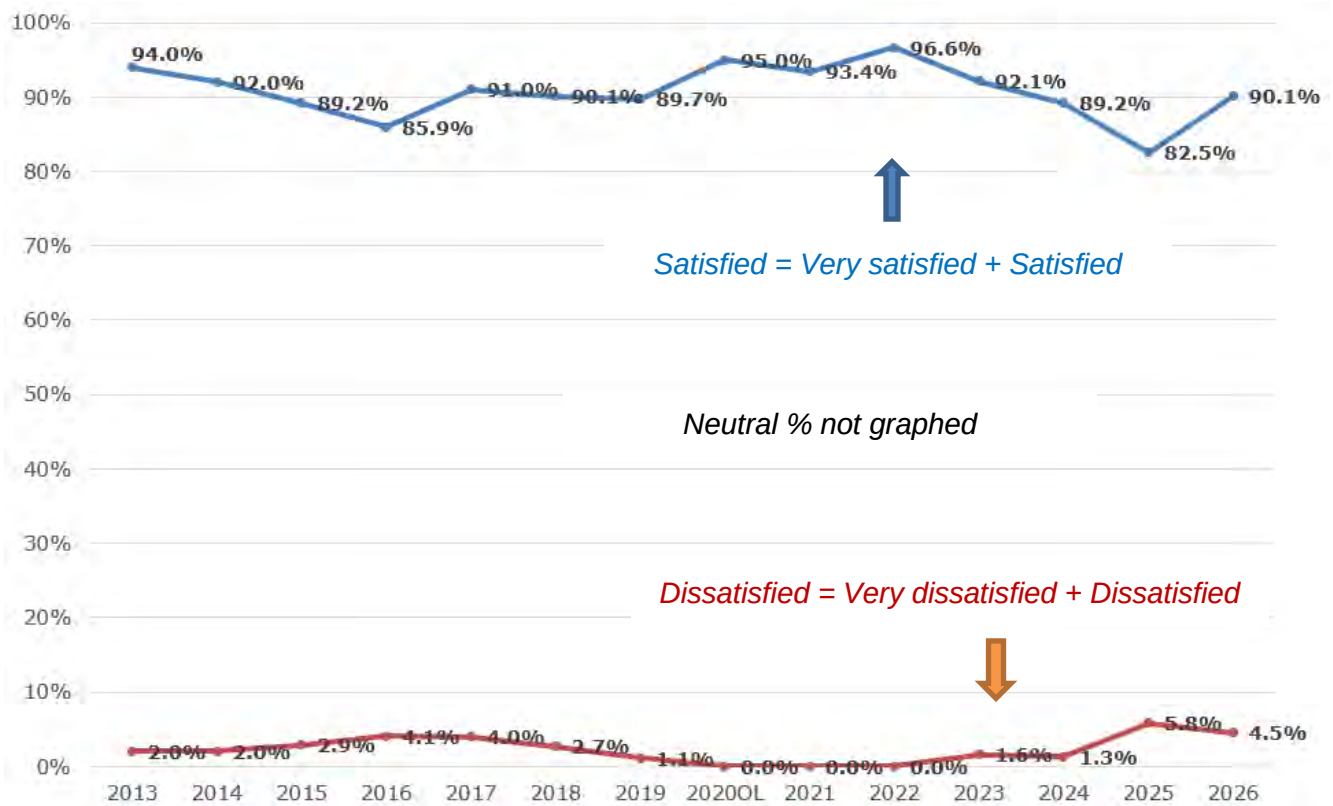


(Figure 1) Satisfaction rate from each of 2 surveys in 2026

Figure 2 below shows average satisfaction rate from the 2 surveys. 90.09% (59.46 + 30.63) were satisfied or very satisfied. Figure 3 shows overall coach/volunteer satisfaction rate changes since 2013. The overall satisfaction rate has increased. Note that Figure 3 does not show neutral cases.



(Figure 2) 2026 Coach/Volunteer averaged satisfaction rates



(Figure 3) Overall coach/volunteer satisfaction rate changes since 2013 (2014 year contains only coach data)

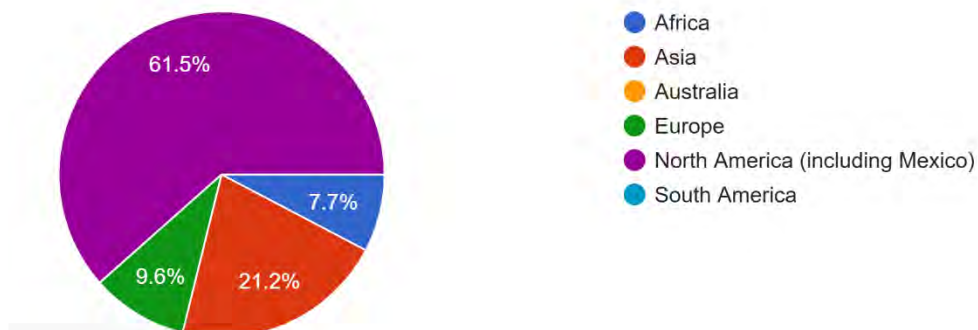
1.1 Coach Survey Results

The following (Figure 4 on pages 3-6) shows results of 2026 coach surveys. For the first time, we asked about the use of generate AI tools to assist coding. A majority of students (63.5%) did not use it at all. However, 36.5% used generative AI tools in some way.

Regarding Q8, “How likely are you to participate in Robofest next year?”, the percentage of “Very Likely” slightly dropped from 59.2% in 2025 to 53.8 in 2026. In 2024, it was 84.9%.

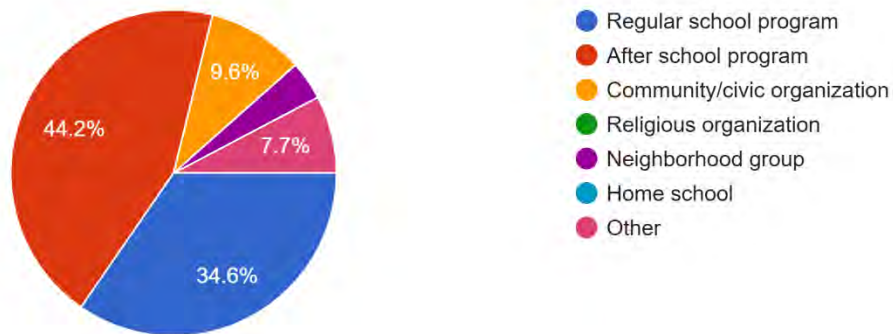
Q1. Where are your teams from?

52 responses



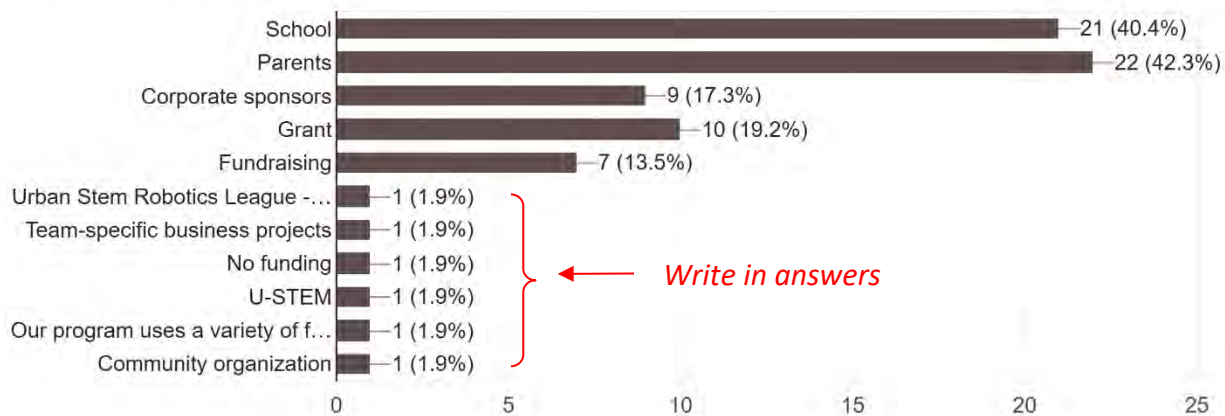
Q2. Your team participated in Robofest 2026 through:

52 responses



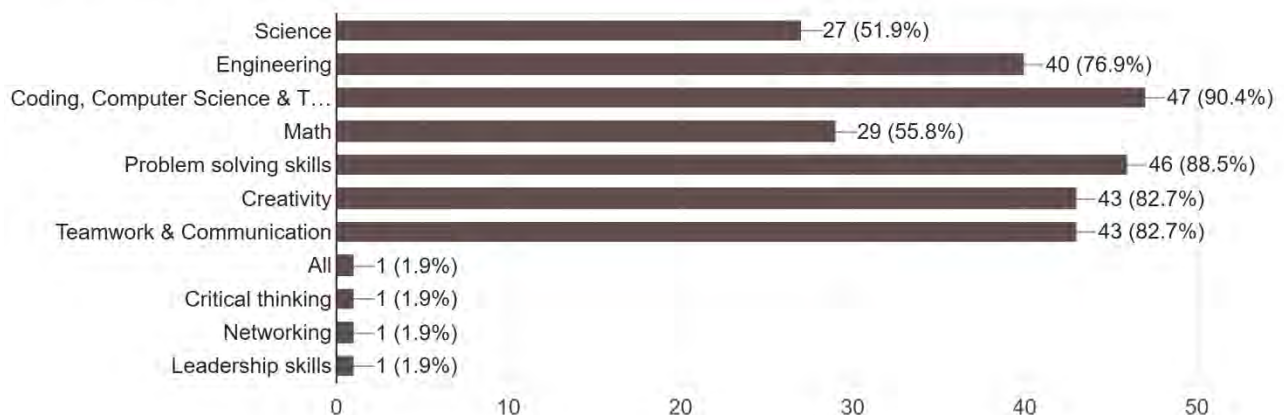
Q3. From whom did your team receive funding?

52 responses



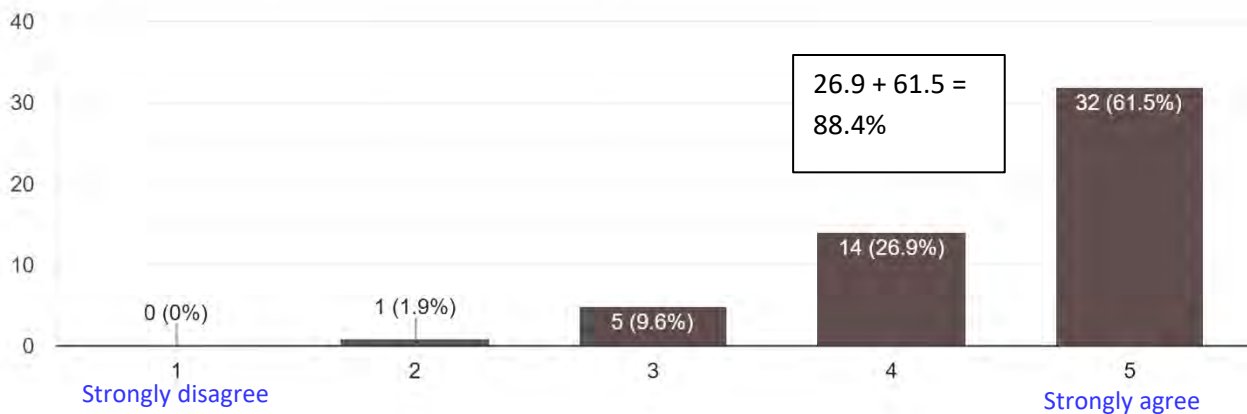
Q4. What areas do you think are enhanced (or can be enhanced) through Robofest programs?

52 responses



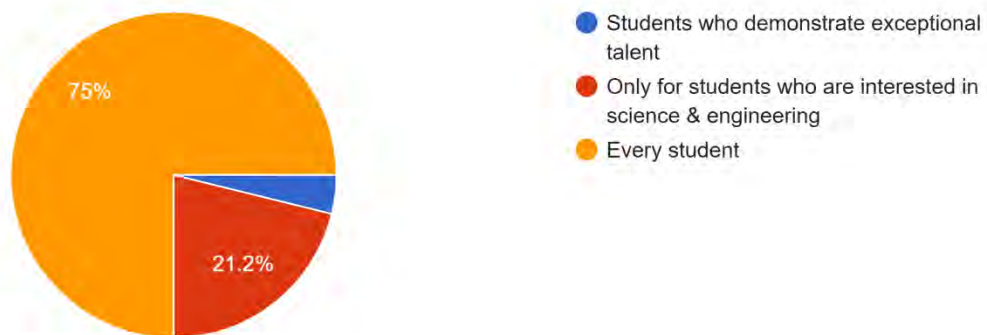
Q5. Do you think your team members learned and improved science, technology, engineering, math, and/or coding knowledge through Robofest 2026 programs?

52 responses



Q6. For whom do you think the Robofest programs should be designed?

52 responses



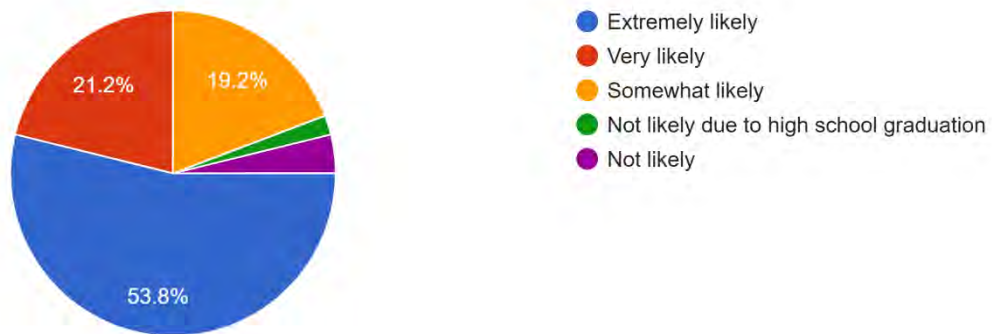
Q7. Did your students use Generative AI tools (e.g., ChatGPT, Claude, Copilot, Gemini, Cursor) to assist with coding during the 2026 Robofest season?

52 responses



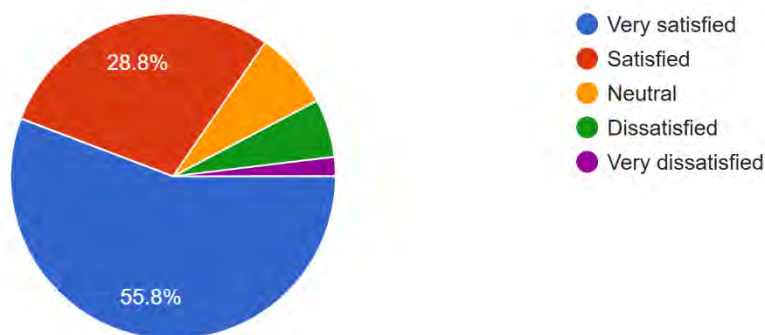
Q8. How likely are you to participate in Robofest next year?

52 responses



Q9. How would you rate your overall Robofest 2026 season experience?

52 responses



(Figure 4) 2026 Coach Survey results

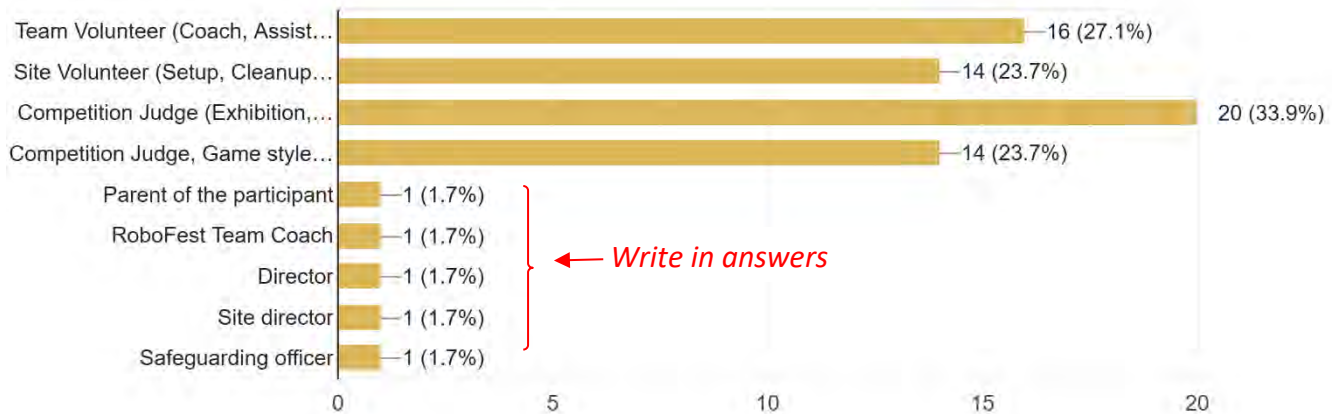
The coach survey included an essay (short answer) question: *Q10. Please write any suggestions, comments, criticism, and encouragement to improve the quality of Robofest..* Comments and corresponding Robofest office's responses/comments can be found in Appendix 1.

1.2 Volunteer Survey Results

The following (Figure 5 on pages 7-8) with 4 questions shows the results of 2026 Volunteer/Judge surveys. We thank all the volunteers!

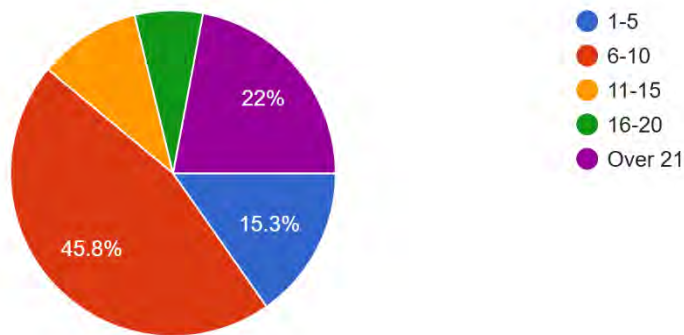
Q1. What was your role as a volunteer?

59 responses



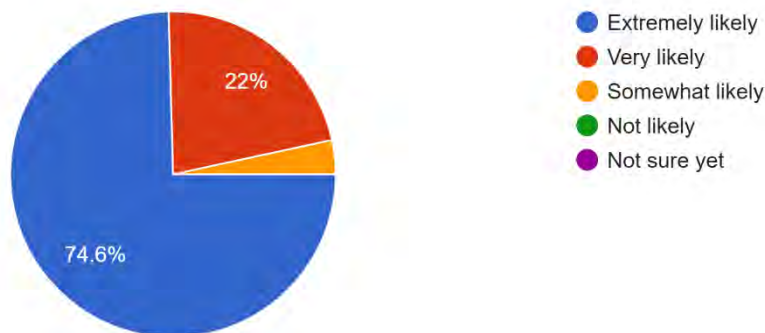
Q2. How many total number of hours did you volunteer for Robofest competitions this season?

59 responses



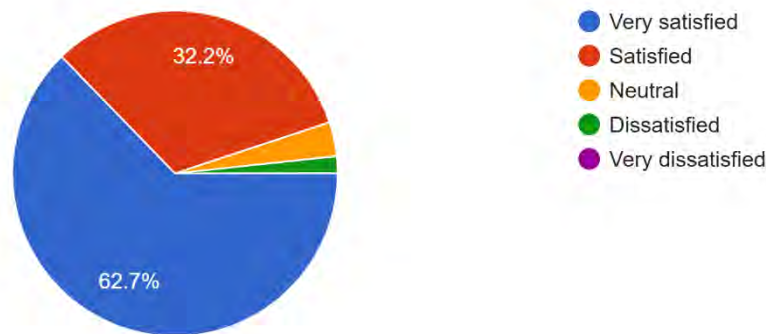
Q3. How likely are you to volunteer for Robofest in the future?

