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| Titolo | Socially intelligent agents [[electronic resource]] : creating relationships with computers and robots / / edited by Kerstin Dautenhahn ... [et al] |
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| Edizione | [1st ed. 2002.] |
| Descrizione fisica | 1 online resource (298 p.) |
| Collana | Multiagent systems, artificial societies, and simulated organizations; international book series |
| Altri autori (Persone) | DautenhahnKerstin |
| Disciplina | 006.3 |
| Soggetti | Intelligent agents (Computer software)
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| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Socially Intelligent Agents -- Understanding Social Intelligence -- Modeling Social Relationship -- Developing Agents Who Can Realte to Us -- Party Hosts and Tour Guides -- Increaing Sia Architecture Realism by Modeling and Adapting to Affect and Personality -- Cooperative Interface Agents -- Playing the Emotion Game with Feelix -- Creating Emotion Recognition Agents for Speech Signal -- Social Intelligence for Computers -- Egochat Agent -- Electric Elves -- Building Empirically Plausible Multi-Agent Systems -- Robotic Playmates -- Mobile Robotic Toys and Autism -- Affective Social Quest -- Pedagogical Soap -- Designing Sociable Machines -- Infanoid -- Play, Dreams and Imitation in Robota -- Experiences with Sparky, a Social Robot -- Socially Situated Planning -- Designing for Interaction -- Me, My Character and the Others -- From Pets to Storyrooms -- Socially Intelligent Agents in Educational Games -- Towards Integrating Plot and Character for Interactive Drama -- The Cooperative Contract in Interactive Entertainment -- Perceptions of Self in Art and Intelligent Agents -- Multi-Agent Contract Negotiation -- Challenges in Agent Based Social Simulation of Multilateral Negotiation -- Enabling Open Agent Institutions -- Embodied Conversational Agents in E-Commerce |

	Applications.
Sommario/riassunto	Socially situated planning provides one mechanism for improving the social awareness ofagents. Obviously this work isin the preliminary stages and many of the limitation and the relationship to other work could not be addressed in such a short chapter. The chief limitation, of course, is the strong commitment to de?ning social reasoning solely atthe meta-level, which restricts the subtlety of social behavior. Nonetheless, our experience in some real-world military simulation applications suggest that the approach, even in its preliminary state, is adequate to model some social interactions, and certainly extends the sta- of-the art found in traditional training simulation systems. Acknowledgments This research was funded by the Army Research Institute under contract TAPC-ARI-BR References [1] J. Gratch. Emile: Marshalling passions in training and education. In Proceedings of the Fourth International Conference on Autonomous Agents, pages 325–332, New York, 2000. ACM Press. [2] J. Gratch and R. Hill. Continous planning and collaboration for command and control in joint synthetic battlespaces. In Proceedings of the 8th Conference on Computer Generated Forces and Behavioral Representation, Orlando, FL, 1999. [3] B. Grosz and S. Kraus. Collaborative plans for complex group action. Arti?cial Intelli gence, 86(2):269–357, 1996. [4] A. Ortony, G. L. Clore, and A. Collins. The Cognitive Structure of Emotions. Cambridge University Press, 1988. [5] R.W.PewandA.S.Mavor,editors. Modeling Human and Organizational Behavior. National Academy Press, Washington D.C., 1998.