

## IVAog Schedule

	14 Monday	15 Tuesday	16 Wednesday
9	Local organizer present	<b>Invited talk 2</b>	<b>Invited talk 3</b>
9.30	Registration, Coffee, welcome	S. Di Paola	C. Hudson
10	<b>Invited talk 1</b>	Coffee	Coffee
10.30	M. Walker	<b>Paper session 4</b>	<b>Paper session 7</b>
11	<b>Paper session 1</b>	Facial Expression	Tools
11.30	Personality and Memory	Gaze	Motion Capture
12	Mindful Agents		<b>Paper session 8</b>
12.30	LUNCH	LUNCH	Dialogue and Speech
13		for SPC lunch meeting	Good-bye (in foyer)
13.30	<b>Paper session 2</b>	<b>Paper session 5</b>	
...	Gesture and	Culture	
15	Bodily Behaviour	Affect and Empathy	
15.30	Coffee break	Coffee break	
16	<b>Paper session 3</b>	<b>Paper session 6</b>	
16.30	Evaluation	Agents in Virtual Worlds and Games	
17			
17.30	<b>Poster session</b>	<b>GALA</b>	
18	possibility to show demos		
18.30	reception at NEMO		
		19.30-23 Dinner, awards at Artis	

LONG paper presentations: **20 minutes**

SHORT paper presentations: **10 minutes**

In addition to the presentation times, after each talk there will be time for some questions and discussion.

**LUNCH** on Monday and Tuesday will be served at the conference location.

## IVAog List of talks

### 14 MONDAY

Opening 10.00

Zsófia Ruttkay

#### Invited talk 1, 10.05-11.00:

chair: Anton Nijholt

Endowing virtual characters with expressive conversational skills  
*Marilyn Walker*

#### Session 1, 11.00-12.30: Personality and Memory

chair: Hannes Högni Vilhjálmsson

1. Engagement vs. Deceit: Virtual Humans with Human Autobiographies  
*Timothy Bickmore, Daniel Schulman, Langxuan Yin*
2. A Socially-Aware Memory for Companion Agents  
*Mei Yii Lim, Ruth Aylett, Wan Ching Ho, Sibylle Enz, Patricia Vargas*
3. A Model of Personality and Emotional Traits  
*Margaret McRorie, Ian Sneddon, Etienne de Sevin, Elisabetta Bevacqua, Catherine Pelachaud*
4. BDI-Based Development of Virtual Characters with a Theory of Mind  
*Michal Sindlar, Mehdi Dastani, John-Jules Meyer*
5. How do Place and Objects Combine? "What-Where" Memory for Human-like Agents  
*Cyril Brom, Tomáš Korenko, Jiří Lukavský*
6. EXSTASIS - An Extended Status Model for Social Interactions  
*Martin Rumpler*
7. Authoring Behavior for Characters in Games Reusing Abstracted Plan Traces  
*Antonio A. Sánchez-Ruiz, David Llansó, Marco Antonio Gómez-Martín, Pedro A. González-Calero*

#### Session 2, 13.30-15.30: Gesture and Bodily Behaviour

chair: Michael Kipp

1. Modeling Peripersonal Action Space for Virtual Humans Using Touch and Proprioception  
*Nhung Nguyen, Ipke Wachsmuth*
2. GNetlc -- Using Bayesian Decision Networks for Iconic Gesture Generation  
*Kirsten Bergmann, Stefan Kopp*
3. A Probabilistic Model of Motor Resonance for Embodied Gesture Perception  
*Amir Sadeghipour, Stefan Kopp*
4. A Groovy Virtual Drumming Agent  
*Axel Tidemann, Pinar Öztürk, Yiannis Demiris*
5. Methodologies for the User Evaluation of the Motion of Virtual Humans  
*Sander Jansen, Herwin van Welbergen*

## Session 3, 16.00-17.30: Evaluation

chair: Zsófia Ruttkay

1. A Study into Preferred Explanations of Virtual Agent Behavior  
*Maike Harbers, Karel van den Bosch, John-Jules Meyer*
2. Evaluating Adaptive Feedback in an Educational Computer Game  
*Cristina Conati*
3. Media Equation Revisited. Do Users Show Polite Reactions Towards an Embodied Agent?  
*Laura Hoffmann, Nicole Kraemer, Anh Lam-Chi, Stefan Kopp*
4. 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, Toyooki Nishida*
5. On-Site Evaluation of the Interactive COHIBIT Museum Exhibit  
*Patrick Gebhard, Susanne Karsten*
6. Evaluating an Algorithm for the Generation of Multimodal Referring Expressions in a Virtual World: a Pilot Study  
*Werner Breitfuss, Jelka van der Sluis, Saturnino Luz, Helmut Prendinger, Mitsuru Ishizuka*

## Demo and poster session, 17.30-19.00

chair: Dirk Heylen

## 15 TUESDAY

### Invited talk 2, 9.00-10.00:

chair: Zsófia Ruttkay

Intelligent Expression-based Character Agent Systems: An Interdisciplinary Approach  
*Steve Di Paola*

