

# PAPERS ACCEPTED FOR IVA09

## LONG PAPERS (12-14 pages, long paper presentation)

1. Virtual Agents and 3D Virtual Worlds for Preserving and Simulating Cultures  
Anton Bogdanovych, Juan Antonio Rodriguez, Simeon Simoff, Alex Cohen
2. Expression of Emotions using Wrinkles; Blushing; Sweating and Tears  
Celso de Melo, Jonathan Gratch
3. Impact of Expressive Wrinkles on Perception of a Virtual Character's Facial Expressions of Emotions  
Matthieu Courgeon, Stéphanie Buisine, Jean-Claude Martin
4. Combining Facial and Postural Expressions of Emotions in a Virtual Character  
Céline Clavel, Justine Plessier, Jean-Claude Martin, Laurent Ach, Benoit Morel
5. A Study into Preferred Explanations of Virtual Agent Behavior  
Maaïke Harbers, Karel Van den Bosch, John-Jules Meyer
6. A Realtime Animation Engine for Interactive Embodied Agents  
Alexis Heloir, Michael Kipp
7. Evaluating Adaptive Feedback in an Educational Computer Game  
Cristina Conati
8. Modeling Peripersonal Action Space for Virtual Humans Using Touch and Proprioception  
Nhung Nguyen, Ipke Wachsmuth
9. One for all or one for one? The influence of Cultural Dimensions in Virtual Agents' Behaviour  
Samuel Mascarenhas, Joao Dias, Rui Prada, Ana Paiva
10. GNetIc -- Using Bayesian Decision Networks for Iconic Gesture Generation  
Kirsten Bergmann, Stefan Kopp
11. Real-time Crying Simulation for 3D Characters  
Wijnand van Tol, Arjan Egges
12. A Probabilistic Model of Motor Resonance for Embodied Gesture Perception  
Amir Sadeghipour, Stefan Kopp
13. A Groovy Virtual Drumming Agent  
Axel Tidemann, Pinar Öztürk, Yiannis Demiris
14. Engagement vs. Deceit: Virtual Humans with Human Autobiographies  
Timothy Bickmore, Daniel Schulman, Langxuan Yin
15. Breaking the Ice in Human-Agent Communication: Eye-Gaze Based Initiation of Contact with an Embodied Conversational Agent  
Nikolaus Bee, Elisabeth André, Susanne Tober
16. Augmenting Gesture Animation with Motion Capture Data to Provide Full-Body Engagement  
Pengcheng Luo, Michael Kipp, Michael Neff
17. Spontaneous Avatar Behavior for Human Territoriality  
Pedica Claudio, Hannes Vilhjalmsón
18. Tree Paths: A New Model for Steering Behaviors  
Rafael Rodrigues, Marcelo Paravisi, Alessandro Bicho, Claudio Jung, Leo Pini Magalhaes, Soraia Musse
19. Teaching Computers to Conduct Spoken Interviews: Breaking the Realtime Barrier  
Gudny Jonsdottir, Kristinn Thórisson

Best Paper Award

## SHORT PAPERS (6-7 pages, short paper presentation)

20. Human-centered Distributed Conversational Modeling: Efficient Modeling of Robust Virtual Human Conversation  
Brent Rossen, Scott Lind, Benjamin Lok
21. Expression of Moral Emotions in Cooperating Agents  
Celso de Melo, Liang Zheng, Jonathan Gratch
22. Mediating Performance Through Virtual Agents  
Gabriella Giannachi, Marco Gillies, Nick Kaye, David Swapp
23. Design and Evaluation of a Virtual Salesclerk  
Christopher Mumme, Niels Pinkwart
24. Psychological Verification of Animation Procedures for Emotive Animated Characters  
Solefien Lin, Chia-Yang Liu, Hung-Wei Lee, Shwu-Lih Huang, Tsai-Yen Li
25. A virtual tour guide for virtual worlds  
Dusan Jan, Antonio Roque, Anton Leuski, Jacki Morie, David Traum
26. An Approach for Creating and Blending Synthetic Facial Expressions of Emotion  
Meeri Mäkäräinen, Tapio Takala
27. Modeling emotional expressions as sequences of behaviors  
Radoslaw Niewiadomski, Sylwia Hyniewska, Catherine Pelachaud
28. BDI-Based Development of Virtual Characters with a Theory of Mind  
Michal Sindlar, Mehdi Dastani, John-Jules Meyer
29. How Place and Objects Combine? What-Where Memory for Human-like Agents  
Cyril Brom, Jiri Lukavsky
30. Motion Synthesis Using Style-editable Inverse Kinematics  
Gengdai Liu, Zhigeng Pan, Ling Li
31. Methodologies for the User Evaluation of the Motion of Virtual Humans  
Sander Jansen, Herwin van Welbergen
32. EXSTASIS - An Extended Status Model for Social Interactions  
Martin Rumpel
33. A Socially-Aware Memory for Companion Agents  
Mei Yii Lim, Ruth Aylett, Wan Ching Ho, Patricia Vargas, SibylleENZ
34. Evaluating an algorithm for the generation of multimodal referring expressions in a virtual world.  
Werner Breitfuss, Telka van der Sluis, Helmut Prendinger, Saturnino Luz, Mitsuru Ishizuka
35. I feel what you feel: empathy and placebo mechanisms for autonomous virtual humans  
Julien Saunier, Hazaël Jones, Domitile Lourdeaux
36. Should Agents Speak Like; um; Humans? The Use of Conversational Fillers by Virtual Agents  
Laura Pfeifer, Timothy Bickmore
37. Turn management or Impression Management?  
Mark Ter Maat, Dirk Heylen
38. A Model of Personality and Emotional Traits  
Margaret McRorie, Ian Sneddon, Etienne de Sevin, Elisabetta Bevacqua, Catherine Pelachaud
39. Media Equation revisited. Do users show polite reactions towards an embodied agent?  
Laura Hoffmann, Nicole Kraemer, Anh Lam-Chi, Stefan Kopp
40. Duality of Actor and Character Goals in Virtual Drama  
Maria Arinbjarnar, Daniel Kudenko
41. Authoring Behavior for Characters in Games Reusing Abstracted Plan Traces  
Antonio A. Sánchez-Ruiz, David Llansó, Marco Gómez-Martín, Pedro A. González-Calero
42. ION Framework - A Simulation Environment for Worlds with Virtual Agents  
Marco Vala, Guilherme Raimundo, Pedro Sequeira, Pedro Cuba, Rui Prada, Carlos Martinho, Ana Paiva
43. DTask & LiteBody: Open Source; Standards-based Tools for Building Web-deployed ECAs  
Timothy Bickmore, Daniel Schulman, George Shaw
44. A Combined Semantic and Motion Capture Database for Real-Time Sign Language Synthesis  
Charly Awad, Nicolas Courty, Kyle Duarte, Thibaut Le Naour, Sylvie Gibet
45. Animating Idle Gaze in Public Places  
Angelo Cafaro, Raffaele Gaito, Hannes Vilhjalmsón
46. Predicting User Psychological Characteristics from Interactions with Empathetic Virtual Agents  
Jennifer Robison, Jonathan Rowe, Scott McQuiggan, James Lester
47. The Lessons Learned in Developing Multi-user Attentive Quiz Agents  
Hung-Hsuan Huang, Takuya Furukawa, Hiroki Ohashi, Aleksandra Cerekovic, Yuji Yamaoka, Igor Pandzic, Yukiko Nakano, Toyoaki Nishida
48. On-Site Evaluation of the Interactive COHIBIT Museum Exhibit

**POSTER PAPERS (1-2 pages, poster presentation)**

49. Voice Feed-Backing for Video Game Players by Real-Time Sequential Emotion Estimation from Facial Expression  
Kiyoshi Nosu, Tomoya Kurokawa, Hiroto Horita, Yoshitarou Ohhazama, Hiroki Takeda
50. Locomotion animation by using riding motion  
Sung June Chang
51. Web-based evaluation of talking heads: -How valid is it?-  
Benjamin Weiss, Christine Kühnel, Ina Wechsung, Sebastian Möller, Sascha Fagel
52. Real-time Backchannel Selection for ECAs according to User's Level of Interest  
Etienne de Sevin, Catherine Pelachaud
53. Issues in dynamic generation of Sign Language utterances for a Web 2.0 virtual signer  
Annelies Braffort, Jean-Paul Sansonnet, Cyril Verrecchia
54. Want to know how to play the game? Ask the ORACLE!  
Paola Rizzo, Michael Kriegel, Rui Figueiredo, Mei Yii Lim, Ruth Aylett
55. Influence of Music and Sounds in an Agent-Based Storytelling Environment  
Antônio Leonardo, António Brisson, Ana Paiva
56. Designing An Educational Game Facilitating Children's Understanding of the Development of Social Relationships using IVAs with Social Group Dynamics  
Wan Ching Ho, Kerstin Dautenhahn
57. Real Actor: Character Animation and Multimodal Behavior Realization System  
Aleksandra Cerekovic, Tomislav Pejisa, Igor Pandzic
58. Adaptive Mind Agent  
Brigitte Krenn, Marcín Skowron, Gregor Sieber, Erich Gstrein, Jörg Irran
59. Varying Personality in Spoken Dialogue with a Virtual Human  
Michael Rushforth, Ron Artstein, Sudeep Gandhe, Antonio Roque, Nicole Whitman, Sarrah Ali, David Traum
60. Extensions and applications of TOOL-NAME 3 platform  
Rudolf Kadlec, Jakub Gemrot, Michal Bída, Jan Havlíček, Lukáš Zemčák, Radek Píbil, Radim Vansa, Cyril Brom
61. Study on Sensitivity to ECA Behavior Parameters  
Ladislav Kunc, Pavel Slavik
62. Are ECAs More Persuasive than Textual Messages?  
Irene Mazzotta, Nicole Novielli, Berardina Nadja De Carolis
63. Widening the Evaluation Net  
Brian Mac Namee, Mark Dunne
64. The Impact of Different Embodied Agent-Feedback on Users' Behavior  
Astrid von der Pütten, Christian Reipen, Antje Wiedmann, Stefan Kopp, Nicole Kraemer
65. Towards More Human-like Episodic & Spatial Memory for More Human-like Agents  
Cyril Brom, Jiri Lukavsky
66. Synthetic Characters with Personality and Emotion  
Ary Bressane Neto, Flavio da Silva
67. Cultural Differences in Using Facial Parts as Cues to Recognize Emotions in Avatars  
Tomoko Koda, Zsafia Ruttkay
68. Real-Time Rendering of Skin Changes caused by Emotions  
Yvonne Jung, Christine Weber, Jens Keil
69. Information State based Multimodal Dialogue Management: Estimating Conversational Engagement from Gaze Information  
Yukiko Nakano, Yuji Yamaoka
70. At the Virtual Frontier: Introducing Gunslinger; a Multi-Character; Mixed-Reality; Story-Driven Exp.  
Arno Hartholt, Jonathan Gratch, Anton Leuski, Louis-Philippe Morency, Stacy Marsella, Matt Liewer, Marcus Thiebaux, Prathibha Doraiswamy, Andreas Tsiartas, Lori Weiss
71. Adapting a virtual agent to users' vocabulary and needs  
Ana Mendes, Rui Prada, Luisa Coheur
72. A method to detect an atmosphere of "involvement; enjoyment; and/or excitement" in multi-user interaction  
Yoshimasa Ohmoto, Takashi Miyake, Toyooki Nishida
73. Automated Generation of Emotive Virtual Humans  
Joon Hao Chuah, Brent Rossen, Benjamin Lok
74. Agent-Assisted Navigation for Virtual Worlds  
Fahad Shah, Gita Sukthankar, Philip Bell
75. RMRSBot - Using linguistic information to enrich a chatbot  
Tina Klüwer
76. A Real-time Transfer and Adaptive Learning Approach for Game Agents in a Layered Architecture  
Yingying She, Peter Grogono
77. Intelligent Tutoring Games with Agent Modeling  
D. van Krevelen
78. Interactants' Most Intimate Self-Disclosure in Interactions with Virtual Humans  
Sin-Hwa Kang, Jonathan Gratch
79. Virtual Autonomous Agents in an Informed Environment for Risk Prevention  
Lydie Eedward, Domitile Lourdeaux, Jean-Paul Barthes
80. The Role of Role Play: Evaluating Virtual Agents in a Intercultural Training Game  
Lynne Hal, Ana Paiva, Ruth Aylett
81. Little Mozart: Establishing long term relationships with (virtual) companions  
Secundino Correia, Sandra Pedrosa, Juliana Costa, Marco Estanqueiro
82. Evaluation of Novice and Expert Interpersonal Interaction Skills with a Virtual Patient  
Patrick Kenny, Thomas Parsons, Jonathan Gratch, Albert Rizzo
83. Modelling and Implementing Irrational and Subconscious Interpersonal and Intra-personal Processes  
Andrew Nicolson