1.	Record Nr.	UNINA9910483171003321
	Titolo	Intelligent Virtual Agents : 17th International Conference, IVA 2017, Stockholm, Sweden, August 27-30, 2017, Proceedings / / edited by Jonas Beskow, Christopher Peters, Ginevra Castellano, Carol O'Sullivan, Iolanda Leite, Stefan Kopp
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
	ISBN	3-319-67401-3
	Edizione	[1st ed. 2017.]
	Descrizione fisica	1 online resource (XVI, 473 p. 158 illus.)
	Collana	Lecture Notes in Artificial Intelligence ; ; 10498
	Disciplina	006.3
	Soggetti	Artificial intelligence User interfaces (Computer systems) Optical data processing Computer organization Artificial Intelligence User Interfaces and Human Computer Interaction Image Processing and Computer Vision Computer Systems Organization and Communication Networks
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Pedagogical Agents to Support Embodied, Discovery-based Learning -- WalkNet: A Neural-Network-Based Interactive Walking Controller -- A Virtual Poster Presenter using Mixed Reality -- Multiparty Interactions for Coordination in a Mixed Human-Agent Teamwork -- A Dynamic Speech Breathing System for Virtual Characters -- To Plan or Not to Plan: Lessons Learned from Building Large Scale Social Simulations -- Giving Emotional Contagion Ability to Virtual Agents in Crowds -- Selecting and expressing communicative functions in a SAIBACompliant Agent Framework -- Racing Heart and Sweaty Palms: What Influences Users' Self-Assessments and Physiological Signals When Interacting With Virtual Audiences -- Effects of Social Priming on Social Presence with Intelligent Virtual Agents -- Predicting Future Crowd Motion Including Event Treatment -- The Intelligent Coaching Space: A

Demonstration -- Get One or Create One: The Impact of Graded Involvement in a Selection Procedure for a Virtual Agent on Satisfaction and Suitability Ratings -- Virtual reality negotiation training system with virtual cognitions -- Do We Need Emotionally Intelligent Artificial Agents? First Results of Human Perceptions of Emotional Intelligence in Humans Compared to Robots -- Pragmatic multimodality: Effects of nonverbal cues of focus and certainty in a virtual human -- Simulating listener gaze and evaluating its effect on human speakers -- Predicting Head Pose in Dyadic Conversation -- Negative Feedback In Your Face: Examining the Effects of Proxemics and Gender on Learning -- A psychotherapy training environment with virtual patients implemented using the Furhat robot platform -- Crowd-Powered Design of Virtual Attentive Listeners -- Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent -- Personality Projection in a Social Mediator: The Moveable Facial Features in Robotic Systems -- Recipe Hunt: Engaging with Cultural Food Knowledge using Multiple Embodied Conversational Agents -- Development and Perception Evaluation of Culture-specific Gaze Behaviors of Virtual Agents -- Development and Perception Evaluation of Culture- specific Gaze Behaviors of Virtual Agents -- A demonstration of the ASAP Realizer-Unity3D Bridge for Virtual and Mixed Reality Applications -- An ASAP Realizer-Unity3D Bridge for Virtual and Mixed Reality Applications -- Moral Conflicts in VR: Addressing Grade Disputes with a Virtual Trainer -- Evaluated by a Machine. Effects of Negative Feedback by a Computer or Human Boss -- Gratch: A Web-Based Platform for Annotating Sentiment-Related Phenomena in Human-Agent Conversations -- Does a robot tutee increase engagement in a learning-by-teaching situation -- The Expression of Mental States in a Humanoid Robot -- You Can Leave Your Head On - Attention Management and Turn-Taking in Multi-party Interaction with a Virtual Human/Robot Duo -- Say Hi to Eliza -- A computational model of power in collaborative negotiation dialogues -- Prestige Questions, Online Agents, and Gender-Driven Differences in Disclosure -- To Tell the Truth: Virtual Agents and Morning Morality -- Fixed-pie Lie in Action -- Generation of Virtual Characters from Personality Traits -- Effect of Visual Feedback Caused by Changing Mental States of the Avatar based on the Operator's Mental States using Physiological Indices -- That's a Rap: Increasing Engagement with Rap Music Performance by Virtual Agents -- Design of an Emotion Elicitation Tool using VR for Human-Avatar Interaction Studies -- Toward an Automatic Classification of Negotiation Styles using Natural Language Processing -- Interactive Narration with a Child: Avatar versus Human in Video-Conference -- Who, Me? How Virtual Agents Can Shape Conversational Footing in Virtual Reality -- Cubus: Autonomous Embodied Characters to Stimulate Creative Idea Generation in Groups of Children -- Interacting with a semantic affective ECA -- Towards Believable Interactions between Synthetic Characters -- Joint Learning of Speech-Driven Facial Motion with Bidirectional Long-Short Term Memory -- Integration of Multi-modal Cues in Synthetic Attention Processes to Drive Virtual Agent Behavior -- Categorizing a virtual agent's visual appearance and discovering age-related user preferences - a qualitative interview study -- Towards Reasoned Modality Selection in an Embodied Conversation Agent -- Lay causal explanations of human vs. humanoid behavior -- Generating Situation-Based Motivational Feedback in a Post-Traumatic Stress Disorder E-health System -- Talk About Death: End of Life Planning with a Virtual Agent -- Social Gaze Model for an Interactive Virtual Character -- Studying Gender Bias and Social Backlash via Simulated Negotiations with Virtual Agents -- The Dynamics of Human-Agent

Trust with POMDP-Generated Explanations -- Virtual Role-Play with Rapid Avatars -- Motion Capture Synthesis with Adversarial Learning. .

| Sommario/riassunto | This book constitutes the proceedings of the 17th International Conference on Intelligent Virtual Agents, IVA 2017, held in Stockholm, Sweden, in August 2017. The 30 regular papers and 31 demo papers presented in this volume were carefully reviewed and selected from 78 submissions. The annual IVA conference represents the main interdisciplinary scientic forum for presenting research on modeling, developing, and evaluating intelligent virtual agents (IVAs) with a focus on communicative abilities and social behavior. |