59 responses



Q4. How would you rate your overall Robofest experience this year as a Judge / Volunteer?

59 responses



(Figure 5) 2026 Volunteer & Judge survey results

The surveys for Volunteers & Judges had an essay question: *Q5. Please provide any suggestions/comments which will help us enhance the quality of Robofest for Science, Engineering, Technology, and Math education.* Volunteers' comments and corresponding Robofest office's comments can be found in Appendix 2.

We appreciate everyone who participated in the surveys. Please note that the survey was completely anonymous.

2. Student Assessment

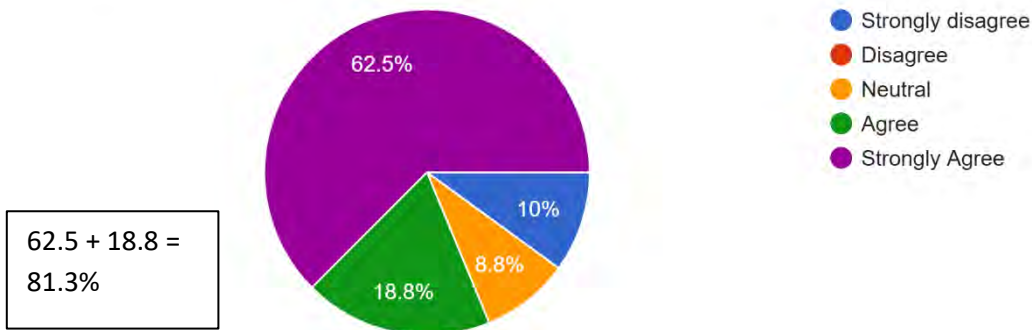
In order to assess the impact of autonomous robotics competitions in STEM education, Robofest students were asked indirectly through coaches to take online anonymous surveys before (team registration time) and after the competition. Robofest does not contact students directly for the survey.

2.1 2026 Pre-survey

80 students participated in the pre-assessment survey anonymously when teams were registered before starting Robofest work. 81.3% of the students agreed or strongly agreed that they like STEM and/or coding related classes. 86.2% of the students were very or somewhat interested in careers in STEM fields when the team was registered. See Figure 6 on page 9.

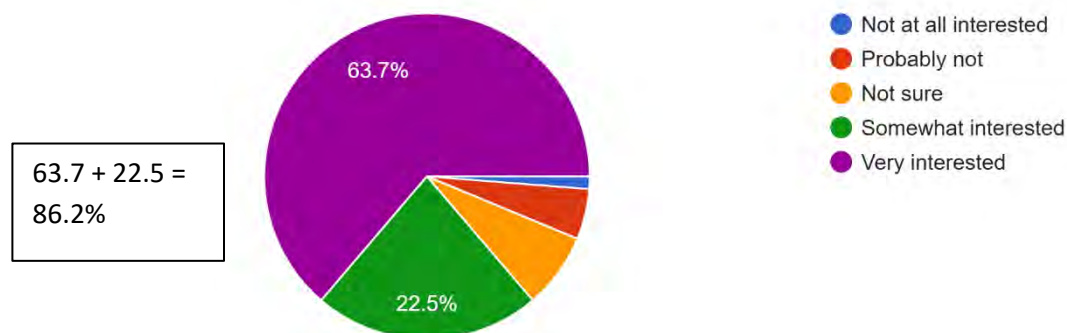
Q4. I like Science, Technology, Engineering, Math, and/or coding related classes.

80 responses



Q5. Are you interested in a career involving Coding, Science, Technology, Engineering, or Math?

80 responses



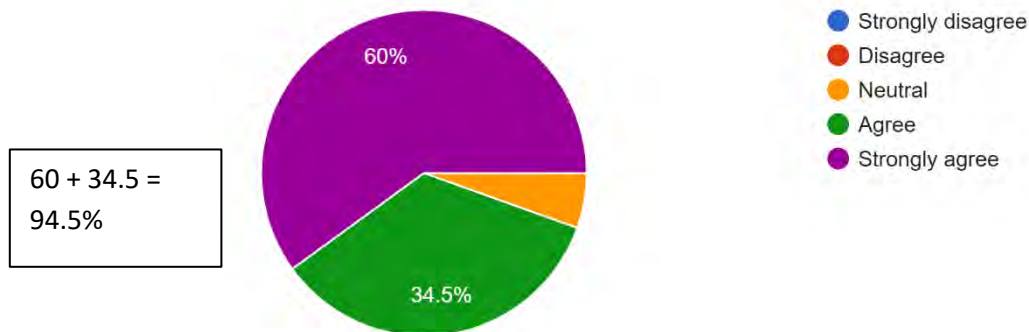
(Figure 6) Summary of 2026 pre-assessment student survey

2.2 2026 Post-survey

After World Championship events were completed, a post-assessment survey was conducted. 55 students participated in the survey anonymously. See figure 7 on page 10-11. *Note that pre and post survey groups are NOT from the same population.*

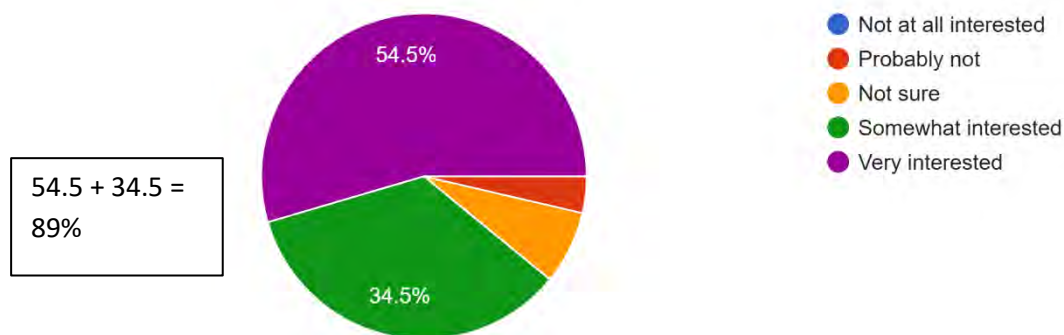
Q4. I like Science, Technology, Engineering, Math, and/or Coding related classes.

55 responses



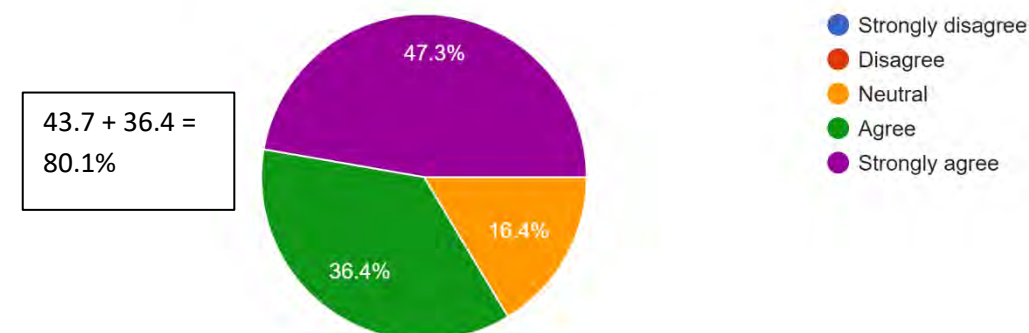
Q5. Are you interested in a career involving Science, Technology, Engineering, Math, and/or Coding?

55 responses



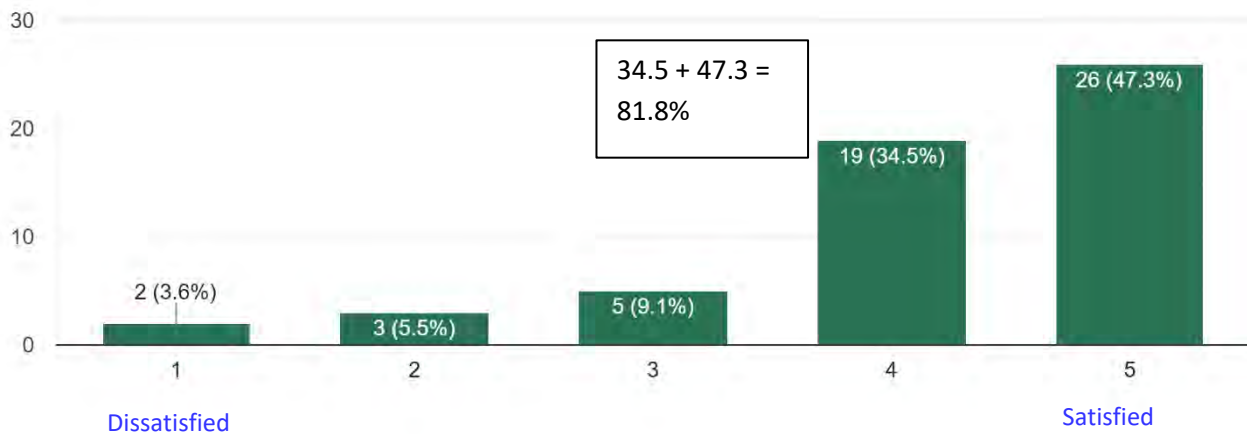
Q6. Robofest robotics experience helped me learn more about Science, Technology, Engineering, Math, and/or Coding.

