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Nota di contenuto	Rendering and Analysis -- Simulation Level of Detail for Virtual Humans -- Towards Natural Gesture Synthesis: Evaluating Gesture Units in a Data-Driven Approach to Gesture Synthesis -- 3D Audiovisual Rendering and Real-Time Interactive Control of Expressivity in a Talking Head -- Semantic Segmentation of Motion Capture Using Laban Movement Analysis -- Culture and Identity -- A Computational Model of Culture-Specific Conversational Behavior -- Ethnic Identity and Engagement in Embodied Conversational Agents -- Neuroticism -- A Competitive Advantage (Also) for IVAs? -- Behavior Models -- Emotionally Expressive Head and Body Movement During Gaze Shifts -- Fuzzy Similarity of Facial Expressions of Embodied Agents -- The Behavior Markup Language: Recent Developments and Challenges -- Dynamic Behavior Qualifiers for Conversational Agents -- Feedback Models -- Creating Rapport with Virtual Agents -- Incremental Multimodal Feedback for Conversational Agents -- Searching for Prototypical Facial Feedback Signals -- Fluid Semantic Back-Channel Feedback in Dialogue: Challenges and Progress -- Dialogues -- T2D: Generating Dialogues Between Virtual Agents Automatically from Text -- So Let's See: Taking and Keeping the Initiative in Collaborative Dialogues -- Applications -- Health Document Explanation by Virtual

Agents -- Virtual Patients for Clinical Therapist Skills Training -- Integrating a Virtual Agent into the Real World: The Virtual Anatomy Assistant Ritchie -- Proactive Authoring for Interactive Drama: An Author's Assistant -- Evaluation -- The Effects of an Embodied Conversational Agent's Nonverbal Behavior on User's Evaluation and Behavioral Mimicry -- Spatial Social Behavior in Second Life -- Generating Embodied Descriptions Tailored to User Preferences -- Gaze Models -- Scrutinizing Natural Scenes: Controlling the Gaze of an Embodied Conversational Agent -- Attentive Presentation Agents -- The Rickel Gaze Model: A Window on the Mind of a Virtual Human -- Emotions -- Embodied Creative Agents: A Preliminary Social-Cognitive Framework -- Feel the Difference: A Guide with Attitude! -- It's All in the Anticipation -- Incorporating Emotion Regulation into Virtual Stories -- Poster Session -- Endowing Emotional Agents with Coping Strategies: From Emotions to Emotional Behaviour -- From IVAs to Comics Generating Comic Strips from Emergent Stories with Autonomous Characters -- Emotional Agents with Team Roles to Support Human Group Training -- Context Awareness in Mobile Relational Agents -- Implicit Training of Virtual Agents -- Human Actors and Virtual Agents Playing Together to Transform Stage Direction Practices -- Towards Characters with a Full Episodic Memory -- Towards Fast Prototyping of IVAs Behavior: Pogamut 2 -- Towards a Multicultural ECA Tour Guide System -- Towards the Specification of an ECA with Variants of Gestures -- AI-RPG Toolkit: Towards A Deep Model Implementation for Improvisational Virtual Drama -- Attention Based, Naive Strategies, for Guiding Intelligent Virtual Agents -- Behavioural Reactive Agents for Video Game Opponents with Personalities -- Adapting Hierarchical Social Organisation by Introducing Fear into an Agent Architecture -- Roles of a Talking Head in a Cooperative Human-Robot Dialogue System -- Modeling Imitational Behavior Via Social Comparison Theory -- Social Animation in Complex Environments -- A Script Driven Multimodal Embodied Conversational Agent Based on a Generic Framework -- A Quiz Game Console Based on a Generic Embodied Conversational Agent Framework -- AVSML: An XML-Based Markup Language for Web Information Integration in 3D Virtual Space -- Simulation Environment for Anticipatory Behaving Agents from the Artificial Life Domain -- Towards an Architecture for Aligned Speech and Gesture Production -- Avatar Puppetry Using Real-Time Audio and Video Analysis -- Double Appraisal for Synthetic Characters -- An Expressive Avatar for Instant Messaging Endowed with Emotional Intelligence -- ALICIA -- Towards a Unified Model of Social and Environment-Directed Agent Gaze Behaviour -- Automatic Generation of Expressive Gaze in Virtual Animated Characters: From Artists Craft to a Behavioral Animation Model -- Analyzing Gaze During Face-to-Face Interaction -- Affect and Metaphor in an ICA: Further Developments -- A Case-Based Approach to Intelligent Virtual Agent's Interaction Experience Representation -- Modeling Spatiotemporal Uncertainty in Dynamic Virtual Environments -- Industrial Demos -- Avatars Contributions to Commercial Applications with Living Actor™ Technology -- The CereVoice Characterful Speech Synthesiser SDK -- VirtuOz Interactive Agents -- Finger Tracking for Virtual Agents -- Techniques of Dialogue Simulation.
