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Nota di contenuto	Behavior Modeling -- Constraints-Based Complex Behavior in Rich Environments -- Smart Events and Primed Agents -- Using Artificial Team Members for Team Training in Virtual Environments -- A Comprehensive Taxonomy of Human Motives: A Principled Basis for the Motives of Intelligent Agents -- The Impact of a Mixed Reality Display

Configuration on User Behavior with a Virtual Human -- A Multimodal Real-Time Platform for Studying Human-Avatar Interactions -- Realizing Multimodal Behavior -- Gesture and Expression -- Designing an Expressive Avatar of a Real Person -- Interactive Motion Modeling and Parameterization by Direct Demonstration -- Speed Dating with an Affective Virtual Agent - Developing a Testbed for Emotion Models -- Individualized Gesturing Outperforms Average Gesturing – Evaluating Gesture Production in Virtual Humans -- Level of Detail Based Behavior Control for Virtual Characters -- Virtual Agents Based Simulation for Training Healthcare Workers in Hand Hygiene Procedures -- Modeling Behavioral Manifestations of Coordination and Rapport over Multiple Conversations -- DelsArtMap: Applying Delsarte's Aesthetic System to Virtual Agents -- Backchannels and Simulation -- Backchannel Strategies for Artificial Listeners -- Learning Backchannel Prediction Model from Parasocial Consensus Sampling: A Subjective Evaluation -- RIDE: A Simulator for Robotic Intelligence Development -- A Velocity-Based Approach for Simulating Human Collision Avoidance -- Influence of Personality Traits on Backchannel Selection -- Multimodal Backchannels for Embodied Conversational Agents -- A Virtual Interpreter for the Italian Sign Language -- Personality -- How Our Personality Shapes Our Interactions with Virtual Characters - Implications for Research and Development -- Evaluating the Effect of Gesture and Language on Personality Perception in Conversational Agents -- Developing Interpersonal Relationships with Virtual Agents through Social Instructional Dialog -- Multiple Agent Roles in an Adaptive Virtual Classroom Environment -- Creating Individual Agents through Personality Traits -- Bossy or Wimpy: Expressing Social Dominance by Combining Gaze and Linguistic Behaviors -- Interaction Strategies -- Warmth, Competence, Believability and Virtual Agents -- Ada and Grace: Toward Realistic and Engaging Virtual Museum Guides -- Interaction Strategies for an Affective Conversational Agent -- "Why Can't We Be Friends?" An Empathic Game Companion for Long-Term Interaction -- Towards an Episodic Memory for Companion Dialogue -- Generating Culture-Specific Gestures for Virtual Agent Dialogs -- Avatars in Conversation: The Importance of Simulating Territorial Behavior -- The Impact of Linguistic and Cultural Congruity on Persuasion by Conversational Agents -- A Multiparty Multimodal Architecture for Realtime Turntaking -- Emotion -- The Influence of Emotions in Embodied Agents on Human Decision-Making -- Dimensional Emotion Prediction from Spontaneous Head Gestures for Interaction with Sensitive Artificial Listeners -- An Intelligent Virtual Agent to Increase Involvement in Financial Services -- Exploration on Affect Sensing from Improvisational Interaction -- Using Virtual Humans to Bootstrap the Creation of Other Virtual Humans -- Making It Personal: End-User Authoring of Health Narratives Delivered by Virtual Agents -- MAY: My Memories Are Yours -- Expression of Behaviors in Assistant Agents as Influences on Rational Execution of Plans -- Reflecting User Faces in Avatars -- User Studies -- How a Virtual Agent Should Smile? -- How Turn-Taking Strategies Influence Users' Impressions of an Agent -- That Avatar Is Looking at Me! Social Inhibition in Virtual Worlds -- Know Your Users! Empirical Results for Tailoring an Agent´s Nonverbal Behavior to Different User Groups -- The Persona Zero-Effect: Evaluating Virtual Character Benefits on a Learning Task with Repeated Interactions -- High Score! - Motivation Strategies for User Participation in Virtual Human Development.

Sommario/riassunto

th Welcome to the proceedings of the 10 International Conference on Intelligent Virtual Agents (IVA), held 20-22 September, 2010 in Philadelphia, Pennsylvania, USA. Intelligent Virtual Agents are

interactive characters that exhibit human-like qualities and communicate with humans or with each other using natural human modalities such as behavior, gesture, and speech. IVAs are capable of real-time perception, cognition, and action that allow them to participate in a dynamic physical and social environment. IVA 2010 is an interdisciplinary annual conference and the main forum for prese- ing research on modeling, developing, and evaluating Intelligent Virtual Agents with a focus on communicative abilities and social behavior. The development of IVAs - quires expertise in multimodal interaction and several AI fields such as cognitive modeling, planning, vision, and natural language processing. Computational models are typically based on experimental studies and theories of human-human and hum- robot interaction; conversely, IVA technology may provide interesting lessons for these fields. Visualizations of IVAs require computer graphics and animation te- niques, and in turn supply significant realism problem domains for these fields. The realization of engaging IVAs is a challenging task, so reusable modules and tools are of great value. The fields of application range from robot assistants, social simulation, and tutoring to games and artistic exploration. The enormous challenges and diversity of possible applications of IVAs have - sulted in an established annual conference.