CMSI 182

Introduction to Computer Science

Fall 2008

Assignment 1204

This assignment is meant to give you a little hands-on practice with basic artificial intelligence concepts.

Not for Submission

By November 25

- Read Chapter 11 in the Brookshear book, if you haven't done so already.
- Depending on your desired agent type, either log some time in Second Life or with Lego Mindstorms (there are four kits available in the Keck lab, with the software installed on all of the Mac minis and the Windows XP box in the annex).

By December 2

- Get some work in toward your chosen agent, so that if there are any burning issues or questions, I can take a look at them during the class session on that day.

For Submission

A Simple Agent

Using either Second Life or Lego Mindstorms, design and implement a simple agent that responds in a simple manner to some set of simple stimuli (did I mention to keep it simple? **:)**).

If you choose a Second Life agent, leave it on the second tier of the LMU CS Island platform, with the name "*your-real-last-name* Assignment 1204."

A Lego Mindstorms agent can be done as a group of up to four (4) students. If you choose to do this, submit your final Lego Mindstorms program to me in electronic form.

For *all* agents, and *individually*, submit, on hardcopy, a description of your agent and sufficient instructions on using it. If you were part of a Lego Mindstorms group, you must each write *your own* report. If copied reports are submitted, these will not get credit.

Reflection

Answer the following questions as part of your individual hardcopy agent description:

1. Having now gotten some experience with putting together an agent, how do you feel about the feasibility of an agent passing the Turing test one day?
2. Do you see yourself (or people in general) as an agent in the same way that the artificial intelligence field defines it? Explain your view.