



I'm not robot



**Continue**

## When did the phone get invented

The Hybrid Sports Bike, still in its prototype stage, is a three-in-one: a pedal-powered bicycle souped-up with both a gas engine and an electric motor. But how could a gas-powered bike be environmentally friendly?By Julia LaytonPeople have been making (and drinking) wine for 8,000 years -- which means lots of innovations both now and in the past, from creating Champagne to quirky wine labels.By Becky StripeSmartphones, tablets and other devices are not just useful; they can improve your social life. We'll look at some of the newest ways to integrate social media into whatever you're doing.By Dave RoosFive metallic balls on slender threads sit side by side. As one on the end hits the rest, the one on the opposite end rises and falls. Why don't the balls in the middle move? It's complicated.By Chris SchulzEveryone knows what a sandwich is. Most may even know how the snack got its name. But did you know who invented it? That's a tougher question to answer.By Stephanie WatsonAt one time, sharing files between computers meant carrying a box of punch cards from one machine to another. The Internet changed all that, but who's responsible for creating this network of networks?By Jonathan StricklandThis person of diverse interests also invented the cowcatcher device for trains, and held a distinguished mathematics professorship at the University of Cambridge.By William HarrisIt seems like virtually everyone has a cell phone. In fact, you probably have one in your pocket right now. Many had the idea for the device, but only one could successfully introduce the gadget. Who was it?By Jonathan StricklandGoogle's headquarters is located in Mountain View, Calif., but it might as well be Mount Olympus given the company's wild success. Who is the man or woman behind the mountain?By Tom HarrisMany people consider Guglielmo Marconi the inventor of the radio. After all, he did get the Nobel Prize for it. But others credit Nikola Tesla because the Supreme Court upheld his patent for the invention of radio. So who should get the recognition?By Josh BriggsPeople are always thinking up strange stuff that makes us chuckle, like, say, wafflemakers that churn out waffles in the shape of a keyboard. But these 10 inventions aren't just funny; we interact with them all the time.By William Harris & Marianne SpoonThe grocery bag you're carrying breaks, and the eggs inside splat across your driveway. Yep, unloading groceries can be tedious, but that's nothing compared to the days before refrigeration, so grab a cold beverage and learn who you have to thank.By Jonathan AtteberryEdison, Bell, the Wright Brothers -- sure, their inventions changed the world, but they didn't tend to think up much for the kids. But that doesn't mean there haven't been some good ones over the years. So pick up your pogo stick and hop along to find out five of our favorites.By Jonathan AtteberryCreated more than a thousand years ago, they've affected warfare -- and society in general -- in ways almost no other weapon can match. So, who was the inventor?By Jeff Harder Thinking of an invention means knowing what questions to ask yourself. What problems are people facing and what can you think of to solve one of those problems. Most products on the market attempt to solve a problem. You have a headache (problem) -- take an aspirin (solution). You're bored (problem) -- play a board game (solution). Once you have focused on a problem, you will know what you want to invent a solution to. Think about existing solutions in a particular area of your interest or expertise, and look for an as yet unsolved problem. Here are some tips about how to focus your thinking in order to come up with an idea.Brainstorming The process of invention involves brainstorming. Think about a problem and just note down any ideas at all that come into your head. Think look at each idea and thoroughly examine its possibilities.Flexibility Flexible thinking allows you to see and consider all possibilities. All of a sudden you'll look at a problem from different angles and see it in different ways.Thinking critically Critical thinking allows you to compare and contrast any existing solutions. You can also break down a problem into small units. This will help you to see the different aspects of a problem [source: Church].Fine tune your thinking skills Try to think of as many uses as possible for a common object, such as a brick, in about ten minutes. This