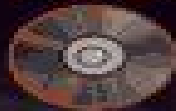


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research results presented at the 15th International Conference on Artificial Intelligence empowered Software Engineering AIESE2024 formerly Joint Conference on Knowledge based Software Engineering JCKBSE University of Piraeus August 27 30 2024 Greece AIESE formerly JCKBSE is a well established international biennial conference that focuses on the applications of Artificial Intelligence on Software Engineering Its 15th edition was organized by the Department of Informatics of the University of Piraeus Greece This book is a valuable resource for experts and researchers in the field of artificial intelligence empowered and knowledge based software engineering It is also valuable to general readers in the fields of artificial and computational intelligence and more generally computer science who wish to learn more about this exciting research field of software engineering and its applications An extensive list of bibliographic references at the end of each chapter helps readers to probe deeper into the application areas of interest to them

Intelligent Virtual Agents Angelica de Antonio, Ruth Aylett, Daniel Ballin, 2003-06-30 Predicting the future is a risky game and can often leave egg on one's face However when the organizers of the Intelligent Virtual Environments workshop at the European Conference on AI predicted that the field of Intelligent Virtual Agents would grow and mature rapidly they were not wrong From this small workshop spawned the successful one on Intelligent Virtual Agents held in Manchester in 1999 This volume comprises the proceedings of the much larger third workshop held in Madrid September 10 11 2001 which successfully achieved the aim of taking a more international focus bringing together researchers from all over the world We received 35 submissions from 18 different countries in America Asia and Africa The 16 papers presented at the conference and published here show the high quality of the work that is currently being done in this field In addition five contributions were selected as short papers which were presented as posters at the workshop This proceedings volume also includes the two prestigious papers presented at the workshop by our keynote speakers Daniel Thalmann Professor at the Swiss Federal Institute of Technology EPFL in Lausanne and Director of the Computer Graphics Lab who talked about The Foundations to Build a Virtual Human Society Jeff Rickel Project Leader at the Information Sciences Institute and a Research Assistant Professor in the Department of Computer Science at the University of Southern California who debated about Intelligent Virtual Agents for Education and Training Opportunities and Challenges

The Impact of Artificial Intelligence on Societies Christian Montag, Raian Ali, 2024-12-18 This book presents a recent framework proposed to understand how attitudes towards artificial intelligence are formed It describes how the interplay between different variables such as the modality of AI interaction the user personality and culture the type of AI applications e.g. in the realm of education medicine transportation among others and the transparency and explainability of AI systems contributes to understand how user's acceptance or a negative attitude towards AI develops Gathering chapters from leading researchers with different backgrounds this book offers a timely snapshot on factors that will be influencing the impact of artificial intelligence on societies Chapter 12 is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com

Artificial Intelligence in

Education Chee-Kit Looi, 2005 The field of Artificial Intelligence in Education includes research and researchers from many areas of technology and social science This study aims to open opportunities for the cross fertilization of information and ideas from researchers in the many fields that make up this interdisciplinary research area

Virtual Storytelling. Using Virtual Reality Technologies for Storytelling Marc Cavazza, Stéphane Donikian, 2007-11-25 This book constitutes the refereed proceedings of the 4th International Conference on Virtual Storytelling ICVS 2007 held in Saint Malo France in December 2007 The 12 revised full papers three invited papers and seven poster and demo papers were carefully reviewed and selected The papers are organized in topical sections on authoring tools and story models behavior modeling user interactivity an invited session related EU projects as well as the poster and demo session

Virtual Worlds Jean-Claude Heudin, 2003-06-26 Virtual Worlds 2000 is the second in a series of international scientific conferences on virtual worlds held at the International Institute of Multimedia in Paris La Défense Université Paris 12 The term virtual worlds generally refers to virtual reality applications or experiences We extend the use of these terms to describe experiments that deal with the idea of synthesizing digital worlds on computers Thus virtual worlds could be defined as the study of computer programs that implement digital worlds Constructing such complex artificial worlds seems to be extremely difficult to do in any sort of complete and realistic manner Such a new discipline must benefit from a large amount of work in various fields virtual reality and advanced computer graphics artificial life and evolutionary computation simulation of physical systems and more Whereas virtual reality has largely concerned itself with the design of 3D immersive graphical spaces and artificial life with the simulation of living organisms the field of virtual worlds is concerned with the synthesis of digital universes considered as wholes with their own physical and biological laws

