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The new robot controller

[The Wiimote Will Control Real Military Robots](#)

Nintendo's controller – no longer casual but warfare-related

Science and video games often [go hand in hand](#) and it seems natural to be this way since it's all about technology, after all. The PlayStation 3 consoles are already used at research centers and things are not going to stop. It seems that even the most casual game-related components can be used for various other things that are no longer game-related. This is the case of the wireless Wii controller that could be soon be used in real life warfare, according to Sky News.

Two [scientists](#) in the United States have already adapted the Wiimote technology to operate military robots – or a mine-clearing one, to be more specific. The fact that made the scientists consider this possibility of controlling real life robots using the wireless controller is its technology that detects movements in three dimensions, thus making it easier for the person in charge to focus more on the data the robot gathers, unlike the traditional methods that took up too much of the operator's attention.

The two scientists, David Bruemmer and Douglas Few, from the US Department of Energy center in Idaho, are already using the Wiimote to control the Packbot, a robot that disposes of bombs and can even carry a machine gun. It really sounds like something strange, tough and completely out of the Wii Remote's league... but all is fair in games and science.

And things are not going to stop here, as even more and more game-related implementations are planned for military usage (and not only). According to Sky Net, this is the right thing to do because, since the gaming industry is such a profitable one, that's the place where the best designers work. So people really do have to borrow things from "us". And that is really cool, right?