A study on Turkish Folk Dance Contests and Evaluation of Contests in Computerized Environment[•]

Muzaffer SÜMBÜL[1], Mehmet Uğraş CUMA[2]

Abstract:

An automation system for the evaluation of Turkish folk dance contests is proposed in this study. The system is composed of a database server and two client applications. With the development of this system, an objective evaluation is guaranteed without calculation mistakes made by humans. This database is expected to grow in the future and become a warehouse for both the Turkish Folk Dances Federation and academicians interested in this field. The report generation capabilities of the proposed system is also lets the referee's to concentrate on only the evaluation of the contest, not the procedure of writing down the results to a hardcopy.

Introduction

In Turkey, the first folk dance contest was arranged by the Tourism and Presentation Ministry in 1967 and it follows several folk dance contests arranged by Milliyet dating from 1968 [1]. Ministry of National Education and Youth and Sport General Directorate arranges folk dance contests from 1980's to nowadays. It is known that participation to these contests in 1980 to 1990 is very high. In the season 2005-2006, the participation to the contests are not in the ratios before mentioned. There are several reasons for this decreasing. And the evaluation of contests, criterions used in determination of the results, are the major reasons.

Consequently, evaluation process has to be well clear to the all participants and spectators of the contests to improve the feeling of trust. For this reason, the evaluation of contests in a computerized environment seems a solution. All the participants and spectators will be comfortable with the use of computers.

Turkish folk dance contests have a time consuming evaluation procedure. Each team contending has 7 to 11 minutes of time to show their performance. While the team is acting, each of 9 contest referees are grading the teams based on evaluation document. These documents are than gathered together and mean scores for each team is calcutated by the referees. This is a very time consuming procedure and is open for mistakes or interferences.

With the proposed system, the evaluation documents are digitized and referees are grading the teams from their computers. All the calculations required is automatically done, all the reports needed are automatically generated, and all the results are listed for audiences in real time.[3]

The system depends on two legs, a database server and client applications that are connecting and manipulating the data residing on this server. With the use of internet

technology and a central server configuration, simulatenous contests could be evaluated by the proposed system. Visual Basic .NET is used in the development of windows forms based client applications. Ms Sql Server 2000 evaluation version holds the database.

Evaluation of Contests using Computerized Environment by the Specialized Referees

In the scope of folk dance workers, it has to be very important to force one to choose to be an instructor or to be a jury. Within the regulations of Federation of Turkish Folk Dances, this change has to be made surely. For this reason, existing working areas of referees and instructors must be divided into three catagories; referee, observer and instructor. After this division, areas of specialization are to be defined within these three groups. In this way, evaluations and trainings that needs different expertises and practices will be seperated.

It is known that, the lack of knowledge of the referees causing several problems in contests. This lock of knowledge becomes intense especially in the matters of game, music and stage and partially in clothes. It is expected from referees to evaluate all the teams performing in a contests without looking at the specilization of the referee. Referees are evaluating their own districts more strictly. On the other hand, teams from less known districts are evaluated superficially, less problems are found in their dances, as a result, they could be seen more succesfull. This causes unfair competing.

A solution to this problem is specialization of referees. The jury of the contest has to be divided into specialization areas; game, stage, clothes and music. If the specialization is game, for the reason that the game divided into game types and game districts, the teams that will be evaluated by the referees could be clearly defined. The grading system of the contests must lay on a realistic criterions and also the performance evaluation of referees has to be made. With the results of this referee evaluation, the commisioning of the referees in the future contests can be deviced.

Computerized Environment for the Evaluation of Contests

The proposed system is based on a database server, and two client applications developed to connect this server, one management application and referee evaluation applications.