## Session 4, 10.30-12.30: Facial Expression and Gaze

chair: Catherine Pelachaud

1. Expression of Emotions using Wrinkles, Blushing, Sweating and Tears  
*Celso M. de Melo, Jonathan Gratch*
2. Impact of Expressive Wrinkles on Perception of Facial Expressions of Emotions by a Virtual Character  
*Matthieu Courgeon, Stéphanie Buisine, Jean-Claude Martin*
3. Real-time Crying Simulation  
*Wijnand van Tol, Arjan Egges*
4. Breaking the Ice in Human-Agent Communication: Eye-Gaze Based Initiation of Contact with an Embodied  
*Nikolaus Bee, Elisabeth André, Susanne Tober*
5. An Approach for Creating and Blending Synthetic Facial Expressions of Emotion  
*Meeri Mäkäräinen, Tapio Takala*
6. Animating Idle Gaze in Public Places  
*Angelo Cafaro, Raffaele Gaito, Hannes Vilhjálmsson*

# IVA 09

# AMSTERDAM

14 - 16 September 09

9th International Conference on Intelligent Virtual Agents

Foto: Mor (bebits)

## Session 5, 13.30-15.30: Culture, Affect and Empathy

chair: Ruth Aylett

1. Virtual Agents and 3D Virtual Worlds for Preserving and Simulating Cultures  
*Anton Bogdanovych, Juan Antonio Rodriguez, Simeon Simoff, Alex Cohen*
2. One for All or One for One? The Influence of Cultural Dimensions in Virtual Agents' Behaviour  
*Samuel Mascarenhas, Joao Dias, Rui Prada, Ana Paiva*
3. Combining Facial and Postural Expressions of Emotions in a Virtual Character  
*Céline Clavel, Justine Plessier, Jean-Claude Martin, Laurent Ach, Benoit Morel*
4. Expression of Moral Emotions in Cooperating Agents  
*Celso de Melo, Liang Zheng, Jonathan Gratch*
5. Evaluating Emotive Character Animations Created with Procedural Animation  
*Yueh-Hung Lin, Chia-Yang Liu, Hung-Wei Lee, Shwu-Lih Huang, Tsai-Yen Li*
6. Modeling Emotional Expressions as Sequences of Behaviors  
*Radoslaw Niewiadomski, Sylwia Hyniewska, Catherine Pelachaud*
7. I Feel what you Feel: Empathy and Placebo Mechanisms for Autonomous Virtual Humans  
*Julien Saunier, Hazaël Jones, Domitile Lourdeau*
8. Predicting User Psychological Characteristics from Interactions with Empathetic Virtual Agents  
*James Lester*
9. When Human Coders (and Machines) Disagree on the Meaning of Facial Affect in Spontaneous Videos  
*Mohammed E. Hoque, Rana el. Kaliouby, Rosalind W. Picard*

## Session 6, 16.00-17.30: Agents in Virtual Worlds and Games

chair: to be announced

1. Spontaneous Avatar Behavior for Human Territoriality  
*Pedica Claudio, Hannes Vilhjálmsson*
2. Tree Paths: A New Model for Steering Behaviors  
*Rafael Rodrigues, Alessandro Bicho, Marcelo Paravisi, Cláudio Jung, Léo Pini Magalhães, Soraia Musse*
3. A Virtual Tour Guide for Virtual Worlds  
*Dusan Jan, Antonio Roque, Anton Leuski, Jacki Morie, David Traum*
4. Design and Implementation of a Virtual Salesclerk  
*Christopher Mumme, Niels Pinkwart, Frank Loll*
5. Duality of Actor and Character Goals in Virtual Drama  
*Maria Arinbjarnar, Daniel Kudenko*

## 16 WEDNESDAY

### Invited talk 3, 9.00-10.00:

Past and Future Challenges in Creating Emotionally-Engaging Real-Time Digital Actors in Videogames  
*Casey Hudson*

chair: Hannes Högni Vilhjálmsson

### Session 7, 10.30-12.00: Tools and Motion Capture

chair: Stefan Kopp

1. EMBR - A Realtime Animation Engine for Interactive Embodied Agents  
*Alexis Heloir, Michael Kipp*
2. Augmenting Gesture Animation with Motion Capture Data to Provide Full-Body Engagement  
*Pengcheng Luo, Michael Kipp, Michael Neff*
3. ION Framework - A Simulation Environment for Worlds with Virtual Agents  
*Marco Vala, Guilherme Raimundo, Pedro Sequeira, Pedro Cuba, Rui Prada, Carlos Martinho, Ana Paiva*
4. DTask & LiteBody: Open Source, Standards-based Tools for Building Web-deployed ECAs  
*Timothy Bickmore, Daniel Schulman, George Shaw*
5. A Combined Semantic and Motion Capture Database for Real-Time Sign Language Synthesis  
*Charly Awad, Nicolas Courty, Kyle Duarte, Thibaut Le Naour, Sylvie Gibet*
6. Mediating Performance Through Virtual Agents  
*Gabriella Giannachi, Marco Gillies, Nick Kaye, David Swapp*

### Session 8, 12.00-13.00: Speech and Dialogue

chair: Jonathan Gratch

1. Teaching Computers to Conduct Spoken Interviews: Breaking the Realtime Barrier with Learning  
*Gudny Jonsdottir, Kristinn Thórisson*
2. Should Agents Speak Like, um, Humans? The Use of Conversational Fillers by Virtual Agents  
*Laura M. Pfeifer, Timothy Bickmore*
3. Human-centered Distributed Conversational Modeling: Efficient Modeling of Robust Virtual Human Conversation  
*Brent Rossen, Scott Lind, Benjamin Lok*
4. Turn management or Impression Management?  
*Mark ter Maat, Dirk Heylen*

Closing words

Zsófia Ruttkay