Gaming Robots role in STEM's Landscape

John Lazar*

Department of Robotics, Pinnacle Health Robotics Institute, Pennsylvania, USA

*Corresponding author:
Lazar J, Department of Robotics, Pinnacle Health Robotics Institute, Pennsylvania, USA

✉ health@heidigodman.com

Editorial Note

The main role of STEM (Science, Technology, Engineering and Math's) in the future of the UK and US business and industry cannot be inflated. Today's generation to have a lasting interest in STEM fields, firstly we have to capture their imaginations. Someone has a profound lesson that is four years of using robotics to teach STEM during undergraduate studies of robotics.

STEM using the traditional methods but quickly learned that the information retention rate and engagement level was sub-optimal. Some students cannot grip the difference between while and for loops, and some are writhed to understand the connection between gear ratio and speed.

Robotics kits in lessons came after the realization that robotics covers every feature of STEM. Student are simply driving the robots forward it is a lot easier to comprehend gear ratios when you can see the belongings of gear choices on the speed of robot associated to that.

Because robots have actual moving parts, blinking lights and devices that can be joint and automated, they generate uncountable hours of fun, and the term is called Edutainment. It means combining Education and Entertainment. It's a great idea, but edutainment perceived as a disappointment in the software games industry for several reasons. First, there is the belief that edutainment must out of necessity provide entertainment as a prize after education. Second, as detected by Carly Shuler in her paper 'What in the World Happened to Carmen Sandiego, some developers believe that it is basically difficult to create great products that both education and entertainment vise.

However, edutainment is now re-emerging in the robotics space:

The first International Robotics Competition. Meant at high school students, their robots have to complete tasks such as hanging on bars, scoring balls and Frisbees into goals and much more. The games change every year to keep the war fresh, but once again we can see play and entertaining themes taking focus stage.

These projects are more popular learned that entertain cannot be a second focus, it must come first. If we are combining robotics and gaming to start a new breed of products that can truly capture the thoughts of generations to come, and serve the double determination of education and entertainment?

Learn a lot from the Gaming industry, both in terms of improving retention and capturing imaginations. Industry around tech toys and consumer robotics hasn't seen substantial change up to now; this gaming industry has undergone a massive alteration in the last two decades.

Reach Robotics, observing at doing just that. Gaming robots, called MechaMonsters, can be controlled via app on our smart phone to battle each other in real lifecycle; with each battle they level up, solving access to advancements. This mainstay is the first robots to bring role play gaming into the real world, factually rotating the world around into the playing field. But there is so much more to effect meets the eye: they represent a quantum leap forward for STEM education. With our robots, young people and adults alike will come face-to-face with the technology of the future while learning valuable skills in robotics, coding and mechanics.