Microsoft Visual Basic .NET is used as the development platform and SQL Server 2000 Evaluation is the database server used. Figure 1 illustrates the overall system.
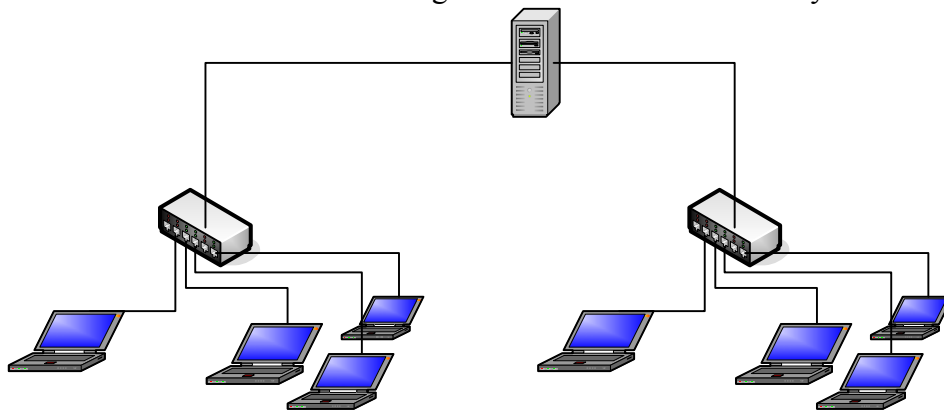

Figure 1. Overall system configuration

The automation requires an internet connection to allow client applications to connect the central database server. This server holds all the required information. In Figure 1, it is

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seen that there are two folk dance contests are going on in two distinct places. These places could be anywhere in Turkey that lets the client applications to connect the database server.

Each contest must have a management application residing on a computer that manages the contest and one computer for each referee to evaluate the teams competing. It could be concluded that, for a 7 refereed contest, at least 8 computers are needed to accomplish the evaluation.

TCP/IP protocol is used by the client applications to connect the database server. ADO.NET database access technology take cares of the connection to the server. A SqlCommand based parameterized structure is used to improve the performance. Sql server stored procedures are developed for improved performance.

The following paragraphs numbered a. Database, b. Management Application and c. Referee's Evaluation Application are explaining the overall system in detail.

a. Database

The system has a database that contains 21 tables holding all the information required to perform the evaluation. These tables could be summarized as below:

→ Contest Tables:

These tables hold the data about the contest, for instance, the name, place, date, category, the teams joining the contest, the referee's appointed to the contest etc.

→ Team Tables:

The data of the teams that will compete in the contests are added in these tables. They contain the players, trainers, and teams information.

→ Referee Tables:

These tables contain all the required information for the referees. The speciality, knowledge, seminar data etc are stored in these tables.

→ Result Tables:

The results of the contests that are automatically calculated during the evaluation process and are stored in these tables.

→Parameter Tables:

The evaluation parameters are changing in time, these tables store the parameters for the evaluation parameters and when a change occurs, there are updated.

→Auxilary Tables:

These tables are used to perform the tasks needed and used by the management application.

b. Management Application

The technical referee appointed to the contest uses this application. There are several controls residing on the application. Figure 2 shows the main form of the management application.

Figure 2. The management application

The application only accepts the saved data. In other words, you could not use any object that is not defined before. The buttons seen on the bottom left of the form lets definitions of the following data:

1. Teams
2. Trainers
3. Team players
4. Referees
5. Dances
6. Evaluation parameters

Teams, trainers, team players and referees definition forms are resembles each other, but differs in data. The most complicated form is the referee definition form and is shown in Figure 3.

Figure 3. Referee selection and detail form.

Two step procedure is followed to insert, update or delete a referee record. In the first step, a summarized list of all referee records are listed on the form. It is seen in Figure 3 behind the referee details form. The user could filter the records based on criteries like identity field, name and surname, speciality. In the second step, the detail form is shown. By clicking the corresponding controls on the form, the user could enter the details for the referee. The same procedure is used for the team, trainers and team players record entry.

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In Figure 4, the definition form for the dances that can be performed by the teams is shown.

Figure 4. Dance definition form

It is stated before that the evaluation of the contest lies on some parameters. These parameters are determined by a committee and must be entered before the contest. In Figure 5, the parameter definition form is shown.

