Making Simple Robots Exploring Cutting Edge Robotics With Everyday Stuff

Clever Computers and Smart Machines
Robotics for Young Children
Getting Paid to Make Cosplay Costumes and Props
Robot Building for Beginners, Third Edition
JavaScript Robotics
JunkBots, Bugbots, and Bots on Wheels: Building Simple Robots With BEAM Technology
Exploring Cutting-Edge Robotics with Everyday Stuff
Easy Electronics Projects for Parents and Kids
Powering Up a Career in Artificial Intelligence
A Novel of the Real Robotic Revolution
Simple Steps for Making Stuff Better
Usable Usability
Fabric and Fiber Inventions
10 Great Makerspace Projects Using Language Arts
Robot Builder's Cookbook
Making Simple Robots
Robotics in Extreme Environments
The Silk Road
Robot Builder
Robotics Engineering
Learn It, Try It!
Working with Tech in Manufacturing
Homemade Robots
Machines that Move, Drawings that Light Up, and Wearables and Structures You Can Cut, Fold, and Roll
How to Make a Robot
Exploring LEGO Mindstorms EV3
Sew, Knit, Print, and Electrify Your Own Designs to Wear, Use, and Play With
STEM Activities and Simple Coding
The Flying Machine Book
Arduino Robotics
Make: Paper Inventions
Make: Tech DIY
Probabilistic Robotics
Making Simple Robots
Maker-Inspired Projects For Building Your Own Robots
Building NodeBots with Johnny-Five, Raspberry Pi, Arduino, and BeagleBone
Edible Inventions
Artificial Intelligence
A Study of the International Armament Industry

FRENCH WERNER

Clever Computers and Smart Machines Nomad Press
This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color.
Robotics for Young Children The Rosen Publishing Group, Inc
This work provides the hobbyist with detailed mechanical, electronic, and PIC microcontroller knowledge needed to build and program a snake, frog, turtle, and alligator robots. It focuses on the construction of each robot in detail, and then explores the world of slithering, jumping, swimming, and walking robots, and the artificial intelligence needed with these platforms.
Getting Paid to Make Cosplay Costumes and Props Nomad Press (VT)
The manufacturing sector is growing and evolving, but at the same time, some jobs for production workers are on the decline. That's because machines and robots perform many tasks once done by humans. The result is a need for new kinds of production workers who can use and monitor the new manufacturing technology. This insightful volume explores these cutting-edge trends and helps readers discover what they can do to prepare to fill the needs for the new generation of manufacturing workforce.
Robot Building for Beginners, Third Edition