55 responses



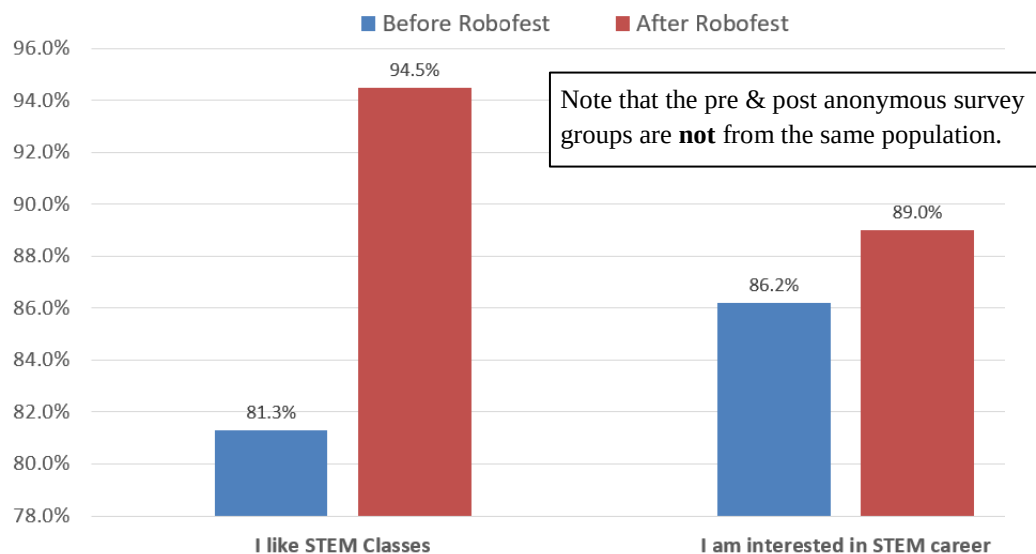
Q7. How would you rate your overall Robofest 2026 season experience?

55 responses



(Figure 7) Summary of 2026 post-assessment student survey

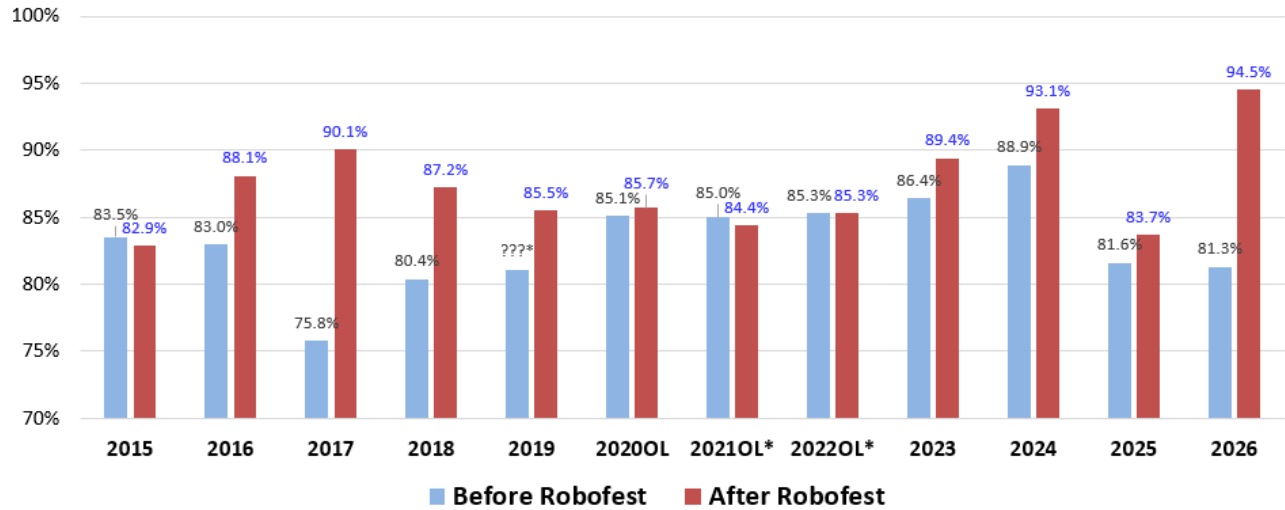
Figure 8 below shows the changes between pre and post survey results for the Q4 (STEM Likert) and Q5 (STEM Career interest). After students' Robofest experience this year, both STEM Likert scale and STEM Career interest increased, as shown right in Figure 8. Note that pre and post survey groups are NOT from the same population.



(Figure 8) 2026 Pre & Post Assessment Summary – STEM Likert Scale & STEM Career interest

The following, Figures 9-1 and 9-2, show the STEM Likert pre & post assessment percentages since 2015. In 2026, STEM Likert scale jumped up from 81.3% to 94.5%. It was the first large increase after the pandemic years.

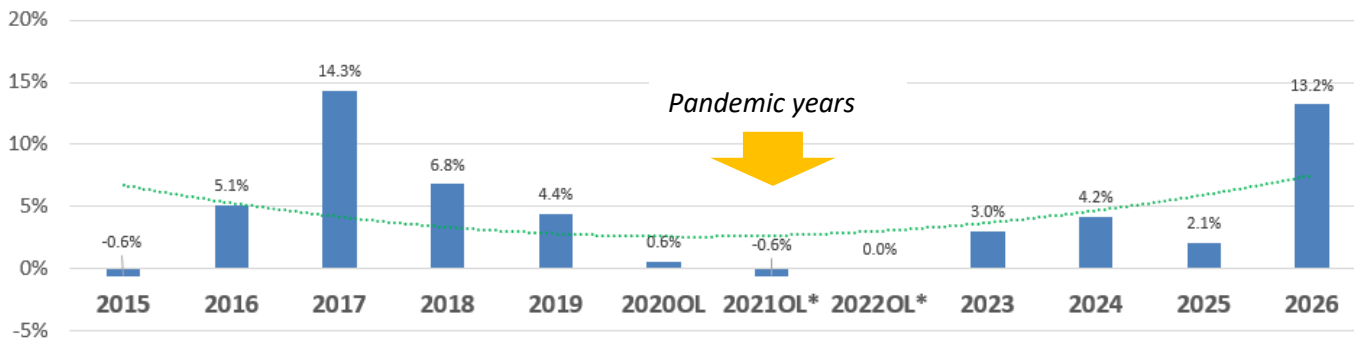
Q4. I like STEM & Coding Classes



(*) Most of the competitions were online. Note: 2020 were completely online.

(Figure 9-1) Pre & Post STEM Likert percentages since 2015

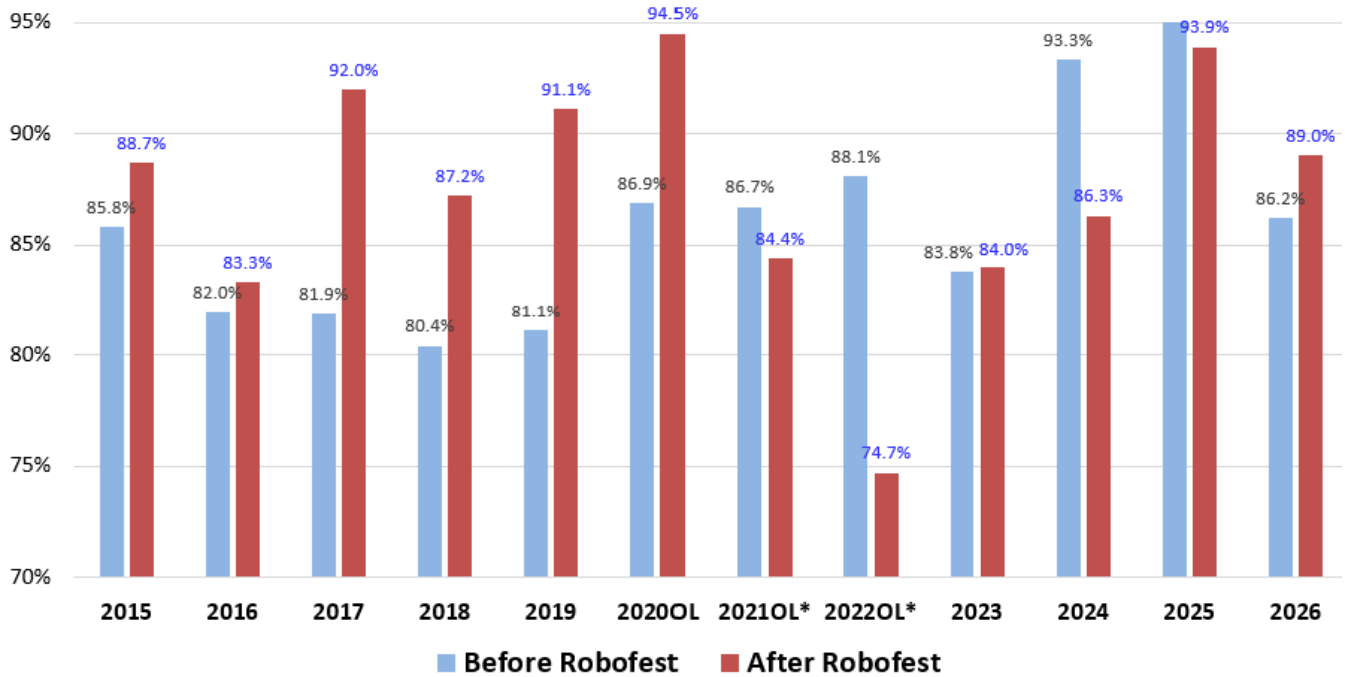
STEM Class Likert Scale Difference between Pre and Post Surveys



(Figure 9-2) Pre & Post STEM Likert scale difference changes since 2015

Figure 10-1 graphs the STEM Career interest percentages from pre & post assessments since 2015. Percent of students who consider a career involving STEM & coding after their Robofest exposure increased 2.8% this year. It was the first increase after the COVID-19 pandemic years. Figure 10-2 shows the STEM Career Likert scale differences between pre and post surveys since 2015.

