



## PRESS RELEASE

4<sup>th</sup> July 2004

### **New World Champions in Robot Football Competition with record number of participants**

**The winners of RoboCup2004, the 8<sup>th</sup> Global Football Championships for Robots concluded yesterday night are being examined at the International Scientific Symposium beginning today at Lisbon, Portugal**

A total of 346 teams from 37 countries with 1600 participants competed in the soccer, rescue and junior competitions. This was a new record number of participants during the history of the RoboCup. The autonomous robots played the finals yesterday until the evening hours in matches offering the audience suspense and excitement.

With the opening today of the RoboCup2004 International Symposium at the Congress Center of Instituto Superior Tecnico IST the next stage is initiated. Prominent scientists from universities and research labs from all over the world are taking part in this two day event and will discuss and scrutinize innovations on the field of robotics in general and RoboCup2004 in particular.

### **RoboCup2004 Champions**

#### **RoboCupSoccer**

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- **Simulation league**

##### **Coach**

1. MRL, Azad University of Qazvin Mechatronics Research Laboratory, Iran
2. FC Portugal, University of Porto / University of Aveiro, Portugal
3. Caspian, Iran University of Science and Technology, Iran

##### **2D**

1. STEP, ElectroPult Plant, Russia
2. Brainstormers, Universität Osnabrück, Germany
3. Mersad (Helli), Allameh Helli High School, Iran

##### **3D**

1. ARIA, Amir Kabir University of Technology, Iran
2. AT-Humboldt, Humboldt University Berlin, Germany
3. UTUtd2004, University of Teheran, Iran

- **Small-size robot league**

1. FU-Fighters, Freie Universität Berlin, Germany
2. RoboRoos, The University of Queensland, Australia
3. Lucky Star, Ngee Ann Polytechnic, Singapore

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- **Middle-size robot league**

1. EIGEN, Keio University, Japan
2. WinKIT, Kanazawa Institute of Technology, Japan
3. CoPS-Stuttgart, University of Stuttgart, Germany

- **Four-legged robot league**

1. German Team, Universities of Bremen, Berlin (Humboldt), Darmstadt, Dortmund, Germany
2. UTS Unleashed!, University of Technology Sydney, Australia
3. NuBots, University of Newcastle, Australia

- **Humanoid league**

**Winners:**

**Overall**

1. Team Osaka, Systec Akazawa Co., Japan

**Penalty kick 40cm**

1. Team Osaka, Systec Akazawa Co., Japan

**Penalty kick 80cm**

1. Senchans, Osaka University, Japan

**“Louis Vuitton Humanoid Cup”**

1. VisiON, Team Osaka, Japan

## **RoboCupRescue**

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- **Rescue robot league**

1. Toin Pelican, Toin University Of Yokohama, Japan
2. KURT3D, Fraunhofer Institute AIS, Germany
3. Alcor, Universita Di Roma "La Sapienza", Italy

- **Rescue simulation league**

1. ResQ Freiburg, University of Freiburg, Germany
2. DAMAS-Rescue, Laval University, Canada
3. Caspian, Iran University of Science and Technology, Iran

## **RoboCupJunior**

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- **Soccer - Primary 1 on 1**

1. Shang Hai Road of Tianjin, China
2. Shenzhen Haitao Primary School, Shenzhen Education Bureau, China
3. Wuhan Yucai Primary School, Wuhan Education Bureau, China

- **Soccer - Primary 2 on 2**

1. NYPSTC1, NanYang Primary School, Singapore
2. Ultimate, Kitakyushu Culture and Science Museum for Youth, Japan
3. Red and Blue, South Korea

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- **Soccer – Secondary 1 on 1**
  1. liuzhou Kejiguang, China
  2. I Vendicatori, I.T.I.S. Cardano, Italy
  3. Tianjin Xin Hua High School, China
  
- **Soccer – Secondary 2 on 2**
  1. Kao yip 1, Macau Robotics Technology Research and Education Association, China
  2. Espadana Juniors, Shahid Ejeie Isfahan, Iran
  3. Kitakyusyu-A.I., Kitakyushu Culture and Science Museum for Youth, Japan
  
- **Dance Primary**
  1. Coronation Québec 1, Coronation School, Canada
  2. The Rock, Kolleg der Schulbrüder, Germany
  3. Peace of the World, Japan
  
- **Dance Secondary**
  1. Kao Yip Dancing Team, Macau Robotics Technology Research and Education Ass., China
  2. Mokas Team, Escola Profissional Gustave Eiffel, Portugal
  3. Gipsies, Tichon Chadash Kiryat-Gat HS, Israel
  
- **Rescue Primary**
  1. Chongqing Nanan Shanhu, Chongqing Nanan Guangcai Primary School, China
  2. dragon rescue 100%, Japan
  3. Chongqing Nanan Yifeng, Chongqing Nanan Guangcai Primary School, China
  
- **Rescue Secondary**
  1. Dunks Team Revolution, Escola Profissional Gustave Eiffel, Portugal
  2. Ren Min
  3. Across, Lawrenceville School, United States of America

### **Common Goals**

The academics are all united by their quest to enhance the performance and capabilities of autonomous robots and therefore share and discuss their knowledge in the framework of the RoboCup initiative. Improvement of the robots' abilities to detect, process and anticipate the movements of the soccer ball on the pitch, just to mention one area of research is in the interest of all teams, therefore secrecy, as known in the Formula 1 for example, is unknown among RoboCuppers, as they all have a common goal.

### **RoboCup2005**

In one year from now, from 13<sup>th</sup> to 19<sup>th</sup> July 2005, the autonomous robots and their parents researchers will meet again and display their new achievements and abilities in Osaka, Japan where preparations for RoboCup2005 are already under way.

