

Option 2 - Rock-paper-scissors robot

The aim of this idea is to develop and build a fully working prototype of an exhibit introducing a robot playing the well-known rock-paper-scissors game with visitors. This exhibit will be a size of a table. Skills needed on this project are understanding user interfaces, robotic hand technology, machine vision technology and some coding is required. You don't have to be familiar with artificial neural networks.

Contact persons:

Vesa Lepistö, exhibition producer
vesa.lepisto@heureka.fi, +358409015397

Mr. Sampsa Piira, designer
sampsapiira@heureka.fi, +358409015162

