"The question of whether machines can think . . . is about as relevant as the question of whether submarines can swim."

EDSGER DIJKSTRA

Robots Alive!

Most people are used to seeing Mickey and Minnie at a theme park. Well, get ready for a different kind of theme. Robot Land, currently being developed in Incheon, South Korea, is a multibillion dollar theme park based on—you guessed it—robots. The park is a new concept that will provide interaction with robot technology in almost every aspect. From cashiers to rides to ticket takers to wait staff, robots will be front and center.

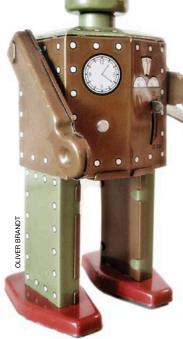
Robot Land's website (www.robot land.or.kr/eng) says the park will feature a robot aquarium full of controllable robot fish; a roller coaster that plunges into water; a water park; a ride that consists of a giant robot arm that swings and flings riders around; a character hall that features exhibitions and products from robot characters and cartoons (Star Wars, Transformers, Astroboy); and robot movie sets of futuristic cities (Minority Report, I-Robot, The Matrix).

In addition, Robot Land will host public facilities that include the Graduate School of Robotics, and corporate and research facilities. And, of course, the new park will hold a robot-themed shopping center.

The website has Robot Land opening up to the public sometime in 2014, with an estimated 2.8 million visitors per year.

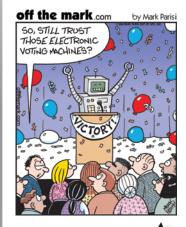
Memorable Machines

- Optimus Prime (Transformers)
- Johnny 5 (Short Circuit)
- Rosey (The Jetsons)
- Data (Star Trek: The Next Generation)
- Robot (Lost in Space)
- R2-D2 and C-3PO (Star Wars)
- Hal 9000 (2001: A Space Odyssey)
- Astroboy (Astroboy)



"At bottom, robotics is about us. It is the discipline of emulating our lives, of wondering how we work."

Rod Grupen, roboticist





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not be returned.

.org. Submissions will

The winner of

this month's PS Create

the Caption

anuary Safety Photo of the Month



Jenga or Kerplunk? Brian Wood Atlanta, GA

Animal Robots

Engineers are moving to the next big thing in the world of robotics—zoobotics. In a July 7, 2011, article published in *The Economist*, the concept of zoobotics is explained. Leading designers and engineers are creating animal-like robots

engineers are creating animal-like robots to understand animals and to help humans perform practical applications.

•The **Shrewbot** is a robotic shrew's head complete with 18 whiskers that move independently of each other and can detect shapes. Future hopes are that it will be able to navigate in places where vision is limited (such as smoke-filled buildings).

- •The **StickyBot III** is a robot gecko with four legs and toes covered in ridges, which allow it to climb vertical walls and ceilings.
- •The **Monopus** will eventually be a robotic octopus, once seven additional arms are fitted. This robot goes underwater, can grasp things tightly and squeeze into small spaces.

The Ultimate Soccer Game

Imagine a team of robots playing a game of soccer against the most current World Cup champions . . . and winning. This is the ultimate goal of the RoboCup Initiative.

According to the website (www.robocup.org), "The RoboCup community fosters international collaborations to address useful, challenging and humanitarian tasks involving robots that cooperate with one another and interact with humans."

Although the ultimate goal has remained unchanged, the initiative continues to use research and technology and apply it to the real world in international competitions within its four themes (RoboCup Soccer, RoboCup Rescue, RoboCup@Home and RoboCup Junior).

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