

Reflection on module “Autonomous Behaviour”

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In this module, I enjoyed the original premise of being completely free in designing and building an autonomous system to perform an arbitrary task. I liked working as a team to come up with ideas for a machine to create and a task to solve. In the end, we chose to develop a colour finding algorithm, built upon an existing robot platform of mine. I especially enjoyed developing my system in a different context than what it was originally intended for. I built the platform as a means for CNC guided airbrushing, it was never intended to position a camera along a colour chart. I think we have succeeded in creating an autonomous machine that can adapt to changes in its environment and task.

Admittedly, our robot didn't show some of the “personality” trades some of the other robots did. Reasons for this are explored in our main report but I think this is an interesting subject that came up during the module. I like the idea of certain anthropomorphic clues being a sign of autonomous behaviour, which is something that is expected of living creatures. Does this mean that adding simple rules to a set of sensors and actuators make them “alive”? I won't go into the philosophical aspects of this but I like the fact that a seemingly purely technological module inspired this discussion among ourselves.