Elsevier
Kid Crafts introduces younger children to the magic of electronics through the softer side of circuits! Young explorers will learn about electronics through sewing and craft projects aimed at maker parents and their children, elementary school teachers, and kids' activity leaders. Each project introduces new skills and new components in a progressive series of projects that take learners from the very basics to understanding how to use components such as sensors, transistors, and timers. The book is breezy, highly illustrated, and fun for everyone!
JavaScript Robotics Apress
Robotics is one of the hottest fields in STEM curriculum. Open students' eyes to the field of professional robotic engineers. Readers will learn the basics from a real-life expert and get some hands-on epxperience all in a digital format.
JunkBots, Bugbots, and Bots on Wheels: Building Simple Robots With BEAM Technology Maker Media, Inc.
For ages, the idea of machines that think and act on their own has gripped scientists, thinkers, and the general public. This book explores the history of artificial intelligence (A.I.), and how science fiction is quickly becoming science fact. It examines the technologies involved in A.I. and its inevitable effects on work, life, health, and many other aspects of human society. Rooted in history and science, this book provides an inside look at a topic that captivates engineers, scientists, and dreamers, but also raises important ethical issues and challenges how we see ourselves and our mechanical and computer creations.
Exploring Cutting-Edge Robotics with Everyday Stuff Maker Media
This book will help young readers discover how a little education, practice, and networking can bring their cosplay game to the next level. Part acting, part design, and part promotion, becoming a professional cosplayer will also result in many friends and admirers, not to mention sparkling LEDs, brilliant metalwork, and perfectly spiked hair.
Easy Electronics Projects for Parents and Kids Nomad Press
Making Simple Robots is based on the idea that anybody can build a robot! That includes kids, educators, parents, and anyone who didn't make it to engineering school. If you can cut, fold, and tape a piece of paper to make a tube or a box, you can build a no-tech robotic part. In fact, many of the models in this book are based upon real-life prototypes -- working models created in research labs and companies. What's more, if you can use the apps on your smartphone, you can quickly learn to tell robots what to do using free, online, beginner-level software like MIT's Scratch and Microsoft MakeCode. The projects in this book which teach you about electric circuits by making jumping origami frogs with eyes that light up when you get them ready to hop. You'll practice designing all-terrain robot wheel-legs with free, online Tinkercad software, and you'll create files ready for 3D printing. You'll also learn to sew -- and code -- a cyborg rag doll with a blinking electronic "eye." Each project includes step-by-step directions and clear illustrations and photographs. Along the way, you'll learn about the real research behind the DIY version, find shortcuts for making projects easier when needed, and get suggestions for adding to the challenge as your skill set grows.
Powering Up a Career in Artificial Intelligence Maker Media, Inc.
Learn the basics of modern robotics while building your own intelligent robot from scratch! You'll use inexpensive household materials to make the base for your robot, then add motors, power, wheels, and electronics. But wait, it gets better: your creation is actually five robots in one! -- build your bot in stages, and add the features you want. Vary the functions to create a robot that's uniquely yours. Mix and match features to make your own custom robot: Flexible Motorized Base -- a playpen for all kinds of programming experiments Obstacle Detector -- whiskers detect when your robot has bumped into things Object Avoider -- ultrasonic sound lets your robot see what's in front of it Infrared Remote Control -- command your robot from your easy chair Line Follower -- use optics to navigate your bot; have races with other robot builders! You will learn how switches, ultrasonics, infrared detectors, and optical sensors work. Install an Arduino microcontroller board and program your robot to avoid obstacles, provide feedback with lights and sound, and follow a tracking line. In this book you will combine multiple disciplines -- electronics, programming, and engineering -- to successfully build a multifunctional robot. You'll discover how to: construct a motorized base set up an Arduino to function as the brain use "whisker" switches to detect physical contact avoid obstacles with ultrasonic sensors teach your robot to judge distances use a universal remote to control your robot install and program a servo motor respond to input with LEDs, buzzers, and tones mount line-following sensors under your robot And more. Everything is explained with lots and lots of full-color line drawings. No prior experience is necessary. You'll have fun while you learn a ton!
A Novel of the Real Robotic Revolution The Rosen Publishing Group, Inc
In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new. Easy projects using will get you started knitting, adding color to your wardrobe with silkscreen and batik, and transforming old clothing into useful items. Then you'll find out how soft circuits can give your creations personality with light, sound, and motion. Fabric and Fiber Inventions will show you how to turn everyday materials into unique designs everybody will love.
Simple Steps for Making Stuff Better Maker Media, Inc.
"I wrote this book because I love building robots. I want you to love building robots, too. It took me a while to learn about many of the tools and parts in amateur robotics. Perhaps by writing about my experiences, I can give you a head start."--David Cook Robot Building for Beginners, Third Edition provides basic, practical knowledge on getting started in amateur robotics. There is a mix of content: from serious reference tables and descriptions to personal stories and humorous bits. The robot described and built in this book is battery powered and about the size of a lunch box. It is autonomous; that is, it isn't remote controlled. The book is broken up into small chapters, suitable for bedtime (or bathroom) reading. The characteristics and purposes of each major component (resistor, transistor, wire, and motor) are described, followed by a hands-on experiment to demonstrate. Not only does this help the reader to understand a particular piece, but it also prepares them with processes to learn new parts on their own. An appendix offers an introduction to 3D printing and parts of the robot can, as an alternative, be "printed" using a 3D printer. The master project of the book is a simple, entertaining, line-following robot.
Usable Usability The Rosen Publishing Group, Inc
Hands-on STEM activities, essential questions, and coding challenges
Fabric and Fiber Inventions Lerner Publications ™
Makerspaces, equipped with 3D printers, laser cutters, robotics, and other high-tech tools, are often associated with STEM programs like science, math, and technology. Educators have discovered that the learning opportunities makerspaces offer can be just as valuable

in other curriculum areas as well. This volume fuses this fabulous technology with the Language Arts.