Figure 5. Parameter definition form

The orginizing committee approves the teams that want to join the contest and determines the order of teams. Order of teams and the dances that will be performed by each team joining is entered to the application by the following form shown in Figure 6. The team records could also be filtered on some criterias to find a team from the team list.

The list on the top of the form shows all the teams defined in the database. The user could filter the records and select the teams and send them down in the second list. The second form (bottom right) in Figure 6 shows the dance order of a team.

Figure 6. Team order and dance data form

Each contest must have several referees to evaluate the competition. The referees for a contest is determined by a committee, and then entered to the database with the referee appointment form shown in Figure 7.

Figure 7. Referee appointment form

There is two lists on the form and the technical referee selects from the top list and send the referee record to the bottom list that contains appointed referees. After completing these data entry phases, technical referee could now start the contest by using the following form shown in Figure 8. Each team joined to the contest starts with the order defined before and show their performances. When all the referee's are finished with the evaluation form, technical referee could save the results of the corresponding team.

Figure 8. Timing and result saving form

The results of each team are shown in the team results form that is illustrated in Figure 9. There is standard team result template used by the dance federation, it is automatically filled by the management application. There are several time consuming calculations that needs to be performed during the evaluation. The proposed automation drastically reduces this time and lets the referees to concentrate on the evaluation of the team's performance.

Figure 9. Team result form

The results of the contest are shown in the contest results form. There is also a standard template that is used and this template is also filled by the automation itself. The contest results form is shown in Figure 10 below.

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Figure 10. Contest results form

c. Referee's Evaluation Application

Each referee of the contest must have a computer in front of him. To enter the evaluation form, each referee must have a valid username and password that identifies him. The order of the teams are determined by the management application and the corresponding auxilary tables are updated at regular intervals. The referee applications are also checking this auxilary tables at 10 sec intervals. After the referee identifies himself, the contest information form shown in Figure 11 is displayed.

Figure 11. Contest information form

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The core form of the proposed system is shown below in Figure 12. The evaluation form. This form is drawn parametrically. The referee grades each team with this form and saves his grading.

On the evaluation form, the ten columns on the right hand side of the datagrid in the Figure 12, several grades are displayed. These grades are coming from database tables. Each row in the evaluation form is a criteria that a team has to be proof. If a team has a problem to satisfy a criteria, a referee may decrease from a total amount of 100 by the corresponding grades on that criteria. As an instance, for the second row, there are three selections that could be selected by the referee, 1, 2, 3. If the referee selects 3, that the team result automatically reduced 3 points to 97.

DEĞERLENDİRME BELGESİ

YERİ:	Adana Meslek Y.O.	TARİHİ:	13.11.2006	1 Mendil
KATEGORİSİ:	Genç	BASAMAĞI:	Final	2 Oğuzlu
TAKIM ADI:	Gaziantep üniversitesi	TAKIM İLİ:	Gaziantep	3 Halay
BAY OYUNCU:	2	BAYAN OYUNCU:	3	
BAY MÜZİSYEN:	5	BAYAN MÜZİSYEN:	2	
ANTRENÖR ADI:		İDARECİ ADI:	CENGİZ KARAKOYUN	