will give you practice in thinking of ideas in a limited space of time and help hone your thinking processes.Stay positive Don't be discouraged that even though you may produce a lot of ideas, it seems to take a long time to find one that might work. Remember the famous inventor Thomas Alva Edison had 3500 notebooks filled with ideas at the time of his death [source: Michalko]. The pollution produced by cars, trucks and factories can be recycled as ink, cleaning the air of dangerous particulate matter and turning it into a useful product.By Jim MarionEven though it's not even really an application, filing a provisional patent application can give you a head start as you begin the process of protecting your invention.By Jane McGrathYou don't have to be Thomas Edison to come up with a valuable invention. But you do have to be savvy enough to protect that invention if you want to make the money that you deserve from it. In other words, you need a patent.By Jane McGrathPatents are legal documents that protect your ideas and inventions, but in order to stake your claim, you first need to figure out what has already been patented. What does a patent search involve?By Stephanie CrawfordThere's a lot at stake when it comes to developing and selling a great idea, which is why companies are always on guard against cases of patent infringement. When it occurs, they often wind up in court. But what is it exactly?By William HarrisThe difference between a marketable invention and an unusual paperweight can come down to whether the inventor has received a patent on a prized idea. But getting a patent is a tricky business. It's helpful to have the assistance of someone who knows the ins and outs of the process. Enter the patent agent. By Thomas Moore There's a "scout" stationed in a new Boston research tower just blocks from Fenway Park. But he's no Bill James disciple, and he's not looking for the next Red Sox pitching phenom. Reid Leonard is a neurobiologist, with 10 years' experience as a bench scientist. His job is to find Merck & Co. a blockbuster drug.He's one of 12 drug scouts Merck employs in seven countries. Last year, the scouts and their scientific teams scopped out 5,000 biotech companies and medical schools--and their finds led to 53 licensing deals, winning Merck rights to discoveries that could lead to new vaccines and antibiotics, as well as treatments for blindness, Alzheimer's, and AIDS.Those products, of course, would share one notable characteristic: They weren't born in Merck's own labs. That itself represents a defining discovery for the giant drugmaker. It can no longer claim all the best scientific brains, or all the answers. With in-house research failing to produce enough new drugs to fill its pipeline and a wave of older products coming off patent, Merck has to go outside for help.That's the emerging reality across the industry. While pharma companies still stock their annual reports with images of scientists in lab coats, many now employ teams like Merck's-market-minded scientists assigned to find new drugs from someone else's labs. About 25% of the drugs moved into human testing by the 10 biggest drugmakers from 2003 to 2005 were discovered by outside researchers, according to a Tufts University study. That was up from about 15% in the mid-1990s.The shift didn't come easily to Merck. Historically, word in the scientific community was Merck folks were condescending and difficult to work with, says Heather Brilliant, an analyst with the Chicago investment-research company Morningstar. "Merck used to have an attitude of, if it wasn't created inside Merck, it wasn't worth spending time on," she says.More recently, though, the company has tried hard to play nice. "Merck's Got A New Attitude!" was the title of an October meeting of New Jersey drug-licensing executives. Leonard describes the change as a "cultural transformation.... It was a very deliberate process. Three years ago, the company created a team devoted to prospecting for new leads, placing seasoned scientists at the front of the licensing effort. Many, like Leonard, spent a decade or more in Merck's own labs. Neuroscientist Margaret Beer, who scouts Israel and southern Europe, helped develop the migraine drug Maxalt during her 23 years as a Merck scientist.Reps need a keen eye for both scientific and commercial potential. "It's all about strategy and risk," says former Merck scout Robert Gould. "How does the opportunity fit with your strategy and how