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Robert Truppel Paole Petta (Sec.)

Creating Personalities for Synthetic Actors

Towards Autonomous Personality Agents





Thomas Rist, Ruth Aylett, Daniel Ballin, Jeff Rickel

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involved In two volumes the book clearly structures the vast body of research The first volume starts by introducing what is involved in SIAs research in particular research methodologies and ethical implications of developing SIAs It further examines research on appearance and behavior focusing on multimodality Finally social cognition for SIAs is investigated using different theoretical models and phenomena such as theory of mind or pro sociality. The second volume starts with perspectives on interaction examined from different angles such as interaction in social space group interaction or long term interaction It also includes an extensive overview summarizing research and systems of human agent platforms and of some of the major application areas of SIAs such as education aging support autism and games *Intelligent Virtual Agents* Yukiko Nakano, Michael Neff, Ana Paiva, Marilyn Walker, 2012-09-19 This book constitutes the refereed proceedings of the 12th International Conference on Intelligent Virtual Agents IVA 2012 held in Santa Cruz CA USA in September 2012 The 17 revised full papers presented together with 31 short papers and 18 poster papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on IVAs on learning environments emotion and personality evaluation and empirical studies multimodal perception and expression narrative and interactive applications social interaction authoring and tools conceptual frameworks **Intelligent Virtual Agents** Thomas Rist, Ruth Aylett, Daniel Ballin, Jeff Rickel, 2003-09-09 This volume containing the proceedings of IVA 2003 held at Kloster Irsee in Germany September 15 17 2003 is testimony to the growing importance of IntelligentVirtualAgents IVAs as a saresearch eld Wereceived67submissions nearly twice as many as for IVA 2001 not only from European countries but from China Japan and Korea and both North and South America As IVA research develops a growing number of application areas and pl forms are also being researched Interface agents are used as part of larger plications often on the Web Education applications draw on virtual actors and virtual drama while the advent of 3D mobile computing and the convergence of telephones and PDAs produce geographically aware guides and mobile tertainment applications A theme that will be apparent in a number of the papers in this volume is the impact of embodiment on IVA research a char teristic di erentiating it to some extent from the larger eld of software agents Human Cognition and Social Agent Technology Kerstin Dautenhahn, 2000-03-15 Human Cognition and Social Agent Technology is written for readers who are curious about what human social cognition is and whether and how advanced software programs or robots can become social agents Topics addressed in 16 peer reviewed chapters by researchers at the forefront of agent research include Narrative intelligence and implementations of story telling systems socially situated avatars and conscious software agents cognitive architectures for socially intelligent agents agents with emotions design issues for interactive systems artificial life agents contributions to agent design from artistic practice and a Cognitive Technology view on living with socially intelligent agents The book addresses both software and robotic agents On the one hand justice is done to the scientific and technical aspects and on the other hand the reader will learn about pioneering technological developments which are necessary for a public discourse and critical evaluation on where

social agent technology is leading us and how such a development can be shaped in order to meet the social cultural and cognitive needs of humans The book is suitable for students researchers and everyone interested in this emerging and quickly growing field it does not require any specialist background knowledge Series B Regulated Agent-Based Social Systems Gabriela Lindemann, Daniel Moldt, Mario Paolucci, 2004-03-06 This book presents selected extended and reviewed versions of the papers accepted for the First International Workshop on Regulated Agent Systems Theory and Applications RASTA 2002 held in Bologna Italy in July 2002 as part of AAMAS 2002 In addition several new papers on the workshop theme are included as well these were submitted and reviewed in response to a further call for contributions The construction of artificial agent societies deals with questions and problems that are already known from human societies. The 16 papers in this book establish an interdisciplinary community of social scientists and computer scientists devoting their research interests to exploiting social theories for the construction and regulation of multi agent systems 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 **Agents and Computational Autonomy** Matthias Nickles, 2004-08-12 This book originates from the First International Workshop on Computational Autonomy Potential Risks Solutions AUTONOMY 2003 held in Melbourne Australia in July 2003 as part of AAMAS 2003 In addition to 7 revised selected workshop papers the volume editors solicited 14 invited papers by leading researchers in the area The workshop papers and the invited papers present a comprehensive and coherent survey of the state of the art of research on autonomy capturing various theories of autonomy perspectives on autonomy in different kinds of agent based systems and practical approaches to dealing with agent autonomy Creating Personalities for Synthetic Actors Robert Trappl, Paolo Petta, 2014-01-15 Progress in computer

