Build A Remote Controlled Robotfor Under 300 Dollars

Robot ProgrammingRobot BuilderBuild Your Own Robot!The Definitive Guide to Building Java RobotsFun Experiments with ElectricityHumanoid RobotsBuilding Smart LEGO MINDSTORMS EV3 RobotsOpen-Source Robotics and Process Control CookbookMake a Mind-Controlled Arduino RobotAlmost Human: Making Robots ThinkSumo BotRobot Building for Beginners, Third EditionRobot Building for BeginnersModern RoboticsOnline Engineering & Internet of ThingsHow to Make a RobotBuild Your Own All-Terrain RobotMSP430-based Robot ApplicationsRobots for KidsThe Robot Builder's BonanzaLEGO MINDSTORMS EV3 LaboratoryMake an Arduino-Controlled RobotHacking Your LEGO Mindstorms EV3 KitBuild a Remote-controlled Robot for Under $300Build Your Own All-Terrain RobotLearn Robotics with Raspberry PiCreating Precision RobotsBuild A Remote-Controlled RobotIntermediate Robot BuildingArduino RoboticsBuild and Program Your Own LEGO Mindstorms EV3 RobotsRobots, Robots EverywhereRemote Control RoboticsGetting the Most Out of Makerspaces to Build RobotsRC Hobby EnthusiastsMake an Arduino-Controlled Robot20 Easy Raspberry Pi ProjectsLEGO Technic RoboticsThe Robot BookBuilding Your Own Robots

Robot Programming

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

Start programming robots NOW! Learn hands-on, through easy examples, visuals, and code This is a unique introduction to programming robots to execute tasks autonomously. Drawing on years of experience in artificial intelligence and robot programming, Cameron and Tracey Hughes introduce the reader to basic concepts of programming robots to execute tasks without the use of remote controls. Robot Programming: A Guide to Controlling Autonomous Robots takes the reader on an

adventure through the eyes of Midamba, a lad who has been stranded on a desert island and must find a way to program robots to help him escape. In this guide, you are presented with practical approaches and techniques to program robot sensors, motors, and translate your ideas into tasks a robot can execute autonomously. These techniques can be used on today's leading robot microcontrollers (ARM9 and ARM7) and robot platforms (including the wildly popular low-cost Arduino platforms, LEGO® Mindstorms EV3, NXT, and Wowee RS Media Robot) for your hardware/Maker/DIY projects. Along the way the reader will learn how to: Program robot sensors and motors Program a robot arm to perform a task Describe the robot's tasks and environments in a way that a robot can process using robot S.T.O.R.I.E.S. Develop a R.S.V.P. (Robot Scenario Visual Planning) used for designing the robot's tasks in an environment Program a robot to deal with the "unexpected" using robot S.P.A.C.E.S. Program robots safely using S.A.R.A.A. (Safe Autonomous Robot Application Architecture) Approach Program robots using Arduino C/C++ and Java languages Use robot programming techniques with LEGO® Mindstorms EV3, Arduino, and other ARM7 and ARM9-based robots.

Build Your Own Robot!

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!

The Definitive Guide to Building Java Robots

This book, a compilation of articles from Karl Lunt's long-running column for Nuts & Volts magazine, is a must-read for all

beginner and intermediate-level robotics enthusiasts. Written in a friendly, straightforward manner, it contains entertaining anecdotes as well as practical advice and instruction. The author's stories about his various robotics projects will inspire you to try them yourself; and he shares his tips and code to help you. Possible projects range from transforming a TV remote control into a robot controller to building a robot from a drink cooler. You'll want to build them all; the author's enthusiasm for robotics is contagious!

Fun Experiments with Electricity

The author begins with a basic introduction to robot control and then considers the important problems to be overcome: delays or noisy control lines, feedback and response information, and predictive displays. Readers are assumed to have a basic understanding of robotics, though this may be their first exposure to the subject of telerobotics. Both professional engineers and roboticists will find this an invaluable introduction to this subject.