10 Great Makerspace Projects Using Language Arts The Rosen Publishing Group, Inc

Owen Bishop introduces, through hands-on project work, the mechanics, electronics and programming involved in practical robot design-and-build. The use of the PIC microcontroller throughout provides a painless introduction to programming whilst harnessing the power of a highly popular microcontroller used by students and design engineers worldwide. This is a book for first-time robot builders, advanced builders wanting to know more about programming robots and students in Further and Higher Education tackling microcontroller-based practical work. They will all find this book a unique and exciting source of projects, ideas and techniques, to be combined into a wide range of fascinating robots. · Full step-by-step instructions for 5 complete self-build robots · Introduces key techniques in electronics, programming and construction - for robust robots that work first time · Illustrations, close-up photographs and a lively, readable text make this a fun and informative guide for novice and experienced robot builders

Robot Builder's Cookbook Apress

Offers ideas for building several types of simple, autonomous robots using BEAM technology, which incorporates concepts of biology, electronics, aesthetics, and mechanics.

Making Simple Robots John Wiley & Sons

The essential guide to building and programming LEGO EV3interactive robots Exploring LEGO Mindstorms: Tools and Techniques for Buildingand Programming Robots is the complete guide to getting themost out of your LEGO Mindstorms EV3. Written for hobbyists, youngbuilders, and master builders alike, the book walks you throughfundamentals of robot design, construction, and programming usingthe Mindstorms apparatus and LEGO TECHNIC parts. Tap into yourcreativity with brainstorming techniques, or follow the plans andblueprints provided on the companion website to complete projectsranging from beginner to advanced. The book begins with the basics of the software and EV3 featuresthen lets you get to work quickly by using projects of increasingcomplexity to illustrate the topics at hand. Plenty of examples areprovided throughout every step of the process, and the companionwebsite features a blog where you can gain the insight and adviceof other users. Exploring LEGO Mindstorms contains buildingand programming challenges written by a recognized authority inLEGO robotics curriculum, and is designed to teach you thefundamentals rather than have you follow a "recipe." Get started with robot programming with the startervehicle, Auto-Driver Explore the features of the EV3 brick, a programmablebrick Design robot's actions using Action Blocks Incorporate environmental sensors using Infrared, Touch, andColor sensors Expand the use of data in your program by using data wires withSensor Blocks Process data from the sensors using Data Operations Blocks Using Bluetooth and WiFi with EV3 Build unique EV3 robots that each presents different functions:the Spy Rabbit, a robot that can react to its surroundings; a SeaTurtle robot, Mr. Turto; the Big Belly Bot, a robot that eats andpoops; and a Robotic Puppy Guapo Discover ideas and practices that will help you to develop yourown method of designing and programming EV3 robots The book also provides extensive programming guidance, from thevery basics of block programming through data wiring. You'll learnrobotics skills to help with your own creations, and can likelyignite a lasting passion for innovation. Exploring LEGOMindstorms is the key to unlocking your EV3 potential.

Robotics in Extreme Environments Aurum

From Roman times until the Age of Exploration, the Silk Road carried goods and ideas across Central Asia between two major centers of civilization, the Mediterranean Sea and China. In The Silk Road: Explore the World’s Most Famous Trade Route, readers ages 9–12 will learn about the history, geography, culture, and people of the Silk Road region. Marco Polo was just one of many who set out on the Silk Road in search of wealth, power, or knowledge. These adventurers braved vast deserts, towering mountain peaks, warring tribes, and marauding bandits. Silk garments, wool rugs, and fine glass were the prizes for those who survived the trip. Activities using everyday materials bring the Silk Road to life. Young readers will see how ideas in math, science, religion, and art were spread by travelers along with the treasures they found. The Silk Road takes readers on an exciting, interactive adventure to a faraway place and celebrates its important role in human history and development. .

