1.	Record Nr.	UNISA996466238403316
	Titolo	Intelligent Virtual Agents [[electronic resource]] : 8th International Conference, IVA 2008, Tokyo, Japan, September 1-3, 2008, Proceedings / / edited by Helmut Prendinger, James Lester, Mitsuru Ishizuka
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
	ISBN	3-540-85483-5
	Edizione	[1st ed. 2008.]
	Descrizione fisica	1 online resource (XVII, 557 p.)
	Collana	Lecture Notes in Artificial Intelligence ; ; 5208
	Disciplina	006.605
	Soggetti	Computer communication systems
		Artificial intelligence
		Data mining
		User interfaces (Computer systems)
		Computer simulation
		Computers
		Computer Communication Networks
		Artificial Intelligence
		Data Mining and Knowledge Discovery
		User Interfaces and Human Computer Interaction
		Simulation and Modeling
		Information Systems and Communication Service
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Emotion and Empathy -- Narrative and Augmented Reality -- Conversation and Negotiation -- Nonverbal Behavior -- Models of Culture and Personality -- Markup and Representation Languages -- Architectures for Robotic Agents -- Cognitive Architectures -- Agents for Healthcare and Training -- Agents in Games, Museums and Virtual Worlds -- Posters.
	Sommario/riassunto	This book constitutes the refereed proceedings of the 8th International Workshop on Intelligent Virtual Agents, IVA 2008, held in Tokyo, Japan,

in September 2008. The 18 revised full papers and 28 revised short papers presented together 42 poster papers were carefully reviewed and selected from 99 submissions. The papers are organized in topical sections on motion and empathy; narrative and augmented reality; conversation and negotiation; nonverbal behavior; models of culture and personality; markup and representation languages; architectures for robotic agents; cognitive architectures; agents for healthcare and training; and agents in games, museums and virtual worlds.