Humanoid Robots

EV3 without limits! Build 5 amazing robotics projects that take DIY to a whole new level! You can do way more with your LEGO Mindstorms EV3 kit than anyone ever told you! In this full-color, step-by-step tutorial, top-maker and best-selling author John Baichtal shows you how to transcend Mindstorms' limits as you build five cutting-edge robotics projects. You'll discover just how much you can do with only the parts that came with your kit–and how much farther you can go with extremely low-cost add-ons like Arduino and Raspberry Pi. You'll learn how to reprogram your Mindstorms Intelligent Brick to add additional hardware options and create more complex programs. Hundreds of full-color, step-by-step photos teach you every step, every skill. Whenever you're ready for advanced techniques, Baichtal explains them in plain English. Here's just some of what you'll learn how to do: Build a drawing Plotter Bot that gyrates to draw new patterns Hack Mindstorms' wires–and control robots without wires Create a remote-controlled crane, and operate it from your smartphone Use the EV3 brick to control third-party electronic modules of all kinds Replace the EV3 brick with smarter, more flexible Arduino, Raspberry Pi, or BeagleBone Black hardware Build a robotic flower whose petals open and close based on time of day Use third-party sensors to build robots that can sense practically anything Load an alternate operating system onto your EV3 brick 3D print, laser, and mill your own perfect LEGO parts Create ball contraptions, and extend them with your own custom parts Make a pole-climbing robot–and hook up an altimeter to track its height This book is not authorized or endorsed by the LEGO® Group. Register Your Book at www.quepublishing.com/register and receive 35% off your next purchase.

Building Smart LEGO MINDSTORMS EV3 Robots

Remotely operated robots are becoming increasingly popular because they allow the operators to explore areas that may not normally be easily accessible. The use of video-controlled technology has sparked a growing public interest not just in hobbyists, but also in the areas of research, space, archeology, deep-sea exploration, and even the military. Significant changes in the technology marketplace have made the creation of an all-terrain, video controlled robot accessible to even the amateur robotic hobbyist. There are many robotics project books currently on the market, but most are targeted to hobbyists, and are strictly for indoor use. This book has the ideal mix of "brains and brawn," making it appealing to hobbyists and interested professionals alike.

Open-Source Robotics and Process Control Cookbook

Learning robotics by yourself isnt easy, but it helps when the encouragement comes from an expert whos spent years in the field. Not only does author David Cook assist you in understanding the component parts of robot development, but he also presents valuable techniques that prepare you to make new discoveries on your own. Cook begins with the anatomy of a homemade robot and gives you the best advice on how to proceed successfully. General sources for tools and parts are provided in a consolidated list, and specific parts are recommended throughout the book. Also, basic safety precautions and essential measuring and numbering systems are promoted throughout. Specific tools and parts covered include digital multimeters, motors, wheels, resistors, LEDs, photoresistors, transistors, chips, gears, nut drivers, batteries, and more. Robot Building for Beginners is an inspiring book that provides an essential base of practical knowledge for anyone getting started in amateur robotics.

Make a Mind-Controlled Arduino Robot

A major revision of the bestselling "bible" of amateur robotics building--packed with the latest in servo motor technology, microcontrolled robots, remote control, Lego Mindstorms Kits, and other commercial kits. Gives electronics hobbyists fully illustrated plans for 11 complete Robots, as well as all-new coverage of Robotix-based Robots, Lego Technic-based Robots, Functionoids with Lego Mindstorms, and Location and Motorized Systems with Servo Motors.Features a pictures and parts list that accompany all projects, and material on using the BASIC Stamp and other microcontrollers.

Almost Human: Making Robots Think

Make a robot from a toothbrush, send Morse code messages by telegraph, and create your own lightning! These amazing science projects use readily available items and have simple step-by-step instructions. Discover the science behind each quick experiment, and have fun showing your friends and family. It moves, it spins, it flashes, it glows—it's electricity!

