Envisioning Technology Part 1:

I fell in love at a very young age, and this love isn’t something that I think that I can ever shake. It is my love for video games. I developed this when I was in the first grade and I got my first gaming console: The PlayStation 2, which to this day is still the most sold gaming console of all time. The PlayStation 2 is a disk based gaming console with an outside and portable memory system in the form of a memory card. The console had up to two ports for wired controllers, to play with friends. This technology which seems so basic right now, was so advanced in that time, and so fun to the young user, that it is still the reason that I play video games today. I was drawn to this because of its ability and ease of bringing my friends and I together for a common interest. We had never really played like this before, we all played outdoors and played sports, but once this started, it was like a different kind of fun. Also, this common interest was such an amazing technology in this time that we were all in awe. But, in the time period while I was a kid, a lot of kids still wanted to play outside, so I didn’t really develop an addiction to them like kids do today. That’s why I think I have a pretty healthy gaming experience. Today the gaming world is ever evolving, which is great for us past gamers because we got to experience what we thought was the best gaming ever, but it just keeps getting better.

One advancement in technology in the video game world is the improvement of artificial intelligence. Artificial intelligence has come a long way since the first real video game AI known as “Pong” which was one of the first games ever on the Atari system. AI is in essence the soul reason that video games exist. Now, as advanced as they are, are less played with due to the fact that most people choose to play online games against human players. But in times before house to house play, the
artificial intelligence is all that we had to play against. The problem with AI in the past is that they lacked the thought process that a human would. Like in a game that involved playing soccer, the AI would have a basic understanding of play and it would take a more basic route to try to score the ball, while as a human who has more advanced knowledge of the game would use a better strategy than that of the AI. As technology is advancing with AI, as is the gameplay against them. AI are beginning to be able to perform advanced human-like actions in some games like games about war and warfare. As stated in the article “5 Ways Technology Has Changed Gaming”, the AI may now throw a grenade when they cannot get a visual on you and some have started to flank your position, very unlike the artificial intelligence of games in the past.

There are some cons to AI in today’s games and games of the past. In past games, the AI would be easily predictable after multiple rounds of playing against them. Their strategies were very low intelligence and they would be easily beaten. This is not good because it would make the game boring after a while. Today’s games, sometimes the AI are able to play you and learn your play style, making it harder for you to succeed in the next match. This can cause a problem by making it too hard to beat, making some players “rage quit”, or just make players play endlessly until they succeed. As stated in “Why AI Researchers Like Video Games”, it states: “This combination of simplicity and immediate feedback suited DeepMind’s neural network, which learnt to play ‘Breakout’ so well that it reached scores more than ten times those a professional human games-tester can manage.”

Video games and the gaming experience are nothing now like they were when they first began. With the many developments to their gameplay such as more advanced artificial intelligence, the possibilities for what these games can do is ever-growing. The drive for a better gaming experience is the sole thing drives gamers and game designers to find that better gaming experience. Whether this is possible by better online play, or better player to AI play, it is the reason that video games are what they are today.
Works Cited


Envisioning Technology Part 2

It was difficult for me to think of a TV series that I know the plot of to that held the topic of what I was talking about in part 1. Therefore, I am picking a movie relating to artificial intelligence. The film of my choice was one of the greatest Will Smith performances that I’ve ever seen in my life, “I, Robot”. This film is a drama that implicates the problems and some benefits of the evolution of artificial intelligence into the form of robots.

According to The IMDb, and my own recollection, the movie takes place in 2035, in the city of Chicago. Robots and humans walk amongst one another and act as, more or less, servants to these people that own them. They would perform tasks such as helping them cook or running back home to grab a forgotten purse. They are all programmed to follow “The Three Laws” of robotics. These laws prevent the robots from harming their owner or any other human being. Also they include protecting themselves as long as that does not conflict with them harming any human. The laws are essentially made so that robots can’t take over the world. These robots are widely beloved by the entire city and one company has a monopoly over the entire robotics development and is government funded called United States Robotics or USR for short. It seems that there is only one person that will not accept these robots and that is the lead character, who is a detective for the Chicago PD, Del Spooner (Will Smith). In the past, Spooner was in a car accident that sent him and another car into the river. The other car had a little girl in it. While both cars were sinking to the bottom, a robot jumped into the river to save them, and while analyzing the situation the AI determined that Spooner had a higher chance of survival than that of the little girl’s so it saved Spooner. And up until present day, he couldn’t live that down and half felt guilty, and half despised their decision making. Then one day, the lead robotics scientist of the monopolized company, Dr. Lanning, committed an apparent suicide and before his death he recommended the Detective Spooner lead the investigation. Then, among his investigation, Spooner keeps coming up with pieces of evidence that all point to secret agendas and faulty implications of The
Three Laws in these new robots. Leading him to believe that this was a murder committed by a robot that Dr. Lanning had made specifically for himself. This robot, Sonny, seems to be self-aware and capable of having dreams. He is far smarter than any of the other robots. And believes that he has a purpose and that it is to help Spooner.

This all ties into AI because there is one main computer that is called V.I.K.I. She controls the entire USR buildings, cameras, doors, and even the core of the robots. As it turns out, V.I.K.I was becoming self-aware and realized that she had control over these things. So essentially, USR puts out these new robots that will be put into every household and they take all of the old robots away and lock them in crates. All this while, Spooner feels like he is being targeted by these robots because they know that he is figuring it out, but nobody will believe him. V.I.K.I then “sicks” the robots on the people and the communities once all of the old robots are out of the way. But, Spooner stops them by injecting nanobots into her that can kill her central computing.

The technology of AI is available in today’s world. But not to the extent of what it is in this film to my knowledge. The problem with advancing artificial intelligence is that if they are too advanced they will be able to overpower humans intellectually. In a chilling article one Forbes titled, “Facebook AI Creates Its Own Language In Creepy Preview Of Our Potential Future” by Tony Bradley, he discusses how an AI of Facebook began creating its own language and began communicating with other computer AI’s and we no longer had control over it or the language, so we were forced to shut it down before it got out of hand. AI is a very valuable tool for technology today, but in my opinion, I believe that they will create a lot more problems for us in the future and that is very scary. Right now we have kind of “helper” AI’s like Watson and Alexa. I believe that those are helpful, but we should not go much further than that. I believe that this technology is fairly ethical, but I believe that we should really slow our progress because right now I have a big fear of AI. I fear that within the next 5-10 years we will create an AI that is too powerful for us to contain and worse, may become self-aware.
The scary part of it all is, when I was a kid and I saw this movie for the first time, it was a fantasy, sci-fi movie. But, every day we see technology advancing and it seems more and more that this may actually happen. I hope that humans will not make the mistake of going too overboard and creating our own destruction in artificial intelligence. I see artificial intelligence as one of the best inventions I’ve seen, but also one of the single greatest to our society and it is something that must be contained.