

## **Team Interview Tips and Sample Questions**

## **Best Practices**

- Ask if the team has a few minutes for the interview. If the team has an upcoming match that may interfere with the interview, tell them you will come back at a better time.
- Ask if all team members are present. Try to include all team members in the interview.
- Ask a quick "icebreaker" question such as "That's a really great team logo who designed it?" For is your team doing so far today?"
- Being a Judge gives you a unique opportunity to impact students through positive reinforcement. Just a few words of encouragement can make their day.
- Try not to ask yes or no questions. Encourage teams to elaborate on their answers.
- Be prepared to rephrase your questions. Be mindful of differences in communication styles.
- Be mindful of students who do not speak the language that you are using as their first language.
- Be aware of different age levels. Approach students in an age-appropriate way, especially when talking to younger students.
- Be attentive to students. Do not engage in side conversations/phone use during interviews.
- It is acceptable to take a picture of each team with their drone so the license plate is visible. This will help you identify teams and drones later during deliberations.
- If you are having trouble finding a team, wait for them at the field for their next match.

## **Sample Questions**

- Is this a good time for an interview? Are all of your team members here?
- How did you develop your game strategy and how do you score points?
- Tell us about your drone's programming. Who was the primary programmer?
- What changes did you make to improve during the season?
- What was the most difficult challenge your team has overcome so far?
- What problems did you have in working with your drone? How did your team solve them?
- If you had one more week to work, what would you spend your time on?
- Has your game strategy been effective? How and why?
- What were the challenges of this year's game that you considered before designing your game and programming strategies?