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2000: Interactive robot pets³⁶ (a.k.a. “smart toys”) become commercially available. MIT displays Kismet,³⁷ a robot with a face that expresses emotions. Carnegie Mellon robot Nomad³⁸ explores remote regions of Antarctica and locates meteorites.³⁹

techtarget.com/sDefinition/0,,sid26_gci211854,00.html> [accessed 27 January 2004]).

³⁶ They fight. They flock. They have free will. Get ready for game bots with a mind of their own. By Steven Johnson. *Wired* (March 2002/10.03). “It is the year 2002. After an explosion of R&D funded by software giants and startups, more than a third of US households are populated by sophisticated artificial intelligence bots—their decisionmaking guided by complex neural nets and simulated emotions, their perceptual systems honed to detect subtle changes in their environment. Every day millions of Americans interact with these creatures, encountering advanced technology from nuanced natural language routines to gesture recognition to machine learning. Perhaps most impressive: As the AIs have grown smarter, they have begun to communicate among themselves, sharing new ideas and collaborating on group tasks. This is not some hopelessly optimistic sci-fi scenario from 20 years ago. It is reality. Consumer-grade artificial intelligence is alive and well in the world of games. ... What’s more striking about the latest generation is the appearance of unscripted, emergent behavior—the AI stumbling on new ways of responding to the world, strategies and behaviors that weren’t deliberately planned by the designers” (“Video Games, Toys, Robotic Pets & Entertainment,” <<http://www.aaai.org/AITopics/html/video.html>> [accessed 27 January 2004]).

³⁷ Kismet is an expressive robotic creature with perceptual and motor modalities tailored to natural human communication channels. To facilitate a natural infant-caretaker interaction, the robot is equipped with visual, auditory, and proprioceptive sensory inputs. The motor outputs include vocalizations, facial expressions, and motor capabilities to adjust the gaze direction of the eyes and the orientation of the head. Note that these motor systems serve to steer the visual and auditory sensors to the source of the stimulus and can also be used to display communicative cues (Recent videos from MIT Video Productions, “Kismet, the Robot,” <<http://www.ai.mit.edu/projects/sociable/videos.html>> [accessed 27 January 2004]).

³⁸ Nomad is a four-wheeled robot designed to traverse planetary analogous terrain. Fully deployed, it is 2.4 x 2.4 x 2.4 meters, and it weighs 725 kg. It can travel up to 50 centimeters per second and has the capability to traverse over large obstacles. On this expedition, the robot will be powered by a gasoline generator, will use studded tires for friction on Antarctic ice, and determine its location using GPS (Global Positioning System).

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