



Apr 11th, 2007 - 11:45 AM

AI Robotic Soccer Development Platform

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Advisor's Department:	Computer Science
Funding Source:	N/A

AI Robotic Soccer Development Platform

This project was designed with two purposes. One was to help in the recruitment of high school students into the Computer Science discipline, and the other was to create a useful tool for the development and research of artificially intelligent systems in a competitive and dynamic environment. The project includes an operating system and programming language independent soccer simulator, a set of table top soccer playing robots, a vision tracking and analysis system, and an interface system easy enough for high school students but useful enough for academic research.

As a recruitment tool, this project was designed to have a “wow” factor via robotics. Games are a tool for holding the interest of young minds and soccer is globally known.

As a research tool the project was designed to be useful and reliable for testing A.I.'s in real-time dynamic environments.

Charles is a senior in Computer Science and Computer Engineering with a minor in Mathematics. He plans to enroll as a graduate student in the CS department this fall and pursue research into the development of intelligent systems.