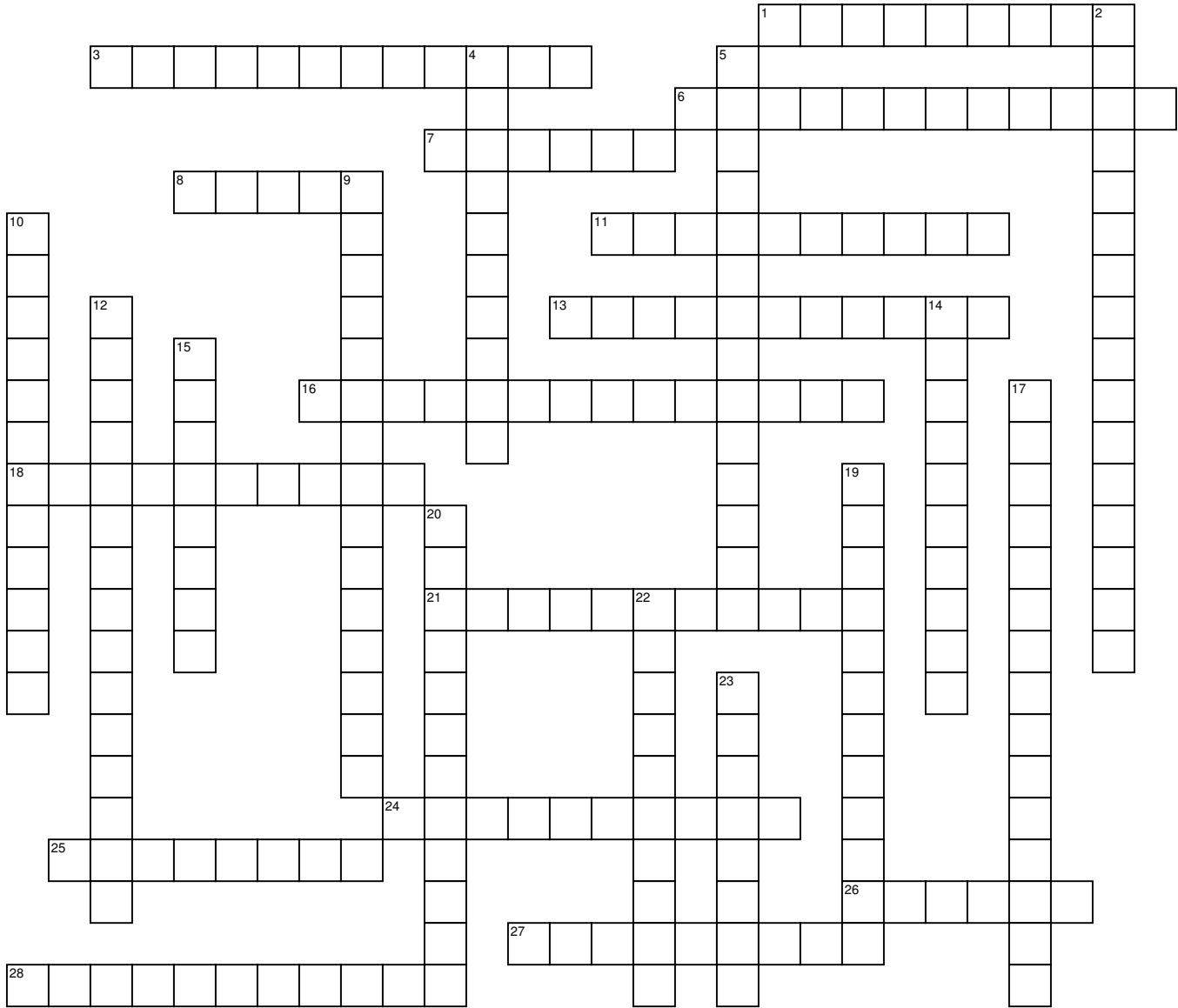


Robot Revolution Crossword



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ACROSS

- 1 The "M" in B.E.A.M.
- 3 This theory is based on the idea of having small bots learning and sharing to achieve a series of successes.
- 6 The scheme that robots followed BEFORE behavior based robotics(BBR)
- 7 One of the most technical humanoid robots invented by Hirose
- 8 A popular type of power used by B.E.A.M. robotic toys.
- 11 Despite the various fields of robotics all strive to make this type of artificial type to do useful work.
- 13 A Carnegie Mellon researcher and creator of the robotic bush theory.
- 16 The director of the Japanese Humanoid Initiative and "The Old Man of Japanese Robotics".
- 18 Special effects guru for Lucas Films and creator of the show , Robot Wars.
- 21 This type of architecture is where individual smaller software agents control the functions of the robot.
- 24 The "B" in B.E.A.M.
- 25 The scheme by which behavior based robotics (BBR) centers around.
- 26 Created by Breazeal to respond to human emotions.
- 27 For lovers of Robotic Sports this tended to be more important than sensors.
- 28 Extreme robot sports enthusiast and coordinator of bizarre underground robotic shows.

DOWN

- 2 A theory of Minsky's that intelligence comes from a small network of

- biological thought agents.
- 4 The "A" in B.E.A.M.
- 5 Similar to wars and sports but tends to focus on the artistic side of robotics.
- 9 The idea that you could have a robot in a place where YOU cannot be.
- 10 The Grandpappy of AI and founder of MIT's AI Lab.
- 12 A painful process by which you look at nature and try to re-create nature's design intelligence.
- 14 The "E" in B.E.A.M.
- 15 A term used by Inoue to refer to a robot's ability to fit in without big changes to the environment.
- 17 MIT researcher and supporter of BBR.
- 19 Founder of the iRobot Corporation and director fo the COG project.
- 20 The chief engineer for Honda's Humanoid Project.
- 22 The brain child and founder of B.E.A.M.
- 23 This type of robot is one crafted in our own image and has the ability to possibly walk.