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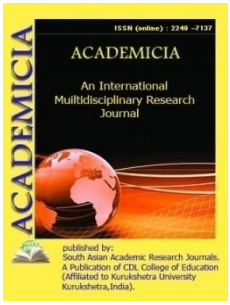

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HEURISTIC AND MEMORY IN ROBOT – HUMAN INTERACTION IN THE NOVEL VIRTUAL GIRL BY AMY THOMPSON

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ABSTRACT

Humanoids are one of the highly prevalent forms of artificial intelligence. The impressions of humanoids are seen mostly in Hollywood movies. In the beginning, humanoids were created for research purposes. They were made to imitate the actions of human beings in challenging zones. In the modern days, they play the role of a personal assistant, receptionist, and even a server in hotels. They perform various human tasks and occupy an important place in the specialised sector. They speak and execute all the actions through sensors and actuators that help to move and control the mechanisms. The interaction between humanoids and humans is extremely limited. Some humanoids are human-like and effective. They can construe the commands and questions, for which they, at times, give sarcastic replies. In recent times, to create a humanoid, virtual reality is utilised in order to operate even the tiniest circuits. To develop an artificial environment with humanoids, virtual reality is exploited. This paper attempts to explore the memory and learning of the robot while interacting with human in the novel Virtual Girl by Amy Thompson.

KEYWORDS: *Humanoids, Human tasks, Interaction, Learning and Memory*

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