

4. *EEEbot* – The Robotic Challenge

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Summary

The project focuses on robotics experiences so that a robot can interact with people. This project includes many interesting topics in artificial intelligence. For example, sensing, imagine that a machine can detect the presence of people, recognise people by its face, and even communicate with people through verbal language, hand gesture or body motion. One interesting example is the skeleton recognition software that can correctly identify human body posture and it has been successfully sold as a game package. The second application is the robot motion control, such as obstacle avoidance and path planning. For example, we can take it one step further so that the robot can serve soft drinks during reception, or serve as a guide dog for the blind. In this project, robots and computers are provided. Students are required to add in the intelligence part on programming. Some hardware experience is also required.