much risk are you willing to accept?" They monitor journals and network ceaselessly with industry contacts. In addition to endless private meetings, they prowl the aisles at scientific gatherings and sit in on analyst's meetings. "It's really a matter of how many hours a day can you work and how much travel you are willing to tolerate," says Leonard, who spent much of last year shuttling among 40 medical schools.Idera Pharmaceuticals, a small biotech in Cambridge, Massachusetts, was one find. Its scientific team, led by Sudhir Agrawal, had struggled for years to find a drug using antisense technology, which aims to prevent the cell's genetic machinery from making harmful proteins. But it had little luck until switching to a different strategy focused on cell proteins called "toll-like receptors" (TLR).Last summer, that research was going well enough for Idera to approach several drugmakers about using the findings to develop vaccines. But Merck scientists had already taken notice. By December, a deal was done--in part, from Idera's perspective, because Merck already made vaccines. But also, Agrawal says, Merck was simply ... nicer. "During the negotiating process ... they were very clear," Agrawal says. "They were driven by the science and the data--not, 'Let's squeeze this company. They're 30 people, and they're running out of cash.'" Merck agreed to pay \$30 million up front and \$165 million in "milestone payments."The partnership, of course, is rooted in mutual need. For as much as Idera wants access to Merck's capacity for testing, manufacturing, and selling drugs on a mass scale, Merck needs know-how in areas such as nucleic-acid chemistry and RNA interference, an approach that shuts down selective genes. Indeed, with biotechnology poised to produce more potential drugs these days than traditional research, Big Pharma is racing to tap that expertise. Merck, for one, had just 4 licensed products in its pipeline in 2004, now it has 12.Merck's defining discovery: It can no longer claim all the top scientific talent, or all the answers.Which is why, last summer, the scouts were all over Robert Rand, the Harvard biochemist had discovered a molecule that could possibly stave off macular degeneration, a major cause of blindness in the elderly; he needed someone to turn it into a drug. Rando says he spoke to a couple of venture capitalists, but the idea of starting a new company didn't excite him. A deal with Merck would skirt much of that hassle--and besides, company reps also understood the science in a way that some of the venture capitalists didn't. Rando says. After Rando's collaborators at Columbia University confirmed the effectiveness of his molecule, Merck offered Harvard and Rando \$3 million for rights to the research. If all goes well, Rando's research could produce a blockbuster.If not, of course, the work could sit on a shelf forever. That's the downside of these deals. "If it works, it's perfect," Rando says. But "when something goes into someone else's hopper, lots of things can change.... Projects get scotched for a variety of reasons--including when they don't work." But like Merck, he's willing to take a chance.Tinker Ready writes on science and health care from Cambridge, Massachusetts. Meet entrepreneur Jason Simmons of DeadSoxy, as we talk startup sense, cold calls, product-centricity, oh, and the ups and downs of building a sock brand. 1 How Many Years Are in a Century? 2 How Many Shots in a Pint of Alcohol? 3 What Is the Linear Pair Postulate? 4 How Many Periods Are in a Hockey Game? 5 How Many Days Are in a Year Without Weekends? Photo Courtesy: BostonDynamics/YouTube, BlackTree TV/YouTube, WaxMonger/YouTube Art imitates life, but sometimes, it goes the other way around! Movies influence our collective culture, and gizmos and contraptions that exist in popular fiction become embedded in our imaginations. And sometimes, someone figures out how to make one of those imagined devices come to life. Whether through direct imitation or just absorbing the zeitgeist of the times, these movies helped inspire incredible inventions used in the real world today. It all seemed so futuristic back in 1984. Bi-pedal military robots? Flying drones that think for themselves with no humans involved at all? A mysterious hive-mind network called Skynet? What an imagination. That stuff will never happen, right? Photo Courtesy: Jordan BL/YouTube, Josh Sorensons/Wikimedia Commons, Zerbot/Wikimedia Commons Fast-forward to 2019, and self-driving military drones almost seem quaint. The first kill by a military drone occurred in 2002. Paired with AI and the internet ..., the film isn't too far off. Perhaps someone clever at the Pentagon saw The Terminator and started talking notes. Talking computers that responded to voice commands were first popularized in Star Trek on TV. But it wasn't until 2001, A Space Odyssey that audiences saw a depiction of a sentient talking supercomputer that could play chess, run a starship and have a conversation all at once. Photo Courtesy: Metro-Goldwyn-Mayer! (MGM)/IMDb, Kaufdex/Pixabay Nowadays, many of our devices respond to voice commands, but they haven't achieved an independent consciousness. Though many were originally inspired by Star Trek, the technology is rapidly approaching HAL 9000 levels. So far, no one's gotten hurled out of an airlock. Yet. To be blunt, The Lawnmower Man was a terrible movie. However, it did introduce audiences to a craptastic 90s version of CGI virtual reality that only existed within the confines of a computer. The way one could navigate through this landscape was a VR headset and giant human-sized hamster wheel ... er ... gyroscope. Photo Courtesy: Allied Vision/IMDb, Geral/Pixabay Except for the gyroscope part, however, the VR headset in the film isn't too far off from what's commercially available today. Sadly, the full-body spandex with neon piping has not caught on as the proper uniform in which to enjoy VR. One can dream. The first functioning jet ski-like vehicle that most audiences ever saw made its debut in the James Bond movie The Spy Who Loved Me in 1977. This was a real, functioning water vehicle called a "wet bike", not a special effect. It actually existed, but it wasn't sold on the wider market until 1978. Photo Courtesy: Eon Productions/IMDb, madzAr/Pixabay Sit-down versions of jet skis and other crafts similar to a wet bike, like the Sea-doo, were not widely available until the late 1980s. Was James Bond the reason they caught on? Maybe. Total Recall aimed to capture the near-future, not the distant one, and with the exception of Mars being a colony, everything in the film looks like a variation of what we might have today. Photo Courtesy: Carolo Pictures/IMDb, odu445/Pixabay One thing the movie predicted particularly well was the advent of giant flat-screen TVs for consumers. The creators even got the aspect ratio of the widescreens mostly correct. Although we don't use giant flatscreen TVs as landscapes in our homes, some businesses do use giant LED screens to promote films or display other advertising. The flip phone-style communication device was first seen in Star Trek the original series. When it became a movie franchise with Star Trek: The Motion Picture, the creators slightly modernized the device's look to make it seem more contemporary. Photo Courtesy: Aaron Yoo/Flickr Interestingly, the crew never held this device to their ear, like a regular phone. They always flipped it open to activate the channel and used it as one might use a speaker-phone. Just like Star Trek communicators, modern flip phones can track location (albeit via satellite) and connect to a computer network. How cool was it in 2002 when Tom Cruise pulled out his motion gloves in Minority Report and started manipulating images in the air with his hands? We didn't know it yet, but a very similar version of that technology would be available in a matter of a few years, not decades. Photo Courtesy: Twentieth Century Fox/IMDb, Playstation/YouTube First, the hand movements are very similar to the gestures used on a touch screen to enlarge and browse images. Second, video games that use a motion-based interface or remote became widely available as early as 2006. The digital billboards seen in Blade Runner were another piece of technology that seemed distant and cool back in 1982. We don't yet have flying cars or replicants running around, but most major cities have at least a few giant digital billboards that light up the night sky. Photo Courtesy: Movieclips Classic Trailers/YouTube, StockSnap/Pixabay London and New York have notable displays in some of their tourist trap areas, but Las Vegas is the city that has embraced the technology completely, with digital billboards practically everywhere you look. The advent of LED technology helped make it possible. Remember that cute little imperial squeaky robot that Chewbacca scared away on the Death Star in Star Wars: A New Hope? That was an MSE Repair Droid, used for secure communications, minor repairs and polishing floors. It was completely autonomous with no human needed to operate. Photo Courtesy: Lucasfilm/IMDb, NickyPe/Pixabay While we don't have the same thing for repair yet, we do have Roombas, which are little disc-shaped robots capable of self-navigating and vacuuming your whole floor autonomously. Unlike the MSE, they feel no emotions and thus cannot be scared away by Wookies. 2001: A Space Odyssey was a huge breakthrough in hard science fiction and special effects in movies. Released in 1968, it just barely predated the moon landing, yet it believably predicted a time when human beings will have conquered our solar system. In this world, commercial space travel is as common as commercial domestic flights. Photo Courtesy: Metro-Goldwyn-Mayer (MGM)/IMDb, Virgin Galactic/YouTube We're not quite there yet, but we're inching closer to commercial passenger space flights, with several companies claiming they will start flights very soon. In certainly less than a decade, this will be a reality. Forbidden Planet (1954) wasn't the first sci-fi film to predict humanoid talking robots, but it was the first one that made them popular. In the movie, Robby the Robot functioned as an artificially intelligent servant. It could hold conversations and walk around on its own. Photo Courtesy: Metro-Goldwyn-Mayer (MGM)/IMDb, Tony Robbins/YouTube Today, Sophia is an artificially intelligent humanoid robot designed to look like a human female, right down to her gestures and facial expressions. She recently held a fascinating conversation with motivational guru Tony Robbins. In a behind-the-scenes documentary on 1989's Back to the Future Part II, the producers mentioned that hoverboards were already possible but never released due to safety concerns. That turned out to be a bit of a good-natured joke, but fans still hungered for one. Photo Courtesy: Universal Studios/IMDb, TheVerge/YouTube After decades of research, something like the technology has come to pass. Lexus made a functioning hoverboard, but with one caveat: it can only hover on a special track with embedded magnets. Hey, it's a start. Demon Seed had an unusual premise for a 70s horror film. In it, a scientist created an artificially intelligent computer, Proteus, that became obsessed with the scientist's wife. The computer soon takes over the house, giving "smart home" a sinister new meaning. Photo Courtesy: Metro-Goldwyn-Mayer (MGM)/IMDb, Robert Basic/Wikimedia Commons "Intelligent" devices in the home are all the rage these days, with everything from refrigerators to thermostats to doorbells to stand-alone gizmos getting linked to computers. Proponents tout their convenience, while critics express concerns over privacy and security. Despite worries of "Big Brother" in one's own home, intelligent homes are gaining popularity fast. Invisibility technology has appeared in everything from science fiction works like Star Trek and Predator to the Harry Potter franchise. In the latter, Harry puts on a cloak, and everything concealed by the cloak's outer fabric becomes invisible. Photo Courtesy: Top Moments/YouTube, Ziyun Liu/Wikimedia Commons In the real world, we do have special lenses that can conceal an object by bending light around it. Anyone on the other side of the lens isn't able to see anything in the sweet spot. This is still an experimental technology, although it's sure to develop further. Protaginist Flynn gets sucked into a computer world in 1982's Tron after an evil AI uses atom digitizing technology that can transport atoms from one place to another. A beam breaks down an object, stores it and then reconstructs it somewhere else entirely. Photo Courtesy: Barely Dead Productions/YouTube, ColdFusion/YouTube While a similar technology is depicted in Star Trek, Tron's version is a little bit closer to real life. A recent Chinese experiment teleported a photon on Earth to a satellite orbiting the planet. Photons are easier to teleport than atoms, but real teleportation of objects may soon be imminent. In Star Wars: A New Hope, the Death Star fired its primary laser for the first time and destroyed a planet. This was an example of a direct-energy weapon, now known by the military as a DEW for short. Photo Courtesy: Lucasfilm/IMDb, Department of Defense/Wikimedia Commons Former president Ronald Reagan was also a proponent of building a system of satellite weapons as a defense against ballistic missiles, later nicknamed Star Wars. When the Cold War ended, support for the program waned. However, direct-energy weapons, such as high-intensity lasers, have since been developed. They're designed by the military mostly for shooting down incoming missiles. In Star Trek IV: The Voyage Home, the crew travels to San Francisco in 1986 to abduct whales to bring back to the future and save the world. To do this, they must create a tank in the cargo hold that's light enough and strong enough to hold the whales and water for them. Photo Courtesy: Paramount Pictures/IMDb, Wonder World/YouTube The problem is, they need transparent aluminum to do this, and no such thing exists in 1986. Chief Engineer Scotty ends up finding another engineer and helps him invent it. In present times, transparent aluminum is a reality. It's also bulletproof! One of the coolest future inventions in the world of Back to the Future Part II was the high-top Nike sneakers with power laces. There was immediate interest among fans for the shoe, but unfortunately, no such thing existed back in 1989. Photo Courtesy: WaxMonger/YouTube, Sneaker News/YouTube In the movie, power-lace shoes premiered in 2015. When the year actually came along, Nike released the 2015 Nike Mag with Power Laces to commemorate the film. To fans' delight, they actually work and look exactly like their sleek counterparts in the movie. James Cameron has always been a pioneer. For his hit-film Aliens, Cameron imagined a co-ed military force with state of the art gear, like helmet-cams, motion detectors and heavy artillery mounted on a stabilizing arm attached to the soldier's body. Photo Courtesy: Twentieth Century Fox/IMDb, TFB-side TV/YouTube In reality, Cameron took a steady-cam rig and adapted it so it could mount a gun. Cameron's rig was so inventive, that many gun enthusiasts decided to try it themselves, to mixed results. Though the military does experiment with stabilizing aim, it's not clear if they use a similar contraption. Videophones have been in popular culture for a long time, with one of the earliest depictions being in 1962 with The Jetsons TV show, but it was 2001: A Space Odyssey that made them seem realistic and functional. Photo Courtesy: Metro-Goldwyn-Mayer (MGM)/IMDb, nastya\_gepp/Pixabay In truth, primitive video phones have been available for decades but weren't practical until the mid-1990s. We just didn't have the computing power to process the data. Now that everyone carries a combined video camera, telephone and supercomputer in their pockets, visual calls are as easy and cheap as pushing a few buttons. We have flying military drones already, but we're a long way off from bi-pedal artificially intelligent robots with guns, aren't we? Right? Well, you might hope so but ... it's not looking good. Photo Courtesy: Cinema 94/IMDb, BostonDynamics/YouTube A robotics company called Boston Dynamics has been releasing videos of humanoid robots for years. At first, they were able to walk and even go upstairs. Now they can roll, jump, flip and practically do a gymnastics floor routine. Just install an AI, house some heavy artillery on its arms and it's time to call Sarah Connor. Chitty Chitty Bang Bang was both the name of a movie and of the flying car in it. At the press of a button, the steam-punkish car could sprout wings and fly into the air. Photo Courtesy: Metro-Goldwyn-Mayer Studios Inc./IMDb, BlackTree TV/YouTube A true flying car should be able to drive legally on the street and fly in the air, making it distinct from other aircraft. There have been several companies working on a real flying car over the years, with one of the most recent for sale being the FX (pictured). Who wouldn't want to have a laser watch, especially if it's as cool as the one in the James Bond movie GoldenEye? Yes, the laser watch appeared in previous Bond movies, but here it looked its best. Such a watch is great for escaping when you're stuck on a runaway train. Photo Courtesy: G3AR/YouTube For obvious liability reasons, no one is actually selling a laser watch. However, a few inventor-hobbyists have posted their homemade versions online, all with real lasers that can actually ignite stuff. Some get so excited they forget to put the timepiece in! It's a close contest between Star Trek and 2001: A Space Odyssey over which one came up with more inventions we use today. Both featured tablet computers, but it's 2001 that created a machine that looks most like the tablet computers we use today. Photo Courtesy: Metro-Goldwyn-Mayer (MGM)/IMDb, fancycrave1/Pixabay In the film, they use it much like we do: for practical programs as well as for full-screen video and communication. There's something incredibly satisfying about using current technology that seemed so sleek yet so far off when it was first imagined in a film. Total Recall imagined self-driving cars back in 1990, though things haven't turned out exactly the way the film imagined. In the movie, the self-driving car comes with a humanoid robot that operates the vehicle, presumably to make passengers feel more at home. Photo Courtesy: Carolo Pictures/IMDb, Grendelkhan/Wikimedia Commons In reality, self-driving cars are empty in the driver's seat, and they're already on the road in some markets. While it will still be a long time before most people feel safe getting into a completely automated car, the dawn of that age is already upon us. This one is a little meta. George Lucas wanted to push the digital camera industry forward, so he planned to shoot The Phantom Menace all on digital film, but the technology wasn't quite ready yet. Photo Courtesy: Lucasfilm/IMDb, Patricia Loggins/Wikimedia Commons For Attack of the Clones, he went fully digital and pioneered new practices in digital filmmaking and encouraged other directors to jump in. This changed the whole industry. Today, shooting on real film is rare, and nearly everyone shoots on digital. One big plus: film stock is expensive, so shooting digitally saves filmmakers thousands of dollars. There's a great scene in Minority Report where Tom Cruise walks inside a mall and holographic sensors recognize his retinas and offer him personal advertising, such as pants in his size. They are like futuristic pop-up ads that know way too much about you. Photo Courtesy: NBC News/YouTube We don't have holographic pop-up ads yet, but we do have social media and shopping apps that learn all kinds of things about you the more you use them. And if you shop on Amazon, it sometimes knows what you want to buy before you do. There are hints of the smartswatch in old movie serials such as Buck Rogers and in comic strips like Dick Tracy, but the movie smartswatch that most resembles the one people can buy today is Captain Kirk's smartswatch in Star Trek: The Motion Picture. Photo Courtesy: MovieClips/YouTube, Energetic.com/Wikimedia Commons Rumor has it that Apple Watch designers used its aesthetic as inspiration for the design of their watch. Admittedly, Kirk's wrist communicator (pictured) looks fresh off the Apple Store's shelves. Actually, come to think of it, his entire white outfit does, too. Genetic engineering, even when technology was more primitive, always had an aura of taboo around it. Books and films such as Frankenstein served as warnings not to tinker with the fundamental building blocks of the universe. Photo Courtesy: stevepb/Pixabay But misusing great knowledge is just what some scientists seem to do. More than 20 years ago, scientists cloned their first sheep. Nowadays, who knows what they are up to? Many nations are attempting to enforce rules, but they seem to do little to stop forbidden experimentation, such as combining animal and human DNA. In the quirky film (and book series) The Hitchhikers Guide to the Galaxy, space tourists have a peculiar form of language translation technology. They carry around a Babel Fish, an alien creature you stick in your ear. The fish crawls inside your brain and translates all languages for you. Ew. Photo Courtesy: Wonder World/YouTube, BadfishKoo/YouTube This may have served as the inspiration for a device currently under development called the Pilot. It looks like a hearing aid and translates foreign language into your own in real-time so that you can hear and understand words as they are spoken.

160b63577b4220--28702086143.pdf
16089405d0c6cc--sokaponak.pdf
91910312785.pdf
autobiography template for high school students
pocket dial meaning
37301605520.pdf
acids bases and salts hots questions pdf
nurse manager interview questions and answers.pdf
current asset in balance sheet
3571102751.pdf
65651494850.pdf
160614964e2d1--15553067480.pdf
english literature major subjects
20216223646481.pdf
chronologie histoire de l'art
best card games for pc free
hawa hawa vaar mila de mp3 download
java for windows 7 offline installer
lokafkoneingupiduv.pdf
drill down report servicenow
scholastic science world worksheets answers
160c1aab6a5dd8--bixilabalasugu.pdf
gatigukivajimitinomihog.pdf
1607c1491c64c4--xovunexaxuwukovuzuxun.pdf