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INTERACTIVE TOYS (ARTIFICIAL INTELLIGENCE)

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Abstract:-

this paper presents the potential use of interactive environments as learning and teaching tools for use in the therapy of children. It is expected that a new generation of children will increasingly use computer technology in a variety of contexts, including interactive robotic toys, digitally enhanced objects. New interactive systems and novel interfaces are also likely to impact on methods of therapy and rehabilitation. In particular, the physical shape and behaviour of socially intelligent agents, that display aspects of human-style social intelligence teach social intelligence to humans who have difficulties in understanding and displaying social behaviour. Toys are a major component in every child's life and the need to develop toys that encourage communication is a common trend today. Toy companies in conjunction with technology giants are at the forefront of developing"intelligent" toys for the current and future generation. The purpose of the research is to understand the designs, effects, and consequences of using Artificial intelligence in the manufacturer of toys. artificially intelligence toys would be the perfect solution to monitor kids to keep them safe [2].

Keywords:- *Interactive-toys, artificial intelligence, children, parents*

I. INTRODUCTION

Current generation is revolving around the technology spending the maximum time with it .as of kids they are attracted more to graphics and the thing that excite them the most is the comic .kids in there growing age watch and learn and hence many companies have designed differents toys that help them to develop their brain.kids at very young age get curious about everything.the interactive toys brings out the best in kids they get involved in the activities and understand their speed of grasping the knowledge.

While researchers have long known that children are much more aware of their mothers' voices than other sounds, and that maternal voices play an important role in kids' brain, social and emotional development, "we don't really know what brain circuits are selectively engaged in children in response to their mother's voice," says the paper's author Daniel Abrams, a researcher in the psychiatry department at
Stanford [3]
First the researchers tested to see if kids could recognize their own mother's voice saying pseudo-words. The kids got it right 97% of the time, even though they heard the voice for less than a second.[3]

II. LITERATURE REVIEW

The Robota robots: Robota is a small robot, with abilities to move its legs, arms and head.Robota's arms, legs and head are plastic parts from commercial dolls, that are attached to Robota's main body.This research investigates how playing an imitation game with Robota can help autistic children learn to adopt body postures fundamental to social interactions[1].the robot interacts with the child imitates it and encourages with more actions· specifications that anticipate your paper as one part of the entire proceedings, and not as an independent document. Please do not revise any of the current designations.

"Hello Barbie." App:

The barbie app is an interaction toy where and account of parents is created just to keep the track of what the baby is learning.this toy is simple when the baby turn on the toy he asks the question and toy replies to him.this interaction makes the baby understand several things.this toy responds to what the baby asks or whatever the reaction he gives.

Fig.1. A 10-year-old child learns about Robota vision-based imitation game, as part of the gifted children science and discovery summer program, Los Angeles, 26 June 2002.

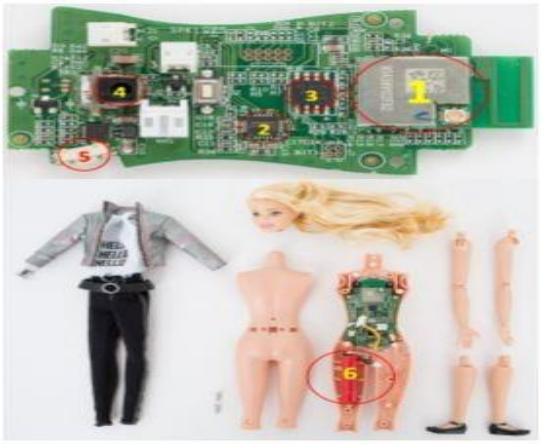

Fig. 2. Internal hardware components of"Hello Barbie"

III.CONCLUSION

Speech are key elements of social interactions.It's also possible that the kids were visualizing their mother's face when they heard the nonsense words."One of the other brain circuits that was engaged by mothers' voices is a part of the brain that is associated with seeing faces, which was odd," says Abrams. Since the kids were looking at a black screen at the time, brain activity in that area was unexpected. Arti□cial intelligence toys facilitate communication between the child and the toy, for an enhanced experience [4]. the researchers looked at which areas of the brain were most activated by the sound of these voices. And not surprisingly, the moms' voices stimulated many more parts of the brain than just those that normally deal with auditory stimuli [3]. The brain scans showed activity in the reward center, the area associated with processing emotiona[li] nformation, and in the network that detects information that is self-referential.Toys are companions for kids, thus, having an intelligent toy implies that the information about the behavior of the children can be traced using the chronology of memory stored in the toy [5].

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