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Roboni-i Blends Robotics, Competition, Online Gaming

It's hard to classify the new Roboni-i from high-tech toy maker, Robonica. And, that's the whole point .

Billed as the world's first fully programmable, interactive gaming robot, the Roboni-i mixes toy genres to give kids (and adults) multiple ways to experience its mix of robotics and competitive gaming.



Users can employ their personalized Roboni-i machines in real-world one-on-one or team robo-sports. The system also employs a virtual component, allowing owners to take their robots into cyberspace for more competition.

But, what sets this robo-entertainment system apart from many of its predecessors is Robonica's use of genuine artificial intelligence. Its sensors allow the system to read its surroundings and interact with other Roboni-i units.

It has shifting moods and will react differently depending on its used. For example, ignore it for too long, and Roboni-i will wander around your home on its own — before backing away from you and resisting fun and games for a bit to punish your inattentiveness.

At a retail price of about \$250, the system is obviously much more than a toy. But, for those interested in a more immersive interactive gaming experience, the Roboni-i is indeed a great deal more complex than any toy.

<http://www.wired.com/underwire/2009/11/roboni-i-blends-robotics-competition-online-gaming/>