

IVAog Schedule

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