

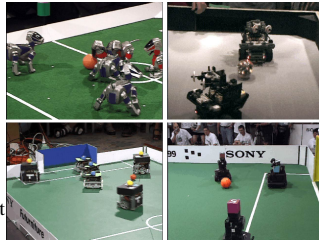
Entertainment

Organizers & Chairs: Minoru Asada, M. Fujita

Robotics in Edutainment

M. Asada¹, R. D'Andrea², A. Birk³, H. Kitano⁴ and M. Veloso⁵
¹Osaka University, ²Cornell University, ³Vrije Universiteit Brussel,
⁴JST Japan and ⁵Carnegie Mellon University

- Issues in Robotics from a viewpoint of Edutainment
- RoboCup, RoboFesta, RoboCup Jr. and so on.
- Robot Competition as System Engineering Course
- A series of robot competitions, education courses, and entertainment applications as a new area of robotics in edutainment.



Digital Creatures for Future Entertainment Robotics

M. Fujita
 Sony Corporation

- Motivations for Robot Entertainment
- Descriptions of AIBO
- Some other experiments
- Conclusions



RoboCup Jr.: RoboCup for Edutainment

H. Kitano¹, S. Suzuki² and J. Akita³
¹ERATO Kitano Symbiotic Systems Project, JST, Sony Computer Science Laboratories, ²Osaka University and ³Kanazawa University

RoboCup Jr. with LEGO Mindstorms

H. H. Lund and L. Pagliarini
 University of Aarhus

- Non-expert users to develop complex robot behaviors, e.g. robot soccer players.
- User-guided behavior-based robotics. Developed field & smart, electronic ball, which allowed easy navigation & detection w. LEGO MINDSTORMS robots.
- Avoid the problems with users having to learn a complex syntax and semantics of a traditional programming language.
- Children (age 7-14) able to develop their robot soccer players within 60 minutes.



The Outline of the International Robot Games Festival

E. Nakano¹, M. Asada², S. Tadokoro³, K. Osuka⁴, K. Nagai⁵, Y. Masutani² and H. Kitano⁶

¹Tohoku University, ²Osaka University, ³Kobe University, ⁴Kyoto University, ⁵Ritsumeikan University, and ⁶JST, Japan

- International Robot Games are a good way to develop related technologies and to enhance understanding of science and technology among people.
- RoboFesta 2001 will be held in Japan during the summer and autumn of 2001 in Osaka and Kanagawa, Japan.
- An international forum will be also held



Robot Improv: Using Drama to Create Believable Agents

Allison Bruce, Jonathan Knight and Illah R. Nourbakhsh
 Carnegie Mellon University

- Believable Agents and Robotics
- Using Lessons from Drama
- An Architecture for Improvised Performance
- Robot Improv - The Plays

