PRESS RELEASE

6th June 2005

9th RoboCup International Competitions and Conferences from 13th July to 19th July, 2005 in Osaka, Japan

The Football World Championships for Robots are part of the 9th RoboCup International Competitions and Conferences from 13th July to 19th July, 2005 to take place in Osaka, Japan.

Osaka and the Venue
The tournament will be held in INTEX Osaka, located in the bay area of the Osaka, one of the most vibrant cities in Japan for business or pleasure. The city of Osaka hosts this unique world robotics event, in the scope of encouraging the collaboration between the academic and industry, and to be a centre of the robotics researches and industries in the future.

Increasing Popularity
The entries for RoboCup Osaka 2005 by teams from all over the world have exceeded the expectations and experiences of former editions. Teams from 35 countries with more than 400 teams, approx. twelve hundred members intend to take part. Most entries came from Japan, Germany, Iran, China, and USA (for list of countries please refer to page 5 of this release). In the host country Japan robotics in general and RoboCup in particular have been attracting an increasing number of scholars and industry, this development over years has been acknowledged by being awarded the organisation of this year's RoboCup by the RoboCup Federation.

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 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 6th RoboCup2002 was held in Fukuoka, Japan in cooperation with Busan, Korea, while the 7th edition in 2003 took place in Padua, Italy, then in 2004, the 8th RoboCup took place in Lisbon, Portugal. The events were covered by national and international media all over the world.

(../1)

Research & Development and Entertainment
Each RoboCup consists of two elemental parts: the Games and the Symposium. During the Games researchers from renowned universities and research institutes and increasingly even businesses and companies producing cutting-edge technology compete while entertaining the public at the same time. At the Symposium, which is traditionally held immediately held after the Games, new findings and innovative applications are presented and discussed. This year's Symposium includes several joint sessions with the Fourth International Conference on Development and Learning (ICDL-05) and the Fifth International Workshop on Epigenetic Robotics (EpiRob-05, in Nara). The Games are open to the public, while the Symposium is for registered members only.

RoboCup Categories
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 3D.

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 square play soccer in teams of from 4 to 6 robots with an orange soccer ball on a field the size of 12x8 metres. Matches are divided in 10-minute halves. Each team develops their own robots, so various robots play with different styles

Four-legged robot league
Teams of 4 four-legged entertainment robots (Sony's AIBO) play football with an orange ball. The size of the field is 4m x 6m. All the computation is done in the on the board computer. Matches have 10-minute halves.

Humanoid league
This league was introduced in 2002 and the robots will have their fourth appearance ever in this year's RoboCup. Biped autonomous humanoid robots compete in "penalty kick," and "1 vs. 1", "2 vs. 2" matches. "Free style" competitions are to be expected as well.

(../2)

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:

Rescue simulation league

Rescue 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.

RoboCup Junior offers several challenges, each emphasizing both cooperative and competitive aspects. For young students, RoboCupJunior provides an exciting introduction to the field of robotics, a new way to develop technical abilities through hands-on experience with electronics, hardware and software, and a highly motivating opportunity to learn about teamwork while sharing technology with friends. In contrast to the one-child-one-computer scenario typically seen today, RoboCupJunior provides a unique opportunity for participants with a variety of interests and strengths to work together as a team to achieve a common goal.

- Soccer Challenge
- Rescue Challenge
- Dance Challenge

RoboCup 2005 Osaka General Information

The Outline

Title: RoboCup 2005 Osaka

Dates: July 13-19, 2005 : 7 days
July 13-17 competition
July 18, 19 symposium (closed for public)

Venue: INTEX OSAKA (Suminoe-Ku, Osaka-City, Japan)

Organizers: The RoboCup Federation
RoboCup Japanese National Committee
RoboCup 2005 Osaka Committee

Co- organizers: The Robotics Society of Japan
The Japanese Society for Artificial Intelligence
The Society of Instrument and Control Engineers
American Association for Artificial Intelligence

Sponsors: Ministry of Foreign Affairs
Ministry of Education, Culture, Sports, Science and Technology
Ministry of Economy, Trade and Industry
Ministry of Land, Infrastructure and Transport

Special sponsor: Japan Science and Technology Agency

Co-sponsors:

RoboCup partners
SGI Japan Ltd.,
Sony Corporation,
EK Japan CO., Ltd.
RoboCup 2005 Osaka Official Airline
All Nippon Airways Co., Ltd.
RoboCup 2005 Osaka Official Bank
Resona Bank Limited
RoboCup 2005 Osaka Official Printer
TOPPAN PRINTING CO.,LTD.
RoboCup 2005 Osaka Official Timer
Citizen Watch Co., Ltd.
RoboCup 2005 Osaka Official partner
NIPPON TELEGRAPH AND TELEPHONE WEST CORPORATION