Sumo Bot

Remotely operated robots are becoming increasingly popular because they allow the operators to explore areas that may not normally be easily accessible. The use of video-controlled technology has sparked a growing public interest not just in hobbyists, but also in the areas of research, space, archeology, deep-sea exploration, and even the military. Significant changes in the technology marketplace have made the creation of an all-terrain, video controlled robot accessible to even the amateur robotic hobbyist. There are many robotics project books currently on the market, but most are targeted to hobbyists, and are strictly for indoor use. This book has the ideal mix of "brains and brawn," making it appealing to hobbyists and interested professionals alike.

Robot Building for Beginners, Third Edition

No matter how old we get, we all still have some kid in us that likes to have fun with an adult version of a kids toy. Have you ever imagined what it would be like to build your own Radio Controlled vehicle?

Robot Building for Beginners

Humanoid Robots: Modeling and Control provides systematic presentation of the models used in the analysis, design and control of humanoid robots. The book starts with a historical overview of the field, a summary of the current state of the art achievements and an outline of the related fields of research. It moves on to explain the theoretical foundations in terms of kinematic, kineto-static and dynamic relations. Further on, a detailed overview of biped balance control approaches is presented. Models and control algorithms for cooperative object manipulation with a multi-finger hand, a dual-arm and a multi-robot system are also discussed. One of the chapters is devoted to selected topics from the area of motion generation and control and their applications. The final chapter focuses on simulation environments, specifically on the step-by-step design of a simulator using the Matlab® environment and tools. This book will benefit readers with an advanced level of understanding of robotics, mechanics and control such as graduate students, academic and industrial researchers and professional engineers. Researchers in the related fields of multi-legged robots, biomechanics, physical therapy and physics-based computer animation of articulated figures can also benefit from the models and computational algorithms presented in the book. Provides a firm theoretical basis for modelling and control algorithm design Gives a systematic presentation of models and control algorithms Contains numerous implementation examples demonstrated with 43 video clips

Modern Robotics

The LEGO® MINDSTORMS® EV3 set offers so many new and exciting features that it can be hard to know where to begin. Without the help of an expert, it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features. In The LEGO MINDSTORMS EV3 Laboratory, author Daniele Benedettelli, robotics expert and member of the elite LEGO MINDSTORMS Expert Panel, shows you how to use gears, beams, motors, sensors, and programming blocks to create sophisticated robots that can avoid obstacles, walk on two legs, and even demonstrate autonomous behavior. You'll also dig into related math, engineering, and robotics concepts that will help you create your own amazing robots. Programming experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: * ROV3R, a vehicle you can modify to do things like follow a line, avoid obstacles, and even clean a room * WATCHGOOZ3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) * SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control * SENTIN3L, a walking tripod that can record and execute color-coded sequences of commands * T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO® MINDSTORMS EV3 set (LEGO SET #31313)

Online Engineering & Internet of Things

Build and program smart robots with the EV3. Key Features Efficiently build smart robots with the LEGO MINDSTORMS EV3 Discover building techniques and programming concepts that are used by engineers to prototype robots in the real world This project-based guide will teach you how to build exciting projects such as the objecta-tracking tank, ultimate all-terrain vehicle, remote control race car, or even a GPS-navigating autonomous vehicle Book Description Smart robots are an ever-increasing part of our daily lives. With LEGO MINDSTORMS EV3, you can now prototype your very own small-scale smart robot that uses specialized programming and hardware to complete a mission. EV3 is a robotics platform for enthusiasts of all ages and experience levels that makes prototyping robots accessible to all. This book will walk you through six different projects that range from intermediate to advanced level. The projects will show you building and programming techniques that are used by engineers in the real world, which will help you build your own smart robot. You'll see how to make the most of the EV3 robotics platform and build some awesome smart robots. The book starts by introducing some real-world examples of smart robots. Then, we'll walk you through six different projects and explain the features that allow these robots to make intelligent decisions. The book will guide you as you build your own object-tracking tank, a box-climbing robot, an interactive robotic shark, a quirky bipedal robot, a speedy remote control race car, and a GPS-navigating robot. By the end of this book, you'll have the skills necessary to build and program your own smart robots with EV3. What you will learn Understand the characteristics that make a robot smart Grasp proportional beacon following and use proximity sensors to track an object Discover how mechanisms such as rack-and-pinion and the worm gear work Program a custom

GUI to make a robot more user friendly Make a fun and quirky interactive robot that has its own personality Get to know the principles of remote control and programming car-style steering Understand some of the mechanisms that enable a car to drive Navigate to a destination with a GPS receiver Who this book is for This book is for hobbyists, robotic engineers, and programmers who understand the basics of the EV3 programming language and are familiar with building with LEGO Technic and want to try some advanced projects. If you want to learn some new engineering techniques and take your experience with the EV3 to the next level, then this book is for you.