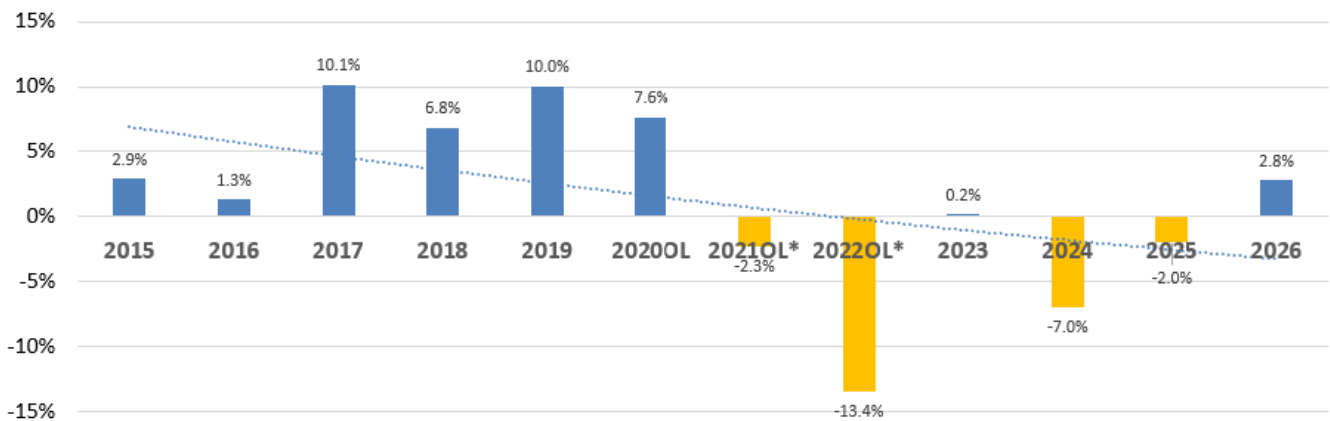
Q5. Interested in STEM & Coding Careers



(*) most of the competitions were online. FYI: 2020 were completely online

(Figure 10-1) Pre & Post STEM Career interest percentages since 2015

STEM Career Likert Scale Difference between Pre and Post Surveys



(Figure 10-2) Pre & Post STEM Career interest percentage changes since 2015

3. Overall Program Self-Evaluation

Robofest's mission statement has the following three main goals:

- Generate excitement and interest in STEM among young people
- Develop essential skills such as problem solving, critical thinking, creativity, and teamwork (leadership & communication)
- Prepare students to excel in higher education and technological careers

We defined and collected the following data to measure the success of a Robofest academic year.

- 1) Total number of registered teams during an academic year
- 2) Dropout rate (% of registered teams that did not compete)
- 3) Percentage of teams that received over 60% scores for Games
- 4) Percentage of teams that received over 3.0 out of 5 for Exhibition
- 5) Percentage of teams that solved the unknown problems without the help from adults.
(Robofest has unknown problems like exams unveiled at the beginning of competition.)
- 6) Overall coach & Judge/volunteer satisfaction rate
- 7) Percentage of teams that participated in the 2nd chance Game competition (US only data)
- 8) Percentage of teams that improved scores on average in the 2nd chance competition
- 9) Percentage of students who indicate that Robofest robotics experience helped them learn more about STEM
- 10) Increased percentage of students who like STEM classes after having Robofest experience
- 11) Increased percentage of students who consider a career involving STEM after their Robofest exposure
- 12) Percentage of coaches who indicated that Robofest experience helped students in learning STEM & coding skills
- 13) Percentage of coaches who indicated that Robofest experience helped students in enhancing science (New)
- 14) Percentage of coaches who indicated that Robofest experience helped students in enhancing mathematics (New)
- 15) Percentage of coaches who indicated that Robofest experience helped students in enhancing problem solving skills (New)
- 16) Percentage of coaches who indicated that Robofest experience helped students in enhancing creativity (New)
- 17) Percentage of coaches who indicated that Robofest experience helped students in enhancing teamwork and communication skills (New)
- 18) Percentage of World Championship RoboParade teams that passed the speed display
- 19) Percentage of World Championship RoboParade teams that passed the speed math exam

Evaluation of the 2026 year for each metric is summarized in Table 2. This evaluation is based on team registration data from RMS (Robofest Management System) database system, score sheets, and assessment surveys. The overall evaluation of the Robofest 2025-2026 year related to Robofest's goals is analyzed in Table 3.

Metric #	Criteria	Goal	Outcome	Evaluation
1)	Total number of registered teams	≥ 500	736*	Successful
2)	Dropout rate (no show)	< 5%	13.26%**	Unsuccessful
3)	% of Game teams with over 60% scores	≥ 30%	31.15%*	Successful
4)	% of Exhibition style teams with over 3.0	≥ 50%	97.37%*	Successful
5)	% of Game teams that solved unknown end task	≥ 35%**	28.42%*	Unsuccessful
6)	Overall coach & volunteer satisfaction rate	≥ 90.1%	82.5%	Successful
7)	% of US Game teams that tried 2 nd Chance before the World Championship	≥ 15%* ³	4.4%*	Unsuccessful

8)	% of US Game teams that improved scores on average in the 2 nd chance competition. Video submission teams included.	≥ 60%	25%*	Unsuccessful
9)	% of students who indicate that Robofest experience helped them learn more about STEM	≥ 80%	80.1%	Successful
10)	Increased % of students who like STEM classes after having Robofest experience	≥ 2%	13.2%	Successful
11)	Increased % of students who consider a career involving STEM after their Robofest exposure	≥ 2%	2.8%	Successful
12)	Percentage of coaches who indicated that Robofest experience helped students in learning STEM & coding skills	≥ 70%	88.4% (from Coach survey Q5)	Successful
13)	Percentage of coaches who indicated that Robofest experience helped students in enhancing science	≥ 70%	51.9%	Unsuccessful
14)	Percentage of coaches who indicated that Robofest experience helped students in enhancing mathematics	≥ 70%	55.8%	Unsuccessful
15)	Percentage of coaches who indicated that Robofest experience helped students in enhancing problem solving skills	≥ 70%	88.5%	Successful
16)	Percentage of coaches who indicated that Robofest experience helped students in enhancing creativity	≥ 70%	82.7%	Successful
17)	Percentage of coaches who indicated that Robofest experience helped students in enhancing teamwork & communication skills	≥ 70%	82.7%	Successful
18)	RoboParade correct speed display	≥ 60%	20%	Unsuccessful
19)	RoboParade speed math exam passed	≥ 60%	81%	Successful
20)	Judging parade Round 2 survivors (16/20) - new	≥ 80%	80%	Successful

(*) data provided by Robofest Office; (**) Option 2 site data excluded.

(Table 2) Evaluation of 2026 year for each quantifiable criteria

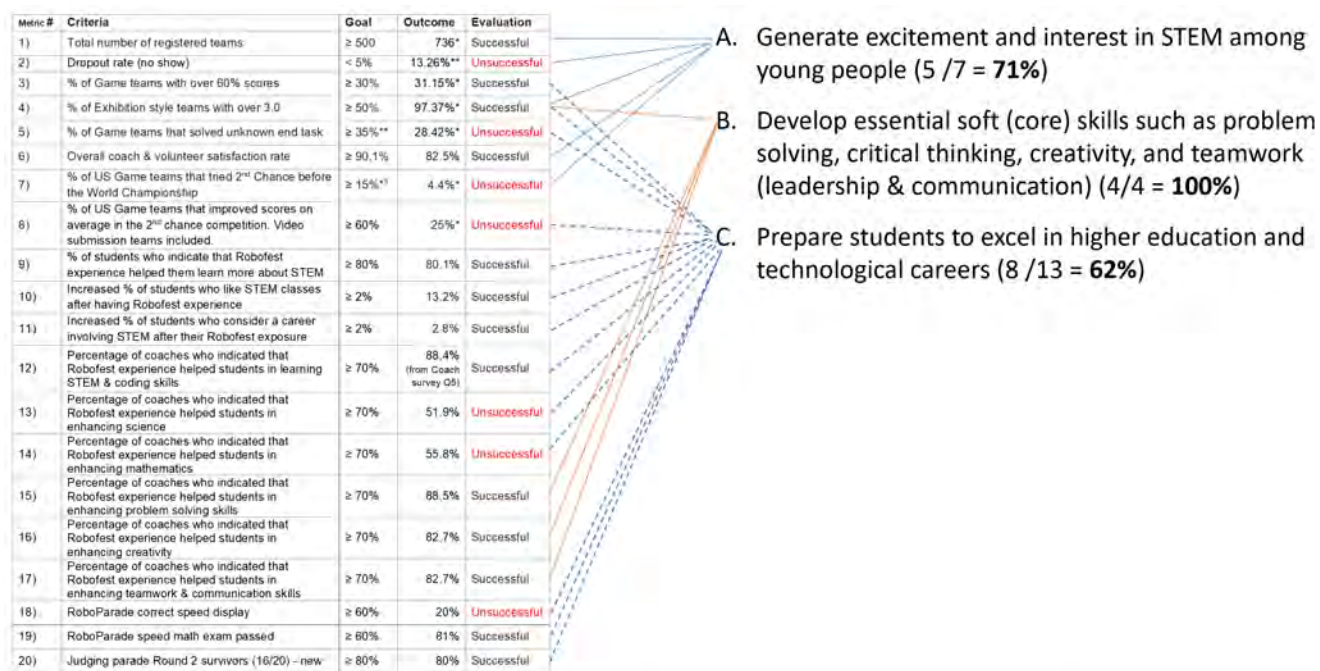
Goal	Metrics used to measure the success of the goal	Metrics Successfully achieved	Evaluation (target: 70%)
A)	1), 2), 4), 6), 7), 10), 11)	1), 4), 6), 10), 11)	71% (5/7)
B)	4), 15), 16), 17)	4), 15), 16), 17)	100% (4/4)
C)	3), 4), 5), 8), 9), 10), 11), 12), 13), 14), 18), 19), 20)	3), 4), 9), 10), 11), 12), 19), 20)	62% (8/13)

(Table 3) Overall evaluation based on analysis of Goals and Metrics.

