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Nota di contenuto	Invited Speakers -- The Foundations to Build a Virtual Human Society -- Intelligent Virtual Agents for Education and Training: Opportunities and Challenges -- Papers -- Eye Pattern Analysis in Intelligent Virtual Agents -- Communicating Emotion in Virtual Environments through Artificial Scents -- A Framework for Reasoning About Animation Systems -- Autonomous Avatars? From Users to Agents and Back -- Equipping a Lifelike Animated Agent with a Mind -- Intelligent Agents Who Wear Your Face: Users' Reactions to the Virtual Self -- Intelligent Virtual Agent Societies on the Internet -- Virtual Agent Societies with the mVITAL Intelligent Agent System -- An Overview of the Use of Mobile Agents in Virtual Environments -- Continuous Presence in Collaborative Virtual Environments: Towards a Hybrid Avatar-Agent Model for User Representation -- Agents' Interaction in Virtual Storytelling -- Papous: The Virtual Storyteller -- A Dramatised Actant

Model for Interactive Improvisational Plays -- The InViWo Toolkit: Describing Autonomous Virtual Agents and Avatars -- SimHuman: A Platform for Real-Time Virtual Agents with Planning Capabilities -- MAgentA: An Architecture for Real Time Automatic Composition of Background Music -- Short Papers -- Agent Oriented Simulation with OOCSMP. An Example in Evolutionary Ant Colonies -- The Lexicon and the Alphabet of Gesture, Gaze, and Touch -- Extraction and Reconstruction of Personal Characters from Human Movement -- The Origin of the Speeches: Language Evolution through Collaborative Reinforcement Learning -- Fanky: A Tool for Animating Faces of 3D Agents.

Sommario/riassunto	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.