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* Dr. Mark Tilden, the inventor of Robosapien, has provided the author with exclusive access to the Robosapien v2 program. * Provides access to the 20-plus "Easter eggs" (the hidden secrets) programmed into Robosapien. * Over 2 million Robosapiens have sold since 2004.

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This authoritative reference work will provide readers with a complete overview of artificial intelligence (AI), including its historic development and current status; existing and projected AI applications; and present and potential future impact on the United States and the world. Some people believe that artificial intelligence (AI) will revolutionize modern life in ways that improve human existence. Others say that the promise of AI is overblown. Still others contend that AI applications could pose a grave threat to the economic security of millions of people by taking their jobs and otherwise rendering them "obsolete"—or, even worse, that AI could actually spell the end of the human race. This volume will help users understand the reasons AI development has both spilted defenders and alarmed critics; explain theories and innovations like Moore's Law, mindcloning, and Technological Singularity that drive AI research and debate; and give readers the information they need to make their own informed judgment about the promise and peril of this technology. All of this coverage is presented using language and terminology accessible to a lay audience. Introduction explaining the historical evolution of AI Chronology of important AI-related events Authoritative entries on leading pioneers, entrepreneurs, and thinkers; AI concepts and theories; AI's potential impact on different facets of society; and major movies and other cultural touchstones exploring AI technology

The two-volume set LNAI 7094 and 7095 constitutes the refereed proceedings of the 10th Mexican International Conference on Artificial Intelligence, MICAI 2011, held in Puebla, Mexico, in November/December 2011. The 96 revised papers presented were carefully selected from XXX submissions. The second volume contains 46 papers focusing on soft computing. The papers are organized in the following topical sections: fuzzy logic, uncertainty and probabilistic reasoning; evolutionary algorithms and other naturally-inspired algorithms; data mining; neural networks and hybrid intelligent systems; and computer vision and image processing.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences. The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves. This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

Every 3rd issue is a quarterly cumulation.

This fourth edition of Digital Storytelling: A creator's guide to interactive entertainment dives deeply into the world of interactive storytelling, a form of storytelling made possible by digital media. Carolyn Handler Miller covers both the basics — character development, structure and the use of interactivity — and the more advanced topics, such as AI (Artificial Intelligence), narratives using AR and VR, and Social Media storytelling. The fourth edition also includes a greatly expanded section on immersive media, with chapters on the exciting new world of the world of XR (AR, VR, and mixed reality), plus immersion via large screens, escape rooms and new kinds of theme park experiences. This edition covers all viable forms of New Media, from video games to interactive documentaries. With numerous case studies that delve into the processes and challenges of developing works of interactive narrative, this new edition illustrates the creative possibilities of digital storytelling. The book goes beyond using digital media for entertainment and covers its employment for education, training, information and promotion, featuring interviews with some of the industry's biggest names. Key Features: A large new section covering various forms of immersive media, including VR, AR and Mixed Reality Breakthroughs in interactive TV and Cinema The use of VR, AR and mixed reality in gaming New forms of voice-enabled storytelling and gaming Stories told via mobile apps and social media Developing Digital Storytelling for different types of audiences

The LEGO® MINDSTORMS® EV3 set offers so many new and exciting features that it can be hard to know where to begin. Without the help of an expert, it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features. In The LEGO MINDSTORMS EV3 Laboratory, author Daniele Benedetelli, robotics expert and member of the elite LEGO MINDSTORMS Expert Panel, shows you how to use gears, beams, motors, sensors, and programming blocks to create sophisticated robots that can avoid obstacles, walk on two legs, and even demonstrate autonomous behavior. You'll also dig into related math, engineering, and robotics concepts that will help you create your own amazing robots. Programming experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: — ROV3R, a vehicle you can modify to do things like follow a line, avoid obstacles, and even clean a room — WATCHGOOZ3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) — SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control — SENTIN3L, a walking tripod that can record and execute color-coded sequences of commands — T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

Examining the construction, manipulation and re-definition of life in contemporary technoscientific culture, this book aims to re-focus concern on the ethics rather than on the 'nature' of artificial life.

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