Sponsors (as of March 31, 2005)
Vstone Co., Ltd.
NTT DoCoMo Kansai, Inc.
OSAKA GAS CO.,LTD.
OMRON Corporation
THE KANSAI ELECTRIC POWER CO., INC.
Suntory Limited.
WEST JAPAN RAILWAY COMPANY
DAIKIN INDUSTRIES, LTD.
Takenaka Corporation
TOKO, Inc.
Nishimatsu Construction Co., Ltd,
Nippon Express Co., Ltd.,
Matsushita Electric Industrial Co., Ltd.
YASHIMA DENGYO CO., LTD.

Participants (as of 2005.April 20th)

■the number of teams/countries and areas: **419 teams (35 countries and areas)**

League	teams	Countries and areas
RoboCup Soccer	**157**	**25**
Humanoid League	22	9
Small-sized League	20	12
Middle-sized League	24	12
4-legged League	24	13
Simulation League	67	11
RoboCup Rescue	**51**	**15**
Rescue Robot League	25	11
Rescue Simulation League	26	9
RoboCup Junior	**211**	**22**
Total	**419**	**35**

■Countries and areas of participants:

* These countries will participate in RoboCup for the first time..

America,
Argentine,
Australia,
Austria,
Brazil,
Canada,
Chile,
China,
Denmark,
England,
Finland,
France,
Germany,
India,
Iran,
Israel,
Italy,
Korea,
Kuwait*,
Mexico,
Netherlands,
New Zealand,
Nigeria*,
Portugal,
Romania,
Russia,
Saudi Arabia*,
Singapore,
Slovak,
Spain,
Sweden,
Taiwan,
Thailand,
Turkey.

Schedule of Events

After a two-days warming and set-up period, the international competitions are to be held from 13th of July to 17th of July 2005. The symposium will be held on 18th and 19th of July at the International Conference Hall at Intex Osaka.
There is a co-located event called "ROBOTREX 2005" (Robot Trade & Research Exhibition) http://www.robocup2005.jp/robotrex/ during 13th and 17th of July.

<table>
<tr><th>Day</th><th>Activity</th><th>Junior Activity</th><th>Access to Public</th><th>ROBOTREX</th></tr>
<tr><td>9 July (Sat)</td><td rowspan="2">Arena Setup</td><td rowspan="3"></td><td rowspan="2"></td><td>Arena Setup</td></tr>
<tr><td>10 July (Sun)</td><td rowspan="2">Setup</td></tr>
<tr><td>11 July (Mon)</td><td rowspan="2">Teams Setup</td><td rowspan="2">Press Preview</td></tr>
<tr><td>12 July (Tue)</td></tr>
<tr><td>13 July (Wed)</td><td rowspan="3">Round-Robin / Preliminaries</td><td>Teams Setup</td><td rowspan="5">Open
10:00-17:00</td><td rowspan="5">Exhibition
10:00-17:00</td></tr>
<tr><td>14 July (Thu)</td><td rowspan="3">Competitions</td></tr>
<tr><td>15 July (Fri)</td></tr>
<tr><td>16 July (Sat)</td><td>Quarter and Semi-Finals</td><td rowspan="2">Semi-Finals
Finals</td></tr>
<tr><td>17 July (Sun)</td><td>Finals</td></tr>
<tr><td>18 July (Mon)</td><td rowspan="2">RoboCup International Symposium</td><td rowspan="2"></td><td rowspan="2">NO</td><td>Carrying out</td></tr>
<tr><td>19 July (Tue)</td><td></td></tr>
</table>

The Venue

RoboCup2005 will be held at Pavilion 3, 4 and 5 of at the modern Intex Osaka facilities located in Osaka, Japan. More information about the venue including maps will be provided as details are finalized. For more information about Intex Osaka, please visit their website at: http://www.intex-osaka.com/index_e.html

Media Accreditation

Please visit on www.robocup2005.org the NewsRoom section to obtain a downloadable application form for a media accreditation card. The registration should be with Hiroko Terahara, or Noboru Kami RoboCup2005 Media Contact before 10th July 2005 (press@robocup2005.jp).

For additional information please visit www.robocup2005.org and www.robocup.org

Contacts:

Mr. Yoshihito Terahara, Mr. Noboru Kami,
Public relations section
RoboCup 2005 Osaka Committee
Phone: +81-6-6612-1666
press@robocup2005.jp

Ms. Yukiko Matsuoka
The RoboCup Federation
Phone: +81-3-5468-1661
pr@robocup.org