How to Make a Robot

Provides information on using the LEGO Technic robot kit, including how to build a robot body, using the power functions, enabling a robot to walk.

Build Your Own All-Terrain Robot

* With this book readers might well be able to build the next Mars Rover. * First book out on Java robotics. * The biggest selling point about this book is that no one else shows readers how to combine the power of their PC with a robust programming language in Java to create exciting robotics. * The book is a great teaching aid (in robotics or software) that establishes a new paradigm for thinking about robotics along with simpler ways to do things, i.e., vs. the old way using microcontrollers.

MSP430-based Robot Applications

Building robots that sense and interact with their environment used to be tricky. Now, Arduino makes it easy. With this book and an Arduino microcontroller and software creation environment, you'll learn how to build and program a robot that can roam around, sense its environment, and perform a wide variety of tasks. All you to get started with the fun projects is a little programming experience and a keen interest in electronics. Make a robot that obeys your every command—or runs on its own. Maybe you're a teacher who wants to show students how to build devices that can move, sense, respond, and interact with the physical world. Or perhaps you're a hobbyist looking for a robot companion to make your world a little more futuristic. With Make an Arduino Controlled Robot, you'll learn how to build and customize smart robots on wheels. You will: Explore robotics concepts like movement, obstacle detection, sensors, and remote control Use Arduino to build two- and four-wheeled robots Put your robot in motion with motor shields, servos, and DC motors Work with distance sensors, infrared reflectance sensors, and remote control receivers Understand how to program your robot to take on all kinds of real-world physical challenges

Robots for Kids

The Robot Builder's Bonanza

This book discusses online engineering and virtual instrumentation, typical working areas for today's engineers and inseparably connected with areas such as Internet of Things, cyber-physical systems, collaborative networks and grids, cyber cloud technologies, and service architectures, to name just a few. It presents the outcomes of the 14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017), held at Columbia University in New York from 15 to 17 March 2017. The conference addressed fundamentals, applications and experiences in the field of online engineering and virtual instrumentation in the light of growing interest in and need for teleworking, remote services and collaborative working environments as a result of the globalization of education. The book also discusses guidelines for education in university-level courses for these topics.

LEGO MINDSTORMS EV3 Laboratory

Build and Program Your Own LEGO® MINDSTORMS® EV3 Robots Absolutely no experience needed! Build and program amazing robots with the new LEGO MINDSTORMS EV3! With LEGO MINDSTORMS EV3, you can do modern robotics without complex wiring or soldering! This step-by-step, full-color tutorial teaches all you need to know, including basic programming skills most introductory guides skip. Even better—it's packed with hands-on projects! Start by "unboxing" your new EV3 kit and getting to know every component: motors, sensors, connections, remotes, and the EV3's more powerful, easier-to-program "brick." Then walk through building your first "bots"…creating more sophisticated robots with wheels and motors…engineering for strength and balance…"driving" your robot…building robots that recognize colors and do card tricks…and more! LEGO MINDSTORMS EV3 robotics is the perfect pathway into science and technology… and this book is the easiest way to get started, even if you have absolutely no robotics or programming experience! Explore your new EV3 kit: both the retail "Home" and LEGO "Education" versions Get foolproof help with building the Track3r and other standard robots Build cars and tanks, and hack them to do even more Write programs that enable your robots to make their own decisions Improve your programs with feedback Handle more sophisticated engineering and programming tasks Troubleshoot problems that keep your robot from moving Get involved with the worldwide MINDSTORMS® robotics community Marziah Karch is Senior Instructional Designer at NWEA, a Google Expert at About.com, and Senior Web Editor at GeekMom. She has more than a decade of experience in instructional technology and was senior educational technologist for Johnson County Community College, where she also taught interactive media development. She holds a master's degree in Instructional Design and Technology, and is pursuing a doctorate in Library and Information Science. Her

hands-on technology experience ranges from 3D animation to multimedia learning, content management to music video creation. She has extensively explored the educational potential of LEGO robotics. She is the author of Android Tablets Made Simple. This book is not authorized or endorsed by the LEGO® Group.

