BYTE QUEST

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Byte Quest is the article published by the CSE dept of Vasavi College of Engineering regarding the latest innovative Technologies and Software that have been emerged in the competitive world. The motto of this article is to update the people regarding the improvement in technology. The article is designed by the active participation of students under the guidance of faculty coordinators.

 Good, bad or indifferent if you are not investing in new technology, you are going to be left behind.

-Philip Green

 Once a new technology rolls over you, if you're not part of the steamroller, you're part of the road.

-Stewart Brand

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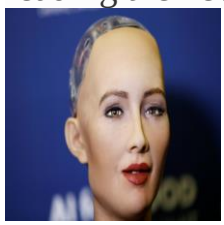
HUMANOID ROBOTS

When people think of Artificial Intelligence (AI), the major image that pops up in their heads is that of a robot gliding around and giving mechanical replies. Initially, the major aim of AI for humanoids was for research purposes. They were being used for research on how to create better prosthetics for humans. Modern-day humanoids are developed to carry out different human tasks and occupy different roles in the employment sector. The process of inventing a humanoid is quite complex and a lot of work and research is put into the process. A lot of work, finances and research are put into making these humanoid robots. The human body is studied and examined first to get a clear picture of what is about to be imitated. Then, they have to go through the coding process which is one of the most vital stages in creating a humanoid.

Sophia: This is the world's first robot citizen. She was introduced to the United Nations on October 11, 2017. On October 25th, she was granted Saudi Arabian citizenship, making her the first humanoid robot ever to have a nationality.

The Kodomoroid TV Presenter: This humanoid robot was invented in Japan. Her name is derived from the Japanese word for child- Kodomo- and the word 'Android'. She speaks a number of languages and is capable of reading the news and giving weather forecasts.



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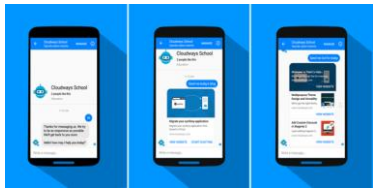
CHATBOTS FOR LEARNING

With the exponential growth in the mobile device market over the last decade, chatbots are becoming an increasingly popular option to interact with users, and their popularity and adoption are rapidly spreading. These mobile devices change the way we communicate and allow ever-present learning in various environments. This study examined educational chatbots for Facebook Messenger to support learning. The independent web directory was screened to assess chatbots for this study resulting in the identification of 89 unique chatbots. Each chatbot was classified by language, subject matter and developer's platform. Finally, we evaluated 47 educational chatbots using the Facebook Messenger platform based on the analytic hierarchy process against the quality attributes of teaching,humanity effect and accessibility. We found that educational chatbots on the Facebook Messenger platform vary from the basic level of sending personalized messages to recommending learning content. Results show that chatbots which are part of the instant messaging application are still in its early stages to become artificial intelligence teaching assistants. The findings provide tips for teachers to integrate chatbots into classroom practice and advice what types of chatbots they can try out.



ANUVIK(CSE-B 2/4)

E-BALL TECHNOLOGY

Input device ..output device…No more. Now it's everything in one. Here comes E-Ball concept. It is a sphere shaped computer which is the smallest design among all the laptops and desktops. This computer has all the features like a traditional computer, elements like keyboard or mouse, dvd, large screen display and what not.

The E-Ball technology for the future pc was proposed by Apostol Tnokovski, who is a product designer in Macredonia . The E-Ball is the smallest pc that has ever been designed till now. It is not going to be like a PDA but like a PC with features of a conventional computer. The E-Ball is a sphere shaped computer. Apostol Tnokovski decided to give sphere shape to the pc because he considered the sphere to be the most attractive shape in the nature that gathers the attention of all.

After opening the stand and turning ON the PC, pressing the detaching mouse button will allow you to detach the optical mouse from PC body. This concept features a laser keyboard that can be activated by pressing the particular button. E-Ball is very small, it is having only 6 inch diameter sphere with 120X120mm motherboard.

It doesn't have any external display until a button is pressed which pops a projection. If there is no wall then it has a paper sheet holder that divides into three pieces like an umbrella just after popping up, it shows desktop on the paper sheet. This concept PC will measure 160mm in diameter and it was designed for Microsoft Windows OS.

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