Puan Türü		Açıklama	Puan	Selections
GİYSİ (20 Puan)	A	YÖRE GİYSİSİ DIŞINDA BİR GİYSİ GİYİLMİŞ	5	5
	B	GİYSİ PARÇALARI EKSİK VEYA YANLIŞ	1 2 3	1 2 3
	C	GİYİNİŞE ÖZEN GÖSTERİLMEMİŞ (Çözüldü, dağıldı, düştü)	1 2 3 4	1 2 3 4
	D	AMACA UYGUN MAKYAJ YAPILMAMIŞ TAKI-AKSESUARLAR EKSİK VEY...	1 2 3	1 2 3
MÜZİK (30 Puan)	A	AKORD BOZUK	2	2
	B	MÜZİKLER YÖRESEL EZGİ VE RİTİMLERE UYGUN İCRA EDİLMİYOR	1 2 3 4 5	1 2 3 4 5
	C	MÜZİKLER NOKSAN VEYA HATALI ÇALINIYOR	1 2 3 4	1 2 3 4
	D	HIZ HATASI VAR	1 2	1 2
	E	SOLİST, SOLİSTLER VE ÇALGILARDASES KAYMASI VAR (detone, sürto...	1 2	1 2
	F	EZGİ - RİTİM EKSİK VEYA FAZLA	1 2 3 4	1 2 3 4
	G	SESLER BİRBİRİNİ ÖRTÜYOR. (Çalgıla, solist veya vokal net duyulmuyor)	1 2	1 2
	H	OYUN ANLATIMI İLE MÜZİK ANLATIMI ARASINDA UYUM YOK	1 2 3 4	1 2 3 4
	I	MÜZİKTE DÜZENLEME YOK	4	4
OYUN (50 Puan)	A	YÖRESEL VE YÖREDE KABUL EDİLMİŞ OYUNLARIN DIŞINDA OYUN VAR	2	2
	B	OYUNLARDA YÖRESEL TAVIR YOK	2	2
	C	OYUN - FİGÜRLERDE EKSİKLİK, FAZLALIK VEYA YANLIŞLIK VAR	2	2
	D	OYUNCULARDA HAREKET UYUMSUZLUĞU, JEST - MİMİK - İFADE EKSİ...	1 2 3 4 5 6	1 2 3 4 5 6
	E	OYUNCULAR MÜZİK İLE UYUM SAĞLAYAMIYOR	1 2 3 4	1 2 3 4
	F	AŞIRI FİGÜR TEKRARLARI VAR	1 2 3 4	1 2 3 4
	G	OYUN ARAÇLARI AMACINA UYGUN KULLANILMADI	1 2	1 2
	H	SAHNEYE GİRİŞ VE ÇIKIŞ HATALI	1 2 3	1 2 3
	I	ÇİZGİLERİN SAHNEYE YERLEŞİMİ VE SAHNE TRAFİĞİ HATALI	1 2 3 4 5 6	1 2 3 4 5 6
	J	ÇİZGİLER BOZUK, ÇİZGİ DEĞİŞİMLERİNDE HATALAR VAR	1 2 3 4 5 6	1 2 3 4 5 6
	K	ÇİZGİLER OYUNLARIN KARAKTERİSTİK ÖZELLİKLERİNE UYGUN OLUŞ...	1 2 3 4	1 2 3 4
	L	ÇİZGİLER ARASINDA PERDELEME, SOLO İLE FON ARASINDA UYUMSU...	1 2 3	1 2 3
	M	ÇİZGİLERİN OLUŞUMUNDA FORM ZENGİNLİĞİ YOK	1 2 3	1 2 3
	N	ÇİZGİLERİN OLUŞUMUNDA SAYISAL - FİZİKSEL DENGE YOK	1 2 3	1 2 3

HAKEMİN ADI-SOYADI: BasHakem TOPLAM PUAN: 100 SİLİNEN PUAN: 0 SONUÇ PUANI: 100 KAYDET

Figure 12. Evaluation form

Conclusion

It is very important to reflect the criterions used in the evaluation of the contests, evaluators, and results to the ones involved. For this reason, a trust atmosphere can be formed by the use of computerized environment to evaluate and collect the data of referees and contests results, and also sharing the results on the web.

With the proposed system, like the ice dance contests, the grades given by each referee to the performing team can be clarified. By this way, the dissussions happening at the end of the contests, purposefull evaluation and care for assertions could be prevented. Everyone could see the grades of the referees on their specialization. With the use of a projector and web, all spectators could see the results of the while the contests is keeping on. Consequently, the referees commissioned in the contests will set out with consciousness of responsibility.

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