

I. Web 3.0

- a. Moore's Law
 - i. Inverse of Moore's Law
 - ii. Qubits
- b. Artificial Intelligence
 - i. ELIZA
 - ii. ALICE
 - iii. The Semantic Web
 - 1. Wolfram Alpha
 - a. Where is the International Space Station?
 - iv. Uncanny Valley
 - 1. <http://cubo.cc/>
- c. Solving Games
 - i. Tic Tac Toe
 - 1. War Games Scene
 - 2. Show JavaScript Logic for playing tic tac toe
 - ii. Checkers
 - 1. Show Kids Checkers Program Chinuke: It is IMPOSSIBLE to beat this program at Checkers, it has solved Checkers
 - iii. Chess
 - 1. Deep Blue beath Kasparov at Chess, now supercomputer play chess against each other.
 - 2. Does this make Deep Blue intelligent? No. Deep Blue is just crunching numbers, a human intuitively knows the best choice.
 - 3. Like the story of Paul Bunyan vs the chain saw.
 - 4. Advanced Chess: Human Chessmasters coaching computers.
 - 5. The Kraken
 - 6. JavaScript Chess AI
 - a. http://ajax.phpmagazine.net/2006/04/first_implementation_of_a_ches.html
 - iv. Go
 - v. Super Mario Brothers
- d. Cellular Automation
 - i. Game of Life
 - 1. JavaScript Version
 - ii. Fractals
 - iii. A New Kind of Science
- e. Nanobots
- f. Lab: