1. Record Nr.   UNISA996466240103316

   Titolo   Cognitive Agents for Virtual Environments [[electronic resource]] : First International Workshop, CAVE 2012, Held at AAMAS 2012, Valencia, Spain, June 4, 2012, Revised Selected Papers / / edited by Frank Dignum, Cyril Brom, Koen V. Hindriks, Martin Beer, Deborah Richards

   Pubbl/distr/stampa   Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013

   ISBN   3-642-36444-6

   Edizione   [1st ed. 2013.]

   Descrizione fisica   1 online resource (XII, 185 p. 56 illus.)

   Collana   Lecture Notes in Artificial Intelligence ; ; 7764

   Disciplina   006.3

   Soggetti   Artificial intelligence
                     Personal computers
                     Education—Data processing
                     Artificial Intelligence
                     Personal Computing
                     Computers and Education
                     Conference proceedings.

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Bibliographic Level Mode of Issuance: Monograph

   Nota di bibliografia   Includes bibliographical references and index.

   Nota di contenuto   Coupling Agents and Game Engines -- HLA Proxy: Towards Connecting Agents to Virtual Environments by Means of High Level Architecture (HLA -- Decoupling Cognitive Agents and Virtual Environments -- Agent Communication for Believable Human-Like Interactions between Virtual Characters -- Using Games with Agents for Education -- Using Agents in Virtual Environments to Assist Controllers to Manage Multiple Assets -- A Collaborative Agent Architecture with Human-Agent Communication Model -- Improving Agent Team Performance through Helper Agents -- Visualisation and Simulation -- Visualisation on Demand for Agent-Based Simulation -- A Cognitive Module in a Decision-Making Architecture for Agents in Urban Simulations -- Evaluating Games with Agents -- Improving Situation Awareness in Intelligent Virtual Agents -- Generating Corpora of Activities of Daily Living and towards Measuring the Corpora's -- Does High-Level

Behavior Specification Tool Make Production of Virtual Agent Behaviors Better?.

Sommario/riassunto	This book constitutes the refereed post-proceedings of the First International Workshop on Cognitive Agents for Virtual Environments, CAVE 2012, held at AAMAS 2012, in Valencia, Spain, in June 2012. The 10 full papers presented were thoroughly reviewed and selected from 14 submissions. In addition one invited high quality contribution has been included. The papers are organized in the following topical sections: coupling agents and game engines; using games with agents for education; visualization and simulation; and evaluating games with agents.