Make an Arduino-Controlled Robot

Creating Precision Robots: A Project-Based Approach to the Study of Mechatronics and Robotics shows how to use a new "Cardboard Engineering technique for the handmade construction of three precision microcomputer controlled robots that hit, throw and shoot. Throughout the book, the authors ensure that mathematical concepts and physical principles are not only rigorously described, but also go hand-in-hand with the design and constructional techniques of the working robot. Detailed theory, building plans and instructions, electric circuits and software algorithms are also included, along with the importance of tolerancing and the correct use of numbers in programming. The book is designed for students and educators who need a detailed description, mathematical analysis, design solutions, engineering drawings, electric circuits and software coding for the design and construction of real bench-top working robots. Provides detailed instructions for the building and construction of specialized robots using line drawings Teaches students how to make real working robots with direct meaning in the engineering academic world Describes and explains the math and physics theory related to hitting, throwing and shooting robots

Hacking Your LEGO Mindstorms EV3 Kit

Building robots that sense and interact with their environment used to be tricky. Now, Arduino makes it easy. With this book and an Arduino microcontroller and software creation environment, you'll learn how to build and program a robot that can roam around, sense its environment, and perform a wide variety of tasks. All you to get started with the fun projects is a little programming experience and a keen interest in electronics. Make a robot that obeys your every command—or runs on its own. Maybe you're a teacher who wants to show students how to build devices that can move, sense, respond, and interact with the physical world. Or perhaps you're a hobbyist looking for a robot companion to make your world a little more futuristic. With Make an Arduino Controlled Robot, you'll learn how to build and customize smart robots on wheels. You will: Explore robotics concepts like movement, obstacle detection, sensors, and remote control Use Arduino to build two- and four-wheeled robots Put your robot in motion with motor shields, servos, and DC motors Work with distance sensors, infrared reflectance sensors, and remote control receivers Understand how to program your robot to take on all kinds of real-world physical challenges

Build a Remote-controlled Robot for Under $300

Robots are at the heart of the makerspaces movement, which aims to bring together like-minded computer experts to build collaborative projects. This book introduces readers to the nascent world of makerspaces and its potential. Readers learn how to find these spaces in their local community or even in the local library. They then learn how to use makerspaces tools such as Arduino microcontrollers or Lego Mindstorms to build full-functioning programmable robots, all to their specifications. Not only does this knowledge inspire a sense of fun, it can also be applied to any number of STEM careers.

Build Your Own All-Terrain Robot

After a crash course to get you set up with your Raspberry Pi, you'll learn how to build interactive projects like a digital drum set; a WiFi controlled robot; a Pong game; an intruder alarm and more. Along the way, you'll work with core components like LCD screens, cameras, sensors, and even learn how to set up your own server. Each project provides step-by-step instructions, full-colour photos and circuit diagrams, and the complete code to bring your build to life. If you re ready to hit the ground running and make something interesting, let Raspberry Pi Project Handbook be your guide.

Learn Robotics with Raspberry Pi

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

Creating Precision Robots

Build a robot that responds to electrical activity in your brain—it's easy and fun. If you're familiar with Arduino and have basic mechanical building skills, this book will show you how to construct a robot that plays sounds, blinks lights, and reacts to signals from an affordable electroencephalography (EEG) headband. Concentrate and the robot will move. Focus more and it will go faster. Let your mind wander and the robot will slow down. You'll find complete instructions for building a simple robot chassis with servos, wheels, sensors, LEDs, and a speaker. You also get the code to program the Arduino microcontroller to receive wireless signals from the EEG. Your robot will astound anyone who wears the EEG headband. This book will help you: Connect an inexpensive EEG device to Arduino Build a robot platform on wheels Calculate a percentage value from a potentiometer reading Mix colors with an RGB LED Play tones with a piezo speaker Write a program that makes the robot avoid boundaries Create simple movement routines

Build A Remote-Controlled Robot

Rhyming text explains all the things robots do, from exploring other planets to milking cows.