animation has gained such a speed that before long computer generated human faces and figures on screen will be indistinguishable from those of real humans The potential both for scripted films and real time interaction with users is enormous However in order to cope with this potential these faces and figures must be guided by autonomous personality agents This carefully arranged volume presents the state of the art in research and development in making synthetic actors more autonomous The papers describe the different approaches and solutions developed by computer animation specialists computer scientists experts in AI psychologists and philosophers from leading laboratories world wide Finally a bibliography comprising more than 200 entries enable further study Technologies for E-Learning and Digital Entertainment Zhigeng Pan, Ruth Aylett, Holger Diener, Xiaogang Jin, Stefan Göbel, Li Li, 2006-03-22 This book constitutes the refereed proceedings of the First International Conference on E learning and Games Edutainment 2006 held in Hangzhou China in April 2006 The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics including e learning platforms and tools learning resource management practice and experience sharing e learning standards and more Co-Corporeality of Humans, Machines, & Microbes Barbara Imhof, Daniela Mitterberger, Tiziano Derme, 2022-07-18 On architecture AI and microbiology The theory of Co Corporeality is based on a conception of the built environment as a biological entity that opens up a space for coexistence and interaction between humans and microbial life Based on design led research this book explores how we can develop environments for a multispecies world It focuses on the agency of both human and nonhuman actors New sensor tools enable observation of and interaction between these different actors Co Corporeality links microbiology to material science artificial intelligence and architecture The focus is on how microbial activity can create new protoarchitectural materials how living systems can be integrated into architecture and cooperate along different time scales How artistic interventions connect human and nonhuman worlds through tracking systems and machine learning algorithms With essays by Rachel Armstrong Alex Arteaga Philip Beesley Jens Hauser and others Images of experiments and installations Modeling Human and Organizational Behavior National Research Council, Division of Behavioral and Social Sciences and Education, Board on Human-Systems Integration, Panel on Modeling Human Behavior and Command Decision Making: Representations for Military Simulations, 1998-08-31 Simulations are widely used in the military for training personnel analyzing proposed equipment and rehearsing missions and these simulations need realistic models of human behavior This book draws together a wide variety of theoretical and applied research in human behavior modeling that can be considered for use in those simulations It covers behavior at the individual unit and command level At the individual soldier level the topics covered include attention learning memory decisionmaking perception situation awareness and planning At the unit level the focus is on command and control The book provides short medium and long term goals for research and development of more realistic models of human behavior Intelligent Virtual Agents Catherine Pelachaud, Jean-Claude Martin, Elisabeth

