

## ***ART 282 Introduction to Art and Technology***

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### **Robot:**

The robot is physically different from other creations, often unsurpassed in physical strength, programmable, and directed not to harm human beings (see Asimov, below).

### **Android:**

The android is indistinguishable from any other being, but hides its "otherness" and is often thought to have some hostile agenda; the "evil Maria" from *Metropolis* or the "Priss" characters from *Blade Runner* are typical examples of malevolent androids. Data, from *Star Trek*, is an excellent example of a conscious machine longing to become fully human.

### **Cyborg:**

The cyborg represents the "integration of meat and machine." This form is often portrayed as torn between human conscience and superhuman intelligence, logic, or physical ability. Never able to be one with either one of its identities, the cyborg is what artist Keith Piper calls a "tragic blend." The "Borg" from *Star Trek* and Six Million Dollar Man are typical examples of cyborgs.

### **Xenotransplantation:**

The transplant of animal organs into human beings. One of the major obstacles to xenotransplantation is rejection of the grafted animal tissues or organs by the recipient. Recent advances to overcome the problem of xenograft rejection include not only the development of new immunosuppressive protocols, but also the genetic engineering of animals to produce organs and tissues, which will cause less possibility of rejection.

### **Isaac Asimov's Three Laws of Robotics**

1. A robot may not injure a human being, or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence, except where such protection would conflict with the First or Second Law.