Intermediate Robot Building

Within the sphere of children's learning and play, the concept of robot and the application of actual robots are undergoing a dramatic expansion. Here the term "robot" refers to a growing range of interactive devices-including toys, pets, assistants to the disabled, and overtly educational tools-which are being used in ways that are expected to have profound and beneficial effects on how our children develop and grow. Robots for Kids: Exploring New Technologies for Learning opens with contributions from leading designers and researchers, each offering a unique perspective into the challenge of developing robots specifically for children. The second part is devoted to the stories of educators who work with children using these devices, exploring new applications and mapping their impact. Throughout the book, essays by children are included that discuss their first-hand experiences and ideas about robots. This is an engaging, entertaining, and insightful book for a broad audience, including HCI, AI, and robotics researchers in business and academia, new media and consumer product developers, robotics hobbyists, toy designers, teachers, and education researchers. * contributions by leaders in the fields of human-computer interaction and robotics * product development stories told by leading designers and researchers in organizations such as Microsoft, MIT Media Lab, Disney, and Sony * product application stories told by

educators who are making robots a central part of kids' learning experiences, both in and out of the classroom * essays by kids-some, users of robotic technology, and others, designers in their own right

Arduino Robotics

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.

Build and Program Your Own LEGO Mindstorms EV3 Robots

"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.

Robots, Robots Everywhere

Fun robotics projects that teach kids to make, hack, and learn! There's no better way for kids to learn about the world around them than to test how things work. Building Your Own Robots presents fun robotics projects that children aged 7 – 11 can complete with common household items and old toys. The projects introduce core robotics concepts while keeping

tasks simple and easy to follow, and the vivid, full-color graphics keep your kid's eyes on the page as they work through the projects. Brought to you by the trusted For Dummies brand, this kid-focused book offers your child a fun and easy way to start learning big topics! They'll gain confidence as they design and build a self-propelled vehicle, hack an old remote control car to create a motorized robot, and use simple commands to build and program a virtual robot—all while working on their own and enjoying a sense of accomplishment! Offers a kid-friendly design that is heavy on eye-popping graphics Focuses on basic projects that set your child on the road to further exploration Boasts a small, full-color, accessible package that instills confidence in the reader Introduces basic robotics concepts to kids in a language they can understand If your youngster loves to tinker, they'll have a whole lot of fun while developing their creative play with the help of Building Your Own Robots.

Remote Control Robotics

NOW BUILDING YOUR OWN REMOTE-CONTROLLEDQUESTOR ROBOT IS: * MUCH EASIER THAN YOU THINK * VERY INEXPENSIVE * GREAT FUN * SIMPLE WITH THIS BOOK Here are all the step-by-step, heavily illustrated plans you need to build a full-sized, remote-controlled robot named Questor--without any advanced electronic or programming skills. It's the perfect way to jump into the fascinating world of robotics and be part of all the excitement! Written specifically with first-time builders in mind, Build a Remote- Controlled Robot includes: * COMPLETE plans for building Questor * 100 detailed photographs of every stage of the assembly process * Simple-to-read wiring diagrams * A complete parts list--including valuable tips on where to find components easily and inexpensively Written by a teacher with experience enough to know what questions you would ask, this guide bypasses heavy-duty design theory and gets right to the heart of building Questor the robot--with an emphasis on having a great time while doing it.

