"Artificial intelligence"

The Captain of the darts team needs 72 to win. Before throwing a dart, he remarks that (coincidentally) 72 is the product of the ages of his three daughters. After throwing one dart, he remarks that (coincidentally) the score for the dart he has just thrown is the sum of the ages of his daughters. Fred, his opponent, observes at this point that he does not know the ages of the Captain's daughters. "I'll give you a clue", says the Captain. My eldest daughter is called Vanessa. "I see", says Fred. "Now I know their ages".

From a Mensa Publication

Real intelligence

Mr Karklins worked in Swansea docks as an engineer. He used to start his old Jensen by letting it roll down the hill till it got up speed, then putting it into gear. One day, when he put it into gear, the gearbox jammed. He repaired the gearbox by reading the manual, drilling a hole in the right place in the gearbox casing, moving the gears back into position with a hammer and punch, and sealing up the hole.

Key issues in real intelligence

- Role of *construal* – consulting the manual
- Physical embodied nature of the problem
- **Observables** and **dependencies** – knowing *where* to drill the hole, and *what* would move when the punch was hammered
- Knowing your capacity to change state (**agency**)
- **Agency** outside the normal intended scope (in starting the car, and repairing the gear box)