### **What is RoboCup?**

RoboCup is an international research and education initiative. Its goal is to foster artificial intelligence and robotics research by providing a standard problem where a wide range of technologies can be examined and integrated. The concept of soccer-playing robots was first introduced in 1993. Following a two-year feasibility study, in August 1995, an announcement

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was made on the introduction of the first international conferences and football games. In July 1997, the first official conference and games were held in Nagoya, Japan. Followed by Paris, Stockholm, Melbourne and Seattle where the annual events attracted many participants and spectators. The 6<sup>th</sup> RoboCup2002 was held in Fukuoka, Japan in cooperation with Busan, Korea, while the 7<sup>th</sup> edition in 2003 took place in Padua, Italy. The events were covered by national and international media all over the world.

For additional information please visit [www.robocup2004.pt](http://www.robocup2004.pt) and [www.robocup.org](http://www.robocup.org) and [www.robocupjunior.org](http://www.robocupjunior.org).

Images can be downloaded from  
<http://www.robocup.org/games/04Lisbon/images/2004630.html>

#### Contacts:

Ms Yukiko Matsuoka  
The RoboCup Federation  
Phone +81 3 5468 1661  
[myukiko@symbio.iist.go.jp](mailto:myukiko@symbio.iist.go.jp)  
or [office@robocup.org](mailto:office@robocup.org)

Mr Volker Schlichting  
Adjouri & Stastny  
Communication Management GmbH  
Phone +49 30 28 39 88 58  
[schlichting@adjouri-stastny.com](mailto:schlichting@adjouri-stastny.com)

#### Notes to the editor

#### General Information about the RoboCup

##### 1 RoboCupSoccer

The main focus of the RoboCup activities is competitive football. The Games are important opportunities for researchers to exchange technical information. They also serve as a great opportunity to educate and entertain the public. RoboCupSoccer is divided into the following leagues:

- **Simulation league**

Independently moving software players (agents) play soccer on a virtual field inside a computer. Matches have 5-minute halves. This is one of the oldest fleet in RoboCupSoccer. There are three competitions in this league: coach, 2D and for the first time this year 3D. The latter will be using a new simulator allowing realistic three dimensional depiction.

- **Small-size robot league (f-180)**

Small robots of no more than 18 cm in diameter play soccer with an orange golf ball in teams of up to 5 robots on a field with the size of bigger than a ping-pong table. Matches have 10-minute halves.

- **Middle-size robot league (f-2000)**

Middle-sized robots of no more than 50 cm diameter play soccer in teams of up to 4 robots with an orange soccer ball on a field the size of 12x8 metres. Matches are divided in 10-minute halves.

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- **Four-legged robot league**

Teams of 4 four-legged entertainment robots (SONY's specially programmed AIBO) play football. Matches have 10-minute halves.

- **Humanoid league**

This league was introduced in 2002 and the robots will have their third appearance ever in this year's RoboCup. Biped autonomous humanoid robots compete in "walking" and "shooting". The robots play also in "penalty kick," and "1 vs. 1" matches. "Free style" competitions are to be expected as well.

## **2 RoboCupRescue**

Disaster rescue is one of the most serious issues involving very large numbers of heterogeneous agents in a hostile environment. The intention of the RoboCupRescue project is to promote research and development in this significant domain by involving multi-agent team work coordination, physical robotic agents for search and rescue, information infrastructures, personal digital assistants, standard simulator and decision support systems, evaluation benchmarks for rescue strategies and robotic systems that are all integrated into a comprehensive system in future. RoboCupRescue is divided into the following leagues:

- RoboCupRescue simulation league
- RoboCupRescue robot league

## **3 RoboCupJunior**

RoboCupJunior is a project-oriented educational initiative that sponsors local, regional and international robotic events for young students. It is designed to introduce RoboCup to primary and secondary school children, as well as undergraduates who do not have the resources to get involved in the senior leagues yet. The focus of the Junior league is on education.

## **Sponsors of RoboCup2004**

A group of commercial Partners, many of them market leaders, has joined the initiative and support the RoboCup Federation in their effort to innovate.

**Zenrin**, the leading paper/digital map manufacturer in Japan, has a worldwide network of affiliated companies in Europe and the US. The company's map database for car navigation system is widely in use not only in Japan, but in Europe, the US and Taiwan and has been provided for RoboCup Rescue simulation project as a material for the research since 2002. Please visit [www.zenrin.co.jp](http://www.zenrin.co.jp).

**SONY**, the world market leader in innovative consumer electronics is the creator of the smart robot, AIBO and the highly innovative prototype humanoid, QRIO. SONY is a strong supporter of RoboCup as they also have a strong vision for the future of robotic companions. With the AIBO entertainment robots, Sony provides a stable and powerful platform for the development of software and talented robot football players. Thanks to its wireless capabilities, skill and fun personality, AIBO is the star of the show at RoboCup in the dedicated four-legged robot league, Visit [www.eu.aibo.com](http://www.eu.aibo.com) for more information.

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**SGI Japan**, an integrator of advanced IT solutions, is a subsidiary of Silicon Graphics Inc. which have been supporting the RoboCup since 2000. From last year, SGI Japan Ltd. has dedicated itself especially to RoboCupRescue as a sponsor as well as a Rescue Robot league participant (Team SHINOBI) jointly with Tokyo University of Electro-Communications team. Please visit [www.sgi.co.jp](http://www.sgi.co.jp).

**EK JAPAN**, with their corporate vision "Foster the children's sciencing mind", is a pioneer and a market leader in the electronic assembly kits business in Japan. EK JAPAN's autonomous soccer robot kits are believed to be one of new educational program solutions to help enhance the children's fundamental engineering and computer programming abilities at the same time. Please visit [www.elekit.co.jp](http://www.elekit.co.jp).

