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| “**No computer has ever been designed that is ever aware of what it’s doing; but most of the time, we aren’t either.”**  **Genuine Useless Machine: #001**  Build Date: 17/08/2013  Maker: Jim Clark, Melbourne – Australia  Useless machines were invented by Marvin Minsky ( MIT Artificial Intelligence Lab in the 1970s). The definition of a useless machine is a machine that turns itself off after being turned on.  This one is programmed in the style of a puppy dog that wants to “fetch” the switch when it is thrown. Like a puppy it checks ever so often to see if anybody is around to play with. |