BASIC ROBOTIC APPLICATIONS AND THE STATUS
ON COMPUTER-AIDED DESIGN EDUCATION

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Abstract

Robotic applications might be defined as the whole sum of robot studies and relevant techniques. Although it is thought to be a concept related to engineering, the latest studies indicate that the concept is applicable for a number of disciplines. There are three subheadings that need to be analyzed under the concept, which are design of robotic applications, production, and usage. Robots, as devices designed for performing a specific task, are generally directed by a user. Combination of sensing systems and mechanical systems makes it possible to design decision-making robots, as well. Such "smart" robots are directed and controlled by means of computer software. This study focuses on a basic robotic game application by analyzing its reflection on computer-aided design education. It is concluded that using basic robotic applications in design and education is a highly promising domain in terms of development potential.

Key Words: Robotics, Robotic Applications in Education, Computer Aided Design Education.