The Silk Road Frontiers Media SA

A remarkable, intense portrait of the robotic subculture and the challenging quest for robot autonomy. The high bay at the Robotics Institute at Carnegie Mellon University is alive and hyper night and day with the likes of Hyperion, which traversed the Antarctic, and Zoe, the world’s first robot scientist, now back home. Robot Segways learn to play soccer, while other robots go on treasure hunts or are destined for hospitals and museums. Dozens of cavorting mechanical creatures, along with tangles of wire, tools, and computer innards are scattered haphazardly. All of these zipping and zooming gizmos are controlled by disheveled young men sitting on the floor, folding chairs, or tool cases, or huddled over laptops squinting into displays with manic intensity. Award-winning author Lee Gutkind immersed himself in this frenzied subculture, following these young roboticists and their bold conceptual machines from Pittsburgh to NASA and to the most barren and arid desert on earth. He makes intelligible their discoveries and stumbling points in this lively behind-the-scenes work.

Robot Builder Maker Media, Inc.

Absolutely no experience needed! Learn robot building from the ground up, hands-on, in full color! Love robots? Start building them. It’s way easier than you ever imagined! John Baichtal has helped thousands of people get started with robotics. He knows what beginners need to know. He knows your questions. He knows where you might need extra help. Now, he’s brought together this practical knowledge in one incredibly easy tutorial. Hundreds of full-color photos guide you through every step, every skill. You’ll start simple, as you build a working robot in the very first chapter. Then, you’ll grow your skills to expert-level: powering motors, configuring sensors, constructing a chassis, even programming low-cost Arduino microcontrollers. You’ll learn hands-on, through real step-by-step projects…and go straight to the cutting-edge with in-depth sidebars. Wondering just how much you can really do? Baichtal shows you 30 incredible robots built by people just like you! John Baichtal’s books about toys, tools, robots, and hobby electronics include Hack This: 24 Incredible Hackerspace Projects from the DIY Movemen t; Basic Robot Building With Lego Mindstorms NXT 2. 0; Arduino for Beginners; MAKE: Lego and Arduino Projects for MAKE (as coauthor); and the forthcoming Building Your Own Drones: The Beginner’s Guide to UAVs and ROVs. A founding member of the pioneering Twin Cities Maker hackerspace, he got his start writing for Wired’s legendary GeekDad blog, and for DIYer bible MAKE Magazine. Make your robots move with motors and wheels Build solar-powered robots that

work without batteries Control robots via Wi-Fi, radio, or even across the Internet Program robots to respond to sensor inputs Use your standard TV remote to control your robots Create robots that detect intruders and shoot them with Nerf® darts Grab and carry objects using claws and grippers Build water-borne robots that float, submerge, and “swim” Create “artbots” that paint or draw original artworks Enable your robots to send text messages when they take specific actions Discover today’s new generation of hobbyist-friendly robotics kits Organize your ultimate robot-builder’s toolbox Master simple safety routines that protect you whatever you’re building

Robotics Engineering Maker Media, Inc. An introduction to the techniques and algorithms of the newest field in robotics. Probabilistic robotics is a new and growing area in robotics, concerned with perception and control in the face of uncertainty. Building on the field of mathematical statistics, probabilistic robotics endows robots with a new level of robustness in real-world situations. This book introduces the reader to a wealth of techniques and algorithms in the field. All algorithms are based on a single overarching mathematical foundation. Each chapter provides example implementations in pseudo code, detailed mathematical derivations, discussions from a practitioner's perspective, and extensive lists of exercises and class projects. The book's Web site, www.probabilistic-robotics.org, has additional material. The book is relevant for anyone involved in robotic software development and scientific research. It will also be of interest to applied statisticians and engineers dealing with real-world sensor data.

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