RIVETING ROBOTS

The robots of years past are nothing like the futuristic and exciting robots of today. They are machines that can move, interact and talk with us — some even look like us! As you'll learn through the various hands-on exhibits in **RIVETING ROBOTS**, programming and coding are required to make robots do what they do so they can complete tasks that are often too dull, difficult or dangerous for humans.

You won't want to miss an opportunity to interact with Jarvis — the exhibit's resident **ROBOTHESPIAN**. The life-size humanoid robot can sing, dance, light up and even take a selfie with you! And get ready to laugh — he also tells jokes!

Just like you use your hands to grab objects, a robot also needs something at the end of its arm to do things. An end effector is the hand or tool that a robot uses to finish a job. The **GET A GRIP** display holds a small sample of robot end effectors used in the robotics industry.

Who wants to go on a space adventure? You can with **MISSION:CODE**! By snapping the coded pieces on the tabletop together, you can program a robotic rover's path. Can you make it drive over the targets?

Lidar is an exciting tool that uses light pulses to tell how far away objects are, and sometimes what an object is made of. Are you curious about how it works? Stand in front of the blue sensor that's at the top of the **i-SIGHT** exhibit and you'll see how lidar "sees" you!

Fast and steady hands are needed if you want to **RACE A ROBOT** and win! You'll have a choice between two games — Complex Connection and Sphere Schematics — to complete a complex path or move objects from one place to another faster than a six-axis robot arm. Good luck!

Imagine you have a toy robot that you can move with a remote control. As you'll learn in **CO-OPERATION**, robotic surgery is a bit like that, but with real robots and doctors. These types of robots are very precise, which means they can do delicate and accurate tasks. You can test your surgical skills by carefully removing pieces from a patient on a tabletop.

Now that you've simulated surgery, take the next step: In **LACE 'EM UP**, use special tools to tie a pair of sneakers. You can make it even more challenging by racing a friend!

Click! Snap! Go! The **BUILD A BOT** exhibit allows you to create your very own robot by snapping together a bunch of much smaller robots: tiny blocks of hardware and code called Cubelets. Can you build a robot that can drive forward or light up? Collaborate with a friend to create something unique!

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