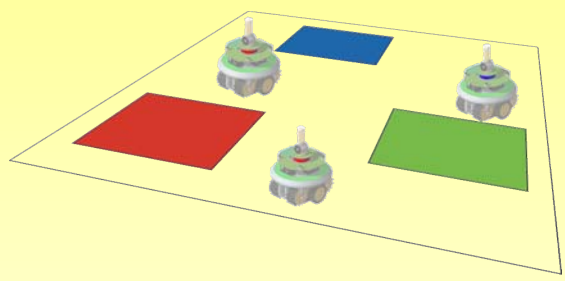


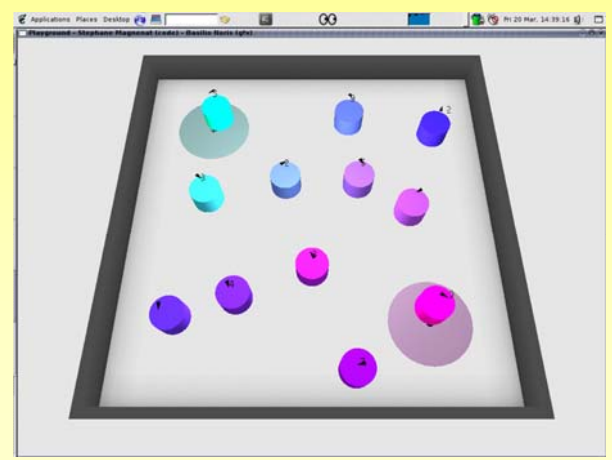
# Embodied and situated models of culture dissemination

## The Experiment



- Food in the form of colors.
- Different virtual metabolism.
- Learner agents : try, learn and display health.
- Imitator agents : copy and display health.

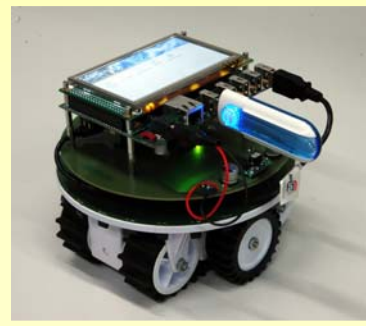
## Simulation



## Robotic Platform: marXbot



- All terrain mobility using trees.
- Battery management (hot swap).
- 24 Proximity sensors, short range.
- 8 Ground sensors.
- RFID reader / writer toward the ground.
- Main CPU with FPU and running LINUX.
- 3M pixels Omni-directional Camera.
- 3M pixels front camera.
- Rotating distance scanner.
- 3 axis accelerometers and gyros.
- Ubidule Support.
- 3W RGB beacon led.



In synergy with the Swarmanoid project.