4. Summary

According to student assessment data and survey results summarized in Tables 2 and 3, the 2025–2026 Robofest program achieved two of its three primary mission goals: (A) generating excitement and interest in STEM among youth, and (B) developing essential skills including problem-solving, creative and critical thinking, and teamwork.

The third goal—(C) Prepare students to excel in higher education and technological careers—was not met, reaching 62% against our 70% target. Moving forward, we will expand our college readiness initiatives to close this gap. Figure 11 summarizes this year's Robofest Program Assessment.

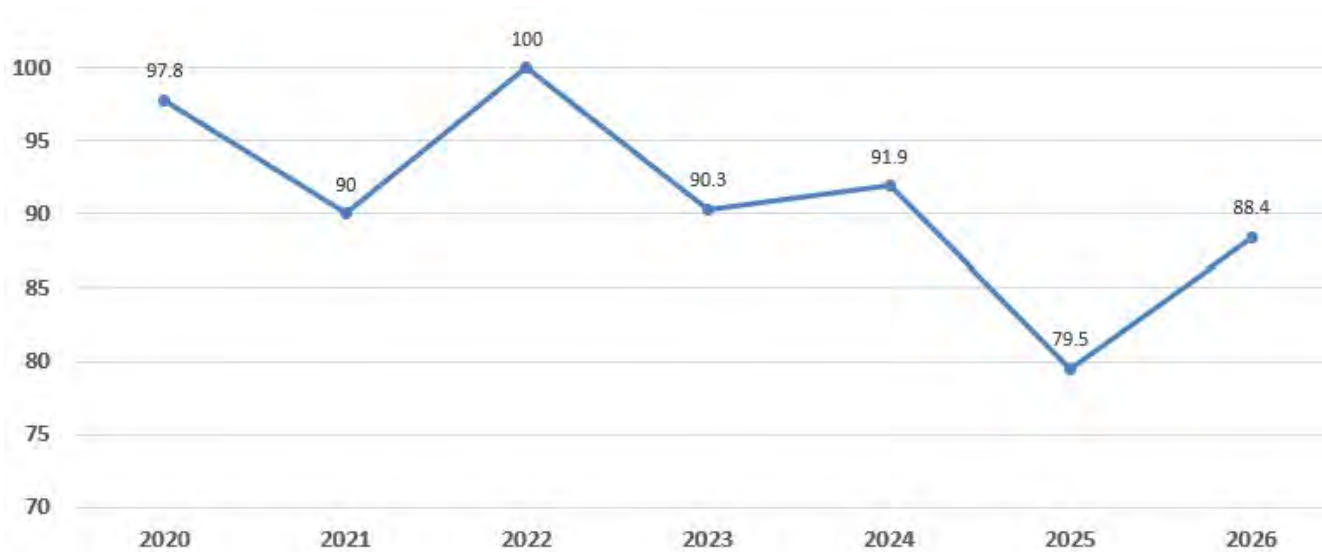


(Figure 11) Robofest Program Assessment Summary

We are also concerned about the increased 13.26%* team dropout rate in the U.S. Furthermore, coaches expressed concern that their students are not learning enough science and math. Additionally, only 4.4% of U.S. Game teams utilized the "Second Chance" competition to qualify for the World Championship. (* this included World Championship as well)

We value coaches' feedback to assess the program impact. The percentage of coaches who indicated that Robofest 2026 experience helped students in learning STEM & coding skills increased from 79.5% to 88.4% as shown in Fig 11 below.

We will continue to introduce innovative methods and enhance our programs to inspire students' interest in STEM, with a strong emphasis on mathematics, *natural* sciences, and artificial intelligence. In 2027, computer vision-based drone and humanoid robot competitions will be introduced. The AI revolution makes math, natural sciences, and creativity more valuable than ever. Through Robofest, we are committed to ensuring effective STEaM learning while helping students build both competence and confidence.



(Figure 12) Coach survey Q5 results since 2020. “Do you think your team members learned and improved science, technology, engineering, math, and/or coding knowledge through Robofest 2026 programs?”

Respectfully,

CJ Chung

CJ Chung, Ph.D.

Professor of Computer Science; Founder of Robofest, cchung@LTU.edu



Robofest Advisory Board: members Paul M. Akangah, Emma Alaba, Phil Bigos, Srinivas Bommidi, David Carbery, Ajay Choudhary, CJ Chung (Chair), Gavin Coleman, Scott Eisele, Linda Pence, Josh Siegel, Gordon Stein, and Maurice Tedder

Robofest Executive Council members: Chris Cartwright, CJ Chung (Chair), Vijay John, and Eric Martinson

Robofest Office Staff: Dr. Chris Cartwright (Executive Director), Prof. Elmer Santos (Technical Director), Shannan Palonis (Assistant Director), Pam Sparks (Coordinator), Anne Ruch (Coordinator)

Appendix 1: Coach Survey Comments / Robofest Office's Responses

Clear Negative Comments in red.

Q9. Please write any suggestions, comments, criticism, and encouragement to improve the quality of Robofest.

Coach Comments	Robofest Office's responses
Provide more advanced categories	Robofest hosts a wide variety of competition categories with different levels of difficulty. Please consider Game, UMC or Vcc.
I would love the schedule to be moved up a few weeks.....have the regional competitions sooner and the world's in April. May is a busy month (especially for the older kids with sports, prom, programs, graduation, etc.)	The World Championship can only be scheduled on LTU campus between Spring commencement and summer semester due to budget and space constraints. We do have a bit more flexibility when the event is sponsored by another organization, as is the case for 2027.
There is a clear need for better organization, especially given that the competition has been rescheduled several times. Furthermore, I hope to see closer oversight regarding the coaches to ensure that those officially listed are the ones actually delivering the training	Local organizers set the dates of the competitions, and occasionally must reschedule.
Thank you for organizing such a meaningful competition. As a coach whose team competed in the UMC (Unknown Mission Challenge) category, I'd like to share a few constructive suggestions. 1. Sample challenges & specifications. The unknown mission is what makes UMC such an honest test of student ability. To prepare well for that, it would help to have more sample/practice missions published in advance, along with the slides defining the category specs (robot size, motor/sensor limits, scoring, table dimensions) and the core skills students should bring. 2. Publish competition-day rules from the start. For fair preparation, the operational rules — preparation time per round, number of attempts, reset rules, day structure — should be announced early. For example, in our national competition teams get 3 hours of prep before Round 1 and 1 more before Round 2. This doesn't compromise the "unknown" principle, but lets students rehearse realistic time management. 3. The scholarship is an outstanding motivator — please keep it. Offering even a partial scholarship to distinguished students is a powerful form of recognition. I strongly encourage you to continue and, if possible, expand it. 4. Create a participant/alumni community. A network where past UMC participants can register and stay connected would let students share experiences, mentor newer teams, and feel part of an international UMC family long after the event. Thank you again — the Unknown Mission format is one of the most authentic and educationally valuable formats in student robotics, and these refinements would make it shine even brighter.	1) There are prior UMC challenges available on the UMC Page on the Robofest website, and we will commit to adding more samples to help teams prepare. 2) The local organizers have the option to create their own challenge, and work-time is part of the unknown factors. The operational structure of the event is part of the unveil process, so it is announced at the same time as the tasks and scoring. 3) We hope to continue offering the LTU Scholarship for the foreseeable future. 4) We have started an alumni group in early 2026 and will try to encourage former UMC participants to join and possibly mentor and judge in upcoming seasons.

Improving the Robofest competition prizes and facilitating the travel of the winning teams to participate in the global Robofest competition. Unfortunately, for the second year, my team has achieved first place, but without recognition and without facilitating the team's participation in the global competition. The visa was rejected by the American embassy in Jordan last year, and the winning team did not travel this year under the pretext of the war. Therefore, my students are very upset about this competition, as unfortunately, there are also no prizes. RoboFest competitions should be diverse, and the rules of some competitions deviate from international standards, such as sumo wrestling competitions.	We were very disappointed that the US Embassies were declining the visas of team members. We are hopeful that hosting the World Championship in another country will allow more teams to participate in the World Championship events in 2027. We can look into perhaps building a recognition page for all Regional/County Winners.
Don't change a thing in my opinion	
Our school students on the average do not like programming. The current "game" definitely has a challenge that requires the students to program. This did affect how well our team did as the time it took to program was weeks in length and they still did not finish. During the competition, I noticed the winners did not really try to do what the goal of the program was. They essentially found the loopholes in the rules so they could gain max points but not finalize the goal of the challenge. I think there should be a bonus for those who do achieve the goal, and a lesser bonus for those whose program shows their robot attempted each part and not just touched/moved the pieces around.	Not all teams will be able to complete each task perfectly due to coding experience or robot limitations. If they know, for example, that they will not achieve a perfect score because their robot cannot lift an object, we encourage teams to review the different tasks on the game scorecard and strategize their best possible score based on their skills and abilities. This is part of the strategy and problem solving.
tighten up robot holding area and the cheating by programming robots when they were supposed to be in the holding area - watched one coach load a new program that he wrote onto the robot while the team was walking it to competition area.	We will review the pit rules with all site hosts and judges. Sorry that happened.
I am very satisfied. Thank you for all your support	You're Welcome!
This was our first year using Vex and VexIQ, and our first time being in the video-qualifier division (not counting Covid, when we were ALL video qualifiers!). We found the challenge appropriate. (Nice job, Robofest!) Not too hard; not too easy. My only hesitancy about next year is understanding how the change in location might affect how US qualifiers are handled. I suspect we will use more AI coding as those tools improve and our ability to proofread the code is better. My ongoing concern about making Robofest even more "for everyone" is that you might therefore make the tasks so easy as to be uninteresting to my students. We enjoy knowing that we're competing against students who are similar in experience and skill. Special shout-out to Shannan Palonis – she provided needed reassurance and support for this experienced coach who was nonetheless doing several things with Robofest for the first time!	We appreciate the feedback.
I hadn't thought of using AI - it is challenging for teams that don't have access to a mentor with programming	We will consider posting AI tutorials on our website. The world of education is exploring, in

knowledge to overcome some of the coding challenges they run into. Is it possible to have some tutorials - like how to get the robot to recognize the table edge efficiently.	these pioneering stages of AI use, how to reflect that students are not "cheating".
having participated for three years now, i have seen concerning patterns emerge - one particular team/group of teams from a specific country seems to get away with unethical practices, often resulting in winning first place in multiple categories, seemingly unfairly. these unethical practices were brought to Robofest staff attention, and there was no visible rectification of the situation. this year students were told that rules printed and distributed were typo type mistakes, despite the fact that the rules were printed and distributed to all teams. these "mistakes" only came up when it was in favor of the teams from the above mentioned specific country. after seeing this kind of thing for three years, that's a pattern, not an anomaly. i am glad that my child will not be participating in Robofest anymore, despite the fact we have enjoyed our trips each year. the enjoyment came from the trip itself and comraderie among classmates, not from the actual competition. i have come to question the integrity of the staff and organizers of the Robofest competition. i was also disappointed to see a team that did it's best to overcome insurmountable obstacles they had no control over receive horrible scores in exhibition that were totally incorrect. while the team did not have a proper exhibition board, their robot was on site, functioning, doing exactly what it was claimed to do, and on looking at the results, the team got the worst score possible. i am disappointed with the organizers of this competition. i would thoroughly discourage anyone from my area from getting involved with Robofest this next year, except that the move to South Korea is sure to make it impossible for students from our area to make the trip. i hope the organizers can do some team introspection and find staff members at all levels that have more integrity.	This is a World Championship event where performance and execution are rewarded not just effort or "participation", which is important Robofest makes rules and processes to provide fair competition where the students do the work. Game style competitions have unknown tasks and factors. Only students are allowed in the competition areas and adults are not allowed to interact with the teams during work time. In exhibition style competitions, judges are selected that are not affiliated with any of the competing teams. Though judging is subjective, judges use a clearly defined rubric to score the teams. We have done our best to address unethical behavior when it has been identified. Robofest's mantra is "Learning through competition." We are sorry that you are unhappy with the results but hope that your students learned from their Robofest experience. We will continue to work to improve our rules and processes.
RoboFest has been a very meaningful experience for our students. While preparing for the competition, I saw students learn much more than robotics and coding. They learned how to think creatively, solve unexpected problems, work as a team, and communicate their ideas to others. These experiences are difficult to gain through regular classroom learning. As AI technology continues to develop, I believe creativity and problem-solving skills will become even more important for future generations. Competitions like RoboFest give students a chance to develop these abilities through real projects and real challenges. My suggestion is to provide more opportunities for students to participate. Many students benefit greatly from the experience, and expanding participation would allow even more young people to discover their potential and gain confidence through innovation and creativity.	We would love to share the Robofest mission with more students.

Thank you for creating such an inspiring event for students around the world.	
It's a good competition and very fair	Thank you for the feedback.
First of all, thank you to robofest organizer's and everyone at LTU for the opportunity... But I want to categorically say robofest is not fair enough when it comes to travelling to compete.. I am the technical coach of my school team but I was denied a visa by the American embassy ghana.. how then will my students compete ?. I believed the organisation could always assist the teams with their coaches to ensure all are granted visas.. I believed my team could have done better if all, their trainers were with them ... Thank you ..	The Robofest office was very disappointed in number of individuals that were denied a travel Visa. Other than provide an invitation letter, there is very little we can do to aid in that process.
Robofest 2026 was a unique and unforgettable experience for our team. The benefits our students gained were numerous, not only in science, engineering, coding, and problem-solving, but also in creativity, teamwork, communication, and self-confidence. The competition inspired them to think critically, collaborate effectively, and apply their knowledge in a real-world context. Thank you for providing such a valuable educational opportunity. We look forward to participating again in the future.	We look forward to seeing you again as well.
Have a smaller championship in US for those that can't go to South Korea. Allow just as much access for North American teams as International teams. Allow scheduling to not overlap as much for teams competing in multiple events.	We will look at all the possibilities of regional or national events before we announce the schedule of events for the 2026-2027 season in September.
Loved the extra food trucks this year. One improvement would be to reenforce that teams can't get help from coaches, parents, etc. or be coding in the stands after impound and again between runs and using bluetooth to upload new code. All coding devices should stay in the work area.	We rely on proctors and spectators to watch for rules violations, so if in the future, if you see a violation, please bring it to the chief judge or chief proctor's attention so they can address it.
More mentorship opportunities for new teams will be appreciated. We need good mentor team to help our team.	There are IEEE groups in local areas that may have individuals interested in mentoring teams. Please reach to the Robofest office as early as possible in the season to work together on meeting your mentorship needs.
Will there be more local events next year? I do not think it will be possible for my teams to go the worlds in Korea?	We will look at all the possibilities of regional or national events before we announce the schedule of events for the 2026-2027 season in September.
Everything's fine, good organization	
If the challenges could be released a bit earlier than usual	Our technical committee is developing the rules and they will be producing the initial draft in September. Unknown factors are part of testing students abilities.
Thank you so much for all the hard work you did to have this competition. That was a nice experience. If we find funding we will attend 2027 competition.	We hope to see you in 2027!

Continue the great work! See you in Korea	Thank you.
I would love to be more involved with the Robofest Community at Lawrence Tech. I have a PhD in Mechanical Engineering and work as a Battery Scientist at Ford Motor Company. I would love to volunteer to teach/coach kids to contribute mentoring children in the STEM field. I'm not sure how to get more engaged with Lawrence Tech's STEM efforts. Thanks, Ria	Please send an email to Robofest@ltu.edu to indicate your interest in volunteering. We will work with you to find the best opportunity for your interest.
None.	
I believe it is essential that students who win this competition be rewarded and that their travel to participate in the global competition be facilitated; otherwise, there is nothing to encourage students to participate in this competition.	Referring to National Winners? Perhaps a recognition of regional/ national page. All qualifying categories are winning teams from their regions. All students participating in the qualifying competitions are the best.
The RoboFest competition got many of my students engaged. We do FTC and VEX V5 competitions as well during the school year. My students already said that they want to do a lot better in RoboFest next year. RoboFest is a great opportunity for students to learn STEM skills.	We look forward to seeing you and your students in the future.
We need to help and develop the students skills using advanced robotics kits, where there are many problems in the old version that our school have, so we hope to provide all participants with more efficient robotics kits, like FGC competition policy.	In 2027, computer vision-based drone and humanoid robot competitions will be introduced for advanced robotics competitions. All Michigan teams have opportunities to get team grant through MI Dept of Education.
I think it would have been nice for there to be a recognized first, second, and third place winner instead of just 1st place.	Robofest awards trophies to 20% of registered teams at an event. If there is a small number of teams, there are fewer awards.

Appendix 2: Volunteer Survey Comments / Robofest Office's Responses

Clear Negative Comments in red.

Q5. Please provide any suggestions/comments which will help us enhance the quality of Robofest for Science, Engineering, Technology, and Math education.

Comments by volunteers/Judges	Robofest Office's responses
Maybe make things seem more exciting. More intensity, louder and hyper MC's, etc.	Robofest competitions are run more like an academic competition than a sporting event. We have received comments from others in past surveys that the lack of music and hype is what attracts them to our competition. Perhaps classical music?
It would be nice to have a DJ to play music during down times in the competition, like the lunch break and the score tabulation period. The large video screens this year were a nice improvement.	In some cases, depending on the venue, the the lunch break and scoring tabulation time for one category coincides with competition time for another category. This could perhaps be to the discretion of the event chairperson. During RoboParade some music and videos were played. It is important that we be sensitive to ALL participants to respect religious and cultural needs.
More challenges should be introduced into the Roboparade contest	We will review the rules to see how additional challenges can be added. This is a beginner event. Perhaps an unlimited category?
Have an official spreadsheet, similar to First Lego League, which contains a lot of macros and is helpful to determine the winners more accurately	Each category has a scoring methodology that uses calculations specific to the rules and/or rubric. The details can be found in each category rules documents. With the current rubrics for the exhibition style events, Judges do choose the best teams with very little margin of error.
Quality of live stream of awards ceremony needs improvement. I was glad to see that was available however it was impossible to hear the audio and had to guess at what was being awarded. Certainly this could be improved especially with so many teams from around the world.	We will work to try to improve the live stream in the future. There was no live stream for the awards. Live-streaming is an advanced skill and takes much time and effort as a stand alone offering, Shannan and I have discussed with the Media Communications Department in an effort to add this at our next event, they are acquiring some new equipment. The idea of streaming in various languages, even with sub- titles is a good thought.
Enrollment was very low. Some schools mentioned they could not participate cause of the high registration fee	The registration fee for the US competitions and World Championship is \$110 per team. We ask that our international partners keep their local registration fees to a reasonable amount. Compared to other international competitions, Robofest is very affordable.
Nothing - I had a great evening doing the setup / switchover between the two events. Coordination was awesome and everyone involved was fun. Thanks for a great experience.	You're welcome! Thank you for the feedback.
1) Adding details if the exhibits are being developed over several years.	(1) We will work to improve our judging rubric to identify if an exhibition style project is an

