

Task 1

P = Female presenter **K = Keith Wells**

P: My guest today is robot scientist Keith Wells. Keith's company, ELA Robotics, hit the news last year with their Home Help robot, the first of its kind to be able to perform more than one domestic task. What are you working on now, Keith?

K: I can't really tell you that, I'm afraid. It's not that I don't want to, it's just that we've all been given our instructions and signed an agreement not to give anything away until it actually comes onto the market. I don't quite know when that will be, but probably some time early next year.

P: OK, well we'll look forward to that. In the meantime, perhaps you could tell us what you think are the most important applications of robots in our lives. Why are they useful?

K: Well, they help us to do what we call 'the 3 Ds'. That's anything which is dull, dirty or dangerous. They can be used in the home or in the car manufacturing industry, to do dull or monotonous work; they're used for doing dirty jobs like mining or cleaning toxic waste; and then they have applications in the military or in the dangerous business of space travel. Of course, that's not an exhaustive list, but it gives you an idea of the range of different uses they have – and also of the variety involved in my line of work.

- P:** Amazing. But isn't all this a little bit worrying – robots with emotions? Isn't there a danger of science fiction becoming science fact, with robots taking over?
- K:** Yes, unfortunately, robots do get rather a bad press sometimes, don't they? Particularly in films and video games where they're either objects of humour and ridicule which we laugh at or else they're menacing characters which threaten to destroy the whole human race. But no, there is actually an ethical code which sets out what we can and can't do in robot design – and one thing we won't do is allow ourselves to lose control over our creations.
- P:** Don't you think, though, that robots will make us lazy, that we'll no longer want to do anything that requires any effort?
- K:** I think the car's already done that to us. It's made us physically very lazy. We don't walk so much as we used to and our bodies have suffered as a result. I think robots could well have the same effect on our brains. If we let intelligent robots do all of our thinking for us, there is a danger we won't be able to make any of our own decisions, that we'll become mentally lazy. And that, I think, is just as worrying.
- P:** Do you really think that the day will come when most homes have their own robot?

K: If you think back to just twenty-five years ago, few of us then would have predicted that we'd soon have a personal computer in our home, be logging onto the Internet and downloading hundreds of songs onto a thing called an MP3 player. So why shouldn't we all have robots? The truth is that we've been talking about robots for nearly a century and their development hasn't been quite as fast as we thought it would be, but now with advanced computer technology available, that should all change very soon.

P: How soon?

K: Well, it's changing already. The first humanoid robots at the end of the 1990s could do very little, then later models learnt to sit down and stand up, then talk, walk around, dance and so on. It's rather like watching a child grow. Through television and other media, the public is slowly growing accustomed to the idea of robots as a reality, and when they eventually become widely available, people will be ready for them.

P: Thank you, Keith. It's been fascinating having you on the programme.

Task 2

And finally we turn to the update of the story of Tambridge Wells superhero. The orange suited Monkey-man has been involved in a number of incidents that had been reported as far away as Australia and New York, helping old ladies cross the road, picking up litter and dutifully putting it into rubbish bins, saving a young lady in danger from a group of aggressive youth. Monkey-man's time has been devoted to improving day-to-day life of the good citizens of the Tambridge Wells.

But it seems that the press has got a lot of egg on its face. We can now reveal that the identity of the cape crusader of the Tambridge Wells is not other than Matt Lease, a thirty-one-year-old hairdresser, who alone with two friends, Kris Shore and Rachel Bishop was responsible for this strange series of events. The three friends made everything up from the start, beginning with a handful of the letters to the local newspaper. They were pleased to end in more than a little surprise when the paper believed the letters. Mr Lease pretended to be Gladys Web and also dressed up as Monkey-man. Rachel Bishop took photos of Himena Street and pretended to be a Polish tourist with an unlikely name when she sent the photos to the Kent East Sussex Scottish National newspapers. They were so intent on publishing the story that they never checked out the sources. If they had they would have quickly discovered that none of the witnesses actually existed. Prankster Kris Shore insisted that it was all a joke but said it was interesting to see how the press could be so gullible. 'You wonder what else they print', observed Mr Shore. And now over to Brian Maloney over the latest sports news...

PART 3

Listen to Jenny talking to Mark about buying a computer game.
For questions 1-5, tick A, B or C.

Now listen to the conversation.

Jenny: Hi, Mark. What are you doing?

Mark: Hello, Jenny. Shopping for a present for my little brother.

Jenny: I bought *my* brother a computer game called City two thousand and ten. He plays with it for hours.

Mark: How old is he?

Jenny: 10.

Mark: Oh - my brother's twelve.

Jenny: That's OK. This game's good for eight to thirteen year olds.

Mark: Great! Where did you buy it?

Jenny: In Black's PC shop. I looked everywhere in Cambridge and Peterstown, but I had to go to a shop in London to find it.

Mark: Where is the shop?

Jenny: In Marsden street. You know Hunter Road? Turn left at the end and it's opposite Walker's department store at number twenty nine.

Mark: I can go there next Thursday.

Jenny: That's good. Next week from Monday to Friday you get a second game free!

Mark: Great. How much was your brother's game?

Jenny: I bought two games that day and paid forty-eight pounds altogether, so my brother's game was twenty six pounds.

Mark: Oh, less than thirty! That's not bad. Thanks, Jenny.