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Subject: Re: Is SkyNet Possible?

Posted by [R315r4z0r](#) on Sun, 19 Jul 2009 04:09:18 GMT

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If anyone here has played the game Mass Effect, the Geth are a good example of a computer becoming self-aware and becoming their own aggressive faction.

For those of you who haven't, it's a simple concept to explain.

They were originally humanoid-computers (not made by humans, but had a head, two arms and two legs) designed to serve their owners by doing chores and tasks. Little by little, they were upgraded in order to perform their tasks better. However, they eventually started to question their owners as to why they were created and what their purpose for life was. So, for fear of the Geth becoming problematic, they attempted to shutdown and dismantle them all. However, fearing for "lives" they fought back.

Now, obviously using another fictional story to answer a question based off a fictional story wont really answer anything.. however it lessens the impact of what jnz said earlier.

A machine can become self-aware rather easily, in concept. You just need to give it the ability to learn from its observations and actions and work accordingly. It doesn't have to be like a PC that does it either.

Also, our technologies are definitely getting closer to accomplishing that task. Did anyone see the Natal project that Microsoft is working on for the Xbox 360? That Milo program is definitely our first steps into the realm of technological self-awareness. Milo may just have the forefront of being self-aware, but it's only a hop, skip and a jump away from achieving a fully self-aware program.

Now, if you're asking if the machine will then turn on humanity and start a war, then that's a different story. A machine becomes self aware, you just need to treat it like any other life form that has feelings towards its own life. (Either that, or you don't make it at all.)

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