KI 2001: Advances in Artificial Intelligence Franz Baader, Gerhard Brewka, Thomas Eiter, 2003-06-30 This volume contains the contributions to the Joint German Austrian Conference on Artificial Intelligence KI 2001 which comprises the 24th German and the 9th Austrian Conference on Artificial Intelligence They are divided into the following categories 2 contributions by invited speakers of the conference 29 accepted technical papers of which 5 were submitted as application papers and 24 as papers on foundations of AI 4 contributions by participants of the industrial day during which companies working in the field presented their AI applications After a long period of separate meetings the German and Austrian Societies for Artificial Intelligence KI and OGAI decided to hold a joint conference in Vienna in 2001 The two societies had previously held one joint conference This took place in Ottstein a small town in Lower Austria in 1986 At that time the rise of expert system technology had also renewed interest in AI in general with quite some expectations for future advances regarding the use of AI techniques in applications pervading many areas of our daily life Since then fifteen years have passed and we may want to comment at the beginning of a new century on the progress that has been made in this direction

Advancing Artificial Intelligence through Biological Process Applications Porto Pazos, Ana B., Pazos Sierra, Alejandro, Buño Buceta, Washington, 2008-07-31 As science continues to advance

researchers are continually gaining new insights into the way living beings behave and function and into the composition of the smallest molecules Most of these biological processes have been imitated by many scientific disciplines with the purpose of trying to solve different problems one of which is artificial intelligence Advancing Artificial Intelligence through Biological Process Applications presents recent advances in the study of certain biological processes related to information processing that are applied to artificial intelligence Describing the benefits of recently discovered and existing techniques to adaptive artificial intelligence and biology this book will be a highly valued addition to libraries in the neuroscience molecular biology and behavioral science spheres Proceedings Matthew T. Beitler,2002 Forthcoming Books Rose Arny,1995 *ECAI 2004* Ramon López de Mántaras,Lorenza Saitta,2004 This is the Golden Age for Artificial Intelligence The world is becoming increasingly automated and wired together This also increases the opportunities for AI to help people and commerce Almost every sub field of AI had now been used in substantial applications Some of the fields highlighted in this publication are CBR Technology Model Based Systems Data Mining and Natural Language Techniques Not only does this publication show the activities capabilities and accomplishments of the sub fields it also focuses on what is happening across the field as a whole

Springer Handbook of Augmented Reality Andrew Yeh Ching Nee,Soh Khim Ong,2023-01-01 The Springer Handbook of Augmented Reality presents a comprehensive and authoritative guide to augmented reality AR technology its numerous applications and its intersection with emerging technologies This book traces the history of AR from its early development discussing the fundamentals of AR and its associated science The handbook begins by presenting the development of AR over the last few years mentioning the key pioneers and important milestones It then moves to the fundamentals and principles of AR such as photogrammetry optics motion and objects tracking and marker based and marker less registration The book discusses both software toolkits and techniques and hardware related to AR before presenting the applications of AR This includes both end user applications like education and cultural heritage and professional applications within engineering fields medicine and architecture amongst others The book concludes with the convergence of AR with other emerging technologies such as Industrial Internet of Things and Digital Twins The handbook presents a comprehensive reference on AR technology from an academic industrial and commercial perspective making it an invaluable resource for audiences from a variety of backgrounds **Metaplasticity in Virtual Worlds: Aesthetics and Semantic Concepts** Mura,

Gianluca,2010-11-30 The concept of virtual worlds is strongly related to the current innovations of new media communication As such it is increasingly imperative to understand the criteria for creating virtual worlds as well as the evolution in system architecture information visualization and human interaction Meta plasticity in Virtual Worlds Aesthetics and Semantics Concepts provides in depth coverage of the state of the art among the best international research experiences of virtual world concept creations from a wide range of media culture fields at the edge of artistic and scientific inquiry and emerging technologies Written for professionals researchers artists and designers this text is a perfect companion for those who want

to improve their understanding of the strategic role of virtual worlds within the development of digital communication *On the Move to Meaningful Internet Systems 2007: OTM 2007 Workshops* Zahir Tari, 2007-11-22 This two volume set LNCS 4805 4806 constitutes the refereed proceedings of 10 international workshops and papers of the OTM Academy Doctoral Consortium held as part of OTM 2007 in Vilamoura Portugal in November 2007 The 126 revised full papers presented were carefully reviewed and selected from a total of 241 submissions to the workshops The first volume begins with 23 additional revised short or poster papers of the OTM 2007 main conferences *Intelligent Virtual Agents* Catherine Pelachaud, Jean-Claude Martin, Elisabeth Andre, Gérard Chollet, Kostas Karpouzis, Danielle Pelé, 2007-09-06 This book constitutes the refereed proceedings of the 7th International Workshop on Intelligent Virtual Agents IVA 2007 held in Paris France September 2007 The 19 revised full papers and 12 revised short papers presented together with five invited talks and the abstracts of 32 poster papers are organized in topical sections on rendering and analysis culture and identity behavior models feedback models dialogues applications evaluation gaze models and emotions

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