2) Any offline evaluation methods to ensure the implementation is done by the team. 3) Reducing the use of AI to build the project - The teams were relying heavily on AI and missing out on wonderful opportunities to learn the methods and build algorithms.	enhancement of a project already submitted. (2) and (3) are good points. We are actively working toward adding questions for the students to adjust their programs on the fly to prove they know the code and how to alter.
I think Robofest competitions should be more challenging.	Robofest hosts a wide variety of competition categories with different levels of difficulty. Please consider Game, UMC or Vcc. It is important that we also offer beginner events.
Its great see students innovation and LTU provide very good encouragement for kids and Mentors to come with more innovation ideas. I enjoyed judging.	Thank you for the feedback.
As a first-time participating team from Bangladesh, we greatly appreciated the opportunity to join Robofest and compete at the World Championship. Since we were participating from a long-distance international location and had to go through a very critical visa process, it would have been helpful to have some form of special welcome, orientation, or guidance session for first-time international teams. For future editions, I would respectfully suggest having a small dedicated support group or contact team, perhaps 2–3 people, to guide first-time participating teams. This could help them better understand the event process, logistics, expectations, and available support, especially for teams coming from countries where visa and travel arrangements are more challenging. This would make the experience even more welcoming and supportive for new international teams.	We will review this request and consider hosting zoom sessions before the larger events for first-time coaches and hosts to provide instruction and answer any questions that may arise. This has been discussed by the Robofest staff. How can we also turn this into an International networking event? Maybe some LTU student group, local community group like the Rotary, Scout group can host or local high school students.
None, the competition was great!	Thank you for the feedback.
It is such a wonderful program. This was my first time so now knowing what I know, I can apply for this upcoming year.	We hope to see you again.
Support local competitions	Robofest World Headquarters works with our US local site hosts to provide all the materials and information required to run an event. For the international events, the hosts can choose the level of support provided. If you feel that the event you volunteered for was not supported properly, please reach out to the staff at Robofest@ltu.edu
The way the students were treated. (In RoboMed)	Thank you for taking the time to share your feedback. We will ensure all students are treated with respect and support at our events. We regret any negative experience.
I thought things were very organized and went well during the day. Students were engaged and working hard. The wait at the end was very very long. I know the organizers were doing their best to tabulate results, but if that time frame could be shortened it would be much appreciated. Many people in my group still had over an hour of driving	We try very hard to keep the length of time between the end of the competition and the award ceremony to a minimum, but the judges need time to finalize the scoring and submit them to the operations team to make the announcements. Our improvement for this request was attempted by

to do after the competition so any way to speed the final tab process would be great.	announcing the winners of many of the categories at the individual category events.
Nope you are doing all what is needed and happy to assist and help and this has been my second year and will do so further going forward	Thank you for the feedback.
Game scoring example videos are very helpful. They weren't ready until after our competition this year, so the practice opportunity was missed. It would be nice to have the relevant rules from the general rulebook integrated into the Game/category-specific rules. Having the procedural rules in particular clearly identified as applicable to each category would make understanding better across the board, and ensure the kids and volunteers know what is expected. Excited to see the new South Korea location of World Championship next year! A lot of kids aren't able or comfortable entering the US, so kids are already excited about the idea of traveling in the future.	We will review the category rules to see where improvements can be made. However, there is a link to the General Rules in each category rules document.
1) Increased mentoring opportunities with industry professionals and university students to guide participants throughout the season. 2) Detailed feedback reports after competitions so students can better understand their strengths and areas for improvement.	1) We offer workshops in January and February. If you have a team that is interested in mentorship, please reach out to the staff at Robofest@ltu.edu and we can try to schedule a session for your team. 2) The exhibition style events have the scores posted that breaks down the scores for the different rubric items.
It was good experience to learn from students as well. Just a suggestion that normally a t-shirt is given to judges to differentiate from other public. Although I understand, it can be as per budget and other things.	We provided an official judge vest to each judge on site.
The competition is very well laid out, rulebook is easy to follow.	Thank you for the feedback.
Really awesome event, thanks for organizing it! The only suggestion for improvement I have is to streamline the awards ceremony (maybe taking pictures at the same time as the next team approaches, or lining the teams up ahead of time). By the end, everyone was exhausted - both judges and participants...	We want to celebrate the accomplishments of each award winning team, and we allow a few moments for each team to get their photograph taken by our professional photographer as well as thier own coach or parent.
Thank you for the opportunity for judging. The fest is organized very well. Will be interested for future events	We look forward to having you return.
Increase number of participating schools	We would love to have more schools participate, and are always looking for ways for more schools to participate.
May be adding engineering level student robots competition in future fests.	We are adding two new categories: Drones and Humanoid Robots

Appendix 3: Student Survey Comments / Robofest Office's Responses

Clear Negative Comments in red.

Q8. Please provide any comments/encouragements/suggestions which will help us enhance the quality of Robofest for learning.

Student Comments	Robofest Office's responses
Robofest is an inspiring and well-organized competition that encourages creativity, problem-solving, and teamwork. Thank you for providing students with this valuable opportunity to develop their robotics and programming skills. Keep up the excellent work!	Thank you for the feedback.
Give robofest a stronger sense of community and excitement.	We would be open to suggestions as to how to accomplish this suggestion.
Submit more time for preparation of the mission	Without additional context (competition category, location, etc.) it is challenging to address this comment.
More learning with EV3 workshops	There are several EV3 workshop presentations available on the Robofest.net eAcademy page. If you are local to LTU, we schedule a workshop in the winter months, so please watch for the registration to open in late November. If you have a need for training at your individual site, please let the Robofest office know - let's see what we can arrange.;
Summer class onEv3	We have had to cut back our summer program due to staffing and low enrollment. There are several EV3 workshop presentations available on the Robofest.net eAcademy page. If you are local to LTU, we schedule a workshop in the winter months, so please watch for the registration to open in late November.
We hope to share our experience with other students from different countries	This is a wonderful goal.
I hope to share my experience with other team from different countries	Thank You!
سبائك قطع توفير supply of spikes (Google translation	Please contact your local director to see if they have any equipment for teams to purchase or borrow.
Thanks 🙏ps	You're Welcome!
Goodluck	Thank You!
There are no comments	
Make the award ceremony more efficient	We have tried to scale the award ceremony to be as efficient as possible while still recognizing our important sponsors, volunteers and winning teams.
I think doing the junior awards first so some people don't have to wait 3 hours just to see if they get an award for their division.	The categories are presented the day of the event, with Junior and Senior winning team awards presented by the category chairperson. The award ceremony ran less than an hour and a half.

The awards ceremony was really long and I was part of Snr Game so we were last. I think Maybe split it into 2 days.	We present the awards for the Thursday and Friday events immediately after the conclusion of those events, so we are only presenting the Saturday awards on Saturday.
it would be nice if people got more awards because my team worked extremely hard on our design for the parade but only got 2 trophies while other teams got many more.	As a rule, we present trophies to 20% of competing teams, so 80% of participating teams receive no award trophy at all
Robofest was very fun, it could include activities for coding as an after competition.	Please consider competing in the UMC competition, which tests teams coding skills.
I believe that it was very enjoyable since it was educational and fun at the same time. As a student, I had a very fun time doing the competitions during the robofest. To improve, maybe it could have more games or activities for the students to enjoy.	We will consider this for future events.
ومفيدة ممتعة تجربة كانت تنظيم في المبذولة الجهود ع لكم شكرا	Thank you for the efforts put into organizing the event; it was enjoyable and informative. (Google translation)
ومفيدة ممتعة تجربة كانت المبذولة جهودكم ع لكم شكرا	Thank you for your efforts; it was an enjoyable and beneficial experience. (Google translation)
None	
All of our competitions but one and worlds got cancelled. Worlds is very long, there is a lot of sitting and waiting. Communication of worlds scores could be better.	All of the World Championship scores are posted on the event sites on the Robofest website.
The games should be as fun as much as they are challenging.	We try to consider a balance of fun and challenge when developing the game each year.
It was a interesting experience, but I'm not sure that the teams were advised that the judges would move the black tape forward.	If you are referencing the Game category, the rules indicated that the black tape would be placed at an unveiled (for Jr teams) or unknown (for Sr teams) location within a certain range for each round. If referencing the UMC category at the World Championship, the rules doc stated that the X value (the distance between the edge of the table and the black tape within a certain range) would be different for each round.
In Robofest I could see many people who are interested in Robots, so it helped me to learn more about other parts of robotics.	We are glad you learned more about robotics through participating in Robofest.
I feel like it should be more interactive	Several of the competition categories have an interaction component to the judging. The small team size allows every member of the team to be engaged in programming, practicing and participating in the competition and work times. Please consider bringing country/team pins or stickers to pass out to other teams to break the ice in speaking with different teams.

Appendix 4: WC Event Survey Comments from Any Spectators / Robofest Office's Responses

Q8. Please share any suggestions or comments that could help us improve future World Robofest events.

Comments	Robofest Office's responses
Suggest using TV monitors to communicate what teams are up for competition.	We will consider this for future events, however our equipment budget is limited and our staff is very small.
I would like to express a concern regarding the competition process in Mexico. From my perspective as a parent, the event has gradually seemed more focused on financial aspects than on genuinely promoting robotics, science, and technology among students. Many families and schools make an enormous emotional, academic, and financial effort to support the children's participation, so transparency and fairness are extremely important. Unfortunately, there is sometimes a perception that certain schools connected to the organization receive preferential treatment in awards or rankings, which creates frustration and a sense of inequality among participants. My intention in sharing this feedback is not to create conflict, but to encourage a more transparent, fair, and supportive environment for all students and schools involved, especially for the families who continue investing in these opportunities because they truly believe in the positive impact robotics can have on their children's future.	Thank you for the feedback. We will address your concerns with the Robofest director in Mexico
My son competed in 2 events on day 2 of the competition. There was no coordination between the chairperson & his coach like I've experienced with dance competitions with his sister. We spent the day running between the field house and the College of Architecture & Design. He had no time for lunch. It definitely could have been done better.	We realize that some participants compete in multiple categories throughout the 3-day event, so we try to schedule the categories with minimal overlap. In the event that events do have a tight timeframe, the coach can request an early or late arrival, but it is not something the coordinators will know to provide for unless asked.
You all did an amazing job as usual, Thank you!	You're welcome!
Love the streaming for RoboMed, however location needs to be reconsidered. Having the teams on stage needing power and have power cords is an issue. Can't imagine a fire safety officer be happy with that. Having PCA walking around the power cords and others is a safety risk.	We will consider changing the venue for RoboMed for future events