André, Gérard Chollet, Kostas Karpouzis, Danielle Pelé, 2007-09-04 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 **Artificial Intelligence for Computer Games** Pedro Antonio González-Calero, Marco Antonio Gómez-Martín, 2011-03-01 The book presents some of the most relevant results from academia in the area of Artificial Intelligence for games It emphasizes well theoretically supported work supported by developed prototypes which should lead into integration of academic AI techniques into current electronic entertainment games The book elaborates on the main results produced in Academia within the last 10 years regarding all aspects of Artificial Intelligence for games including pathfinding decision making and learning A general theme of the book is the coverage of techniques for facilitating the construction of flexible not prescripted AI for agents in games Regarding pathfinding the book includes new techniques for implementing real time search methods that improve the results obtained through AI as well as techniques for learning pathfinding behavior by observing actual players Regarding decision making the book describes new techniques for authoring tools that facilitate the construction by game designers typically nonprogrammers of behavior controlling software by reusing patterns or actual cases of past behavior Additionally the book will cover a number of approaches proposed for extending the essentially pre scripted nature of current commercial videogames AI into a more interactive form of narrative where the story emerges from the interaction with the player Some of those approaches rely on a layered architecture for the character AI including beliefs intentions and emotions taking ideas from research on agent systems The book also includes chapters on techniques for automatically or semiautomatically learning complex behavior from recorded traces of human or automatic players using different combinations of reinforcement learning case based reasoning neural networks and genetic algorithms **Knowledge-Based Intelligent** Information and Engineering Systems Vasile Palade, 2011-04-08 2 1 Text Summarization Text summarization is the process of distilling the most important information from a source or sources to produce an abridged version for a particular user or users and task or tasks 3 Basic and classical articles in text summarization appear in Advances in automatic text summarization 3 A literature survey on information extraction and text summarization is given by Zechner 7 In general the process of automatic text summarization is divided into three stages 1 analysis of the given text 2 summarization of the text 3 presentation of the summary in a suitable output form Titles abstracts and keywords are the most common summaries in Academic papers Usually the title the abstract and the keywords are the first second and third parts of an Academic paper respectively The title usually describes the main issue discussed in the study and the abstract presents the reader a short description of the background the study and its results A keyword is either a single word unigram e g learning or a

collocation which means a group of two or more words representing an important concept e g machine learning natural language processing Retrieving collocations from text was examined by Smadja 5 and automatic extraction of collocations was examined by Kita et al 1 Artificial Intelligence in Education Gautam Biswas, Susan Bull, Judy Kay, Antonija Mitrovic, 2011-06-16 This book constitutes the refereed proceedings of the 15th International Conference on Artificial Intelligence in Education AIED 2011 held in Auckland New Zealand in June July 2011 The 49 revised full papers presented together with three invited talks and extended abstracts of poster presentations young researchers contributions and interactive systems reports and workshop reports were carefully reviewed and selected from a total of 193 submissions The papers report on technical advances in and cross fertilization of approaches and ideas from the many topical areas that make up this highly interdisciplinary field of research and development including artificial intelligence agent technology computer science cognitive and learning sciences education educational technology game design psychology philosophy sociology anthropology and linguistics **Life-Like Characters** Helmut Prendinger, Mitsuru Ishizuka, 2013-03-09 Life like characters is one of the most exciting technologies for human computer interface applications today They convincingly take the roles of virtual presenters synthetic actors and sales personas teammates and tutors A common characteristic underlying their life likeness or believability as virtual conversational partners is computational models that provide them with affective functions such as synthetic emotions and personalities and implement human interactive behavior. The wide dissemination of life like characters in multimedia systems however will greatly depend on the availability of control languages and tools that facilitate scripting of intelligent conversational behaviour This book presents the first comprehensive collection of the latest developments in scripting and representation languages for life like characters rounded off with an in depth comparison and synopsis of the major approaches Introducing toolkits for authoring animated characters further supports the ease of use of this new interface technology Life like characters being a vibrant research area various applications have been designed and implemented This book offers coverage of the most successful and promising applications ranging from product presentation and student training to knowledge integration and interactive gaming It also discusses the key challenges in the area and provides design guidelines for employing life like characters Robotics Research Paolo Dario, Raja Chatila, 2005-02-17 ISRR the International Symposium on Robotics Research is one of robotics pioneering symposia which has established some of the field's most fundamental and lasting contributions over the past two decades. This book presents the results of the eleventh edition of Robotics Research ISRR03 offering a broad range of topics in robotics The contributions provide a wide coverage of the current state of robotics research the advances and challenges in its theoretical foundation and technology basis and the developments in its traditional and new emerging areas of applications. The diversity novelty and span of the work unfolding in these areas reveal the field's increased maturity and expanded scope and define the state of the art of robotics and its future direction

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