Getting the Most Out of Makerspaces to Build Robots

Drones, RC cars, artificial limbs, Roombas-the robots have arrived! Anyone interested in taking control before the machines do needs a helpful resource. Author and physics teacher Bobby Mercer will show readers 20 inexpensive, easy-to-build and robots that can be built with everyday items. The Robot Book will teach readers how to use recycled motors and computer components, junk drawer supplies, and old mechanical toys to build a variety of devices. They will learn how to turn a toothbrush, an old cell phone, and scrap wire into a Brush Bot, or hack a toy car to hotwire a Not-So-Remote Bot. A small electric fan, several craft sticks, and rubber bands make a Fan-Tastic Dancing Machine, and drinking straws, string, tape, and glue can be used to construct a working model of the human hand. Every hands-on project contains a materials list and detailed step-by-step instructions with photos. Mercer also includes explanations of the science and technology behind each robot, including concepts such as friction, weight and mass, center of gravity, kinetic and potential energy, electric circuitry,

DC vs. AC current, and more. Teachers will appreciate the opportunity to augment their STEM curricula while having fun at the same time. These projects are also perfect for science fairs or design competitions. Bobby Mercer has been a high school physics teacher for over two decades. He is the author of The Flying Machine Book, The Racecar Book and Junk Drawer Physics and lives with his family outside of Asheville, North Carolina.

RC Hobby Enthusiasts

In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

Make an Arduino-Controlled Robot

This robot kit lets hobbyists take their robot-building skills to the next level and, if they wish, be part of the hottest new craze in amateur robotics. It comes with a Parallax Basic Stamp 2 chip, preassembled PCB, a multifunction remote control, and robot hardware including collision-sensing infrared LED and receivers, plus much more.

20 Easy Raspberry Pi Projects

A modern and unified treatment of the mechanics, planning, and control of robots, suitable for a first course in robotics.

LEGO Technic Robotics

* Follow up to his very successful Robot Building for Beginners, it will appeal not only to those who bought the first book, but to others interested in Robotics that are interested in a more advanced book. * Robotics remains a hot topic, with

ongoing success of robotic battling shows on Television, the spread of robot clubs in schools, and likely increased interest in robotics resulting from Nasa's Mars robot rover program (January 2004). * David Cook is the webmaster of two popular robot sites: www.robotroom.com and www.chibots.org * Includes complete instructions and part sources to build a fully functional, interesting robot, with plenty of photographs. * Simple explanations and directions easily understood without intimidation &*Light-hearted

The Robot Book

In this practical reference, popular author Lewin Edwards shows how to develop robust, dependable real-time systems for robotics and other control applications, using open-source tools. It demonstrates efficient and low-cost embedded hardware and software design techniques, based on Linux as the development platform and operating system and the Atmel AVR as the primary microcontroller. The book provides comprehensive examples of sensor, actuator and control applications and circuits, along with source code for a number of projects. It walks the reader through the process of setting up the Linux-based controller, from creating a custom kernel to customizing the BIOS, to implementing graphical control interfaces. Including detailed design information on: · ESBUS PC-host interface · Host-module communications protocol · A speed-controlled DC motor with tach feedback and thermal cut-off · A stepper motor controller · A two-axis attitude sensor using a MEMS accelerometer · Infrared remote control in Linux using LIRC · Machine vision using Video4Linux The first-ever book on using open source technology for robotics design! Covers hot topics such as GPS navigation, 3-D sensing, and machine vision, all using a Linux platform!

Building Your Own Robots

This book provides a careful explanation of the basic areas of electronics and computer architecture, along with lots of examples, to demonstrate the interface, sensor design, programming and microcontroller peripheral setup necessary for embedded systems development. With no need for mechanical knowledge of robots, the book starts by demonstrating how to modify a simple radio-controlled car to create a basic robot. The fundamental electronics of the MSP430 are described, along with programming details in both C and assembly language, and full explanations of ports, timing, and data acquisition. Further chapters cover inexpensive ways to perform circuit simulation and prototyping. Key features include: Thorough treatment of the MSP430's architecture and functionality along with detailed application-specific guidance Programming and the use of sensor technology to build an embedded system A learn-by-doing experience With this book you will learn: The basic theory for electronics design - Analog circuits - Digital logic - Computer arithmetic - Microcontroller programming How to design and build a working robot Assembly language and C programming How to develop your own high-performance embedded systems application using an on-going robotics application Teaches how to develop your own

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