

SHAPE-SHIFTING ROBOT

Movie Term Project



**Imagine you have a program
chip and you can change eve
rything...**

<http://www.youtube.com/watch?v=u9HMhSvnbmk>

<http://newrisingmedia.com/all/2012/12/3/mit-invents-shape-shifting-robots-small-step-towards-real-li.html>



Technology

1. What:

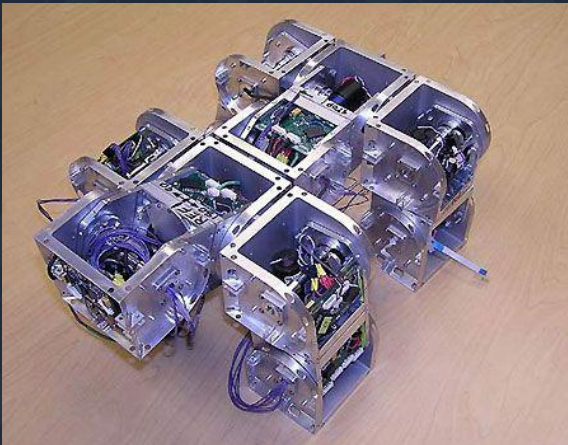


- Atoms can slide over atoms, rearrange themselves
- If atoms are replaced by **chips**, chips that are so small they're smaller than the head of a pin and you can **change their electric charge**
- By changing the electric charge they bind and reform in different ways
- Intel is already leading the charge toward developing this kind of **programmable matter**.
- In the future it could be used to build entire cities instantaneously.



Technology

2. **How:** with the technology, a table can transform to a chair or a bed can transform to a car.
3. **Requirement:** shape-changing material, program chip
4. **Movie:** **Transformer, Terminator**



Can this technology exist?

Example of shape-shifting robot

- <http://www.youtube.com/watch?v=e44hA6IBtkA>
- <http://urbantimes.co/2012/11/the-shape-shifting-robots-of-the-future/>

Example of shape-shifting mobile phone

- http://www.youtube.com/watch?v=QuI-7J59_Yw
- <http://www.youtube.com/watch?v=oaZHj9SEzLQ>

Example of shape-shifting material

- <http://www.youtube.com/watch?v=RFuBX03GwqI>
- http://www.youtube.com/watch?v=1SmTR_C_2wo



Why?

- People want production that design is simple but provide various functions.
- This technology would make a hit in changing the life style of human (the way they drive, park, live, work, shop...)
- A product that can transform itself to anything that people want would help improve life standard and open new opportunities for new market.



Obstacles to develop

- **Finding the suitable material**
- **The material needs**
 - Electrical impulse
 - To be simple enough but yet be able to transform into any complex shape
 - To follow the instruction that were written by the program
 - To be flexible
 - To durable under any environment condition
- **A superior program**

- The possible **objects** that can be created **need to be similar** somehow in terms of function or design (ex: a car may transform into a ship but a desk may not be able to transform into a car)
- Things that **cannot be created (ex: food, money)**
- How to get the technology into a market?
- Different needs may exist due to different geography conditions. How to satisfy several needs?
- What kind of **energy** would be **required?** How much?



Advantages and Disadvantages

Pros	Cons
<ul style="list-style-type: none">• Reduce the number of facilities (ex, parking lot is no more required because a table can transform into a car with this technology)• Reduce the size of houses since many things can be created from one product.• Convenient for use• New industry and new market• Creation of helpful robot• More efficient use of material	<ul style="list-style-type: none">• Destroy many industries• People may transfer it into a weapon. When everyone has a weapon then the safety of society no longer exist• Costly• Require time to develop

Institutional Mechanism

- Robot laws aren't constantly legally discussed
- In 2011, the [Engineering and Physical Sciences Research Council](#) (EPSRC) and the [Arts and Humanities Research Council](#) (AHRC) of [Great Britain](#)
- **Five ethical "principles for designers, builders and users of robots"**
 - No to kill or harm humans.
 - Designed to achieve human goals.
 - Assure their safety and security.
 - Follow orders from human
 - Who is legally responsible for a robot.



People responsiveness

- **Many people like this technology because:**

- Simple design, various function
- Convenient
- Useful

- **Many people do not like this technology because:**

- According to a survey conducted by Public Policy Polling, 4 percent of Americans -- or more than 12 million of my nation-neighbors -- think "shape-shifting reptilian people control our world by taking on human form and gaining political power to manipulate our societies".
- Require changing usage habit
- Require different skills
- Many industries would be destroyed



Future vision

- **When:** around **50~ 80 years later**
- In near future, this technology will be used widely,
- It will require a strict rule of using. Otherwise, the benefits which the technologies bring to life would not be able to embrace the cost of inappropriate usages.

