### IVA09 Schedule

<table>
<thead>
<tr>
<th></th>
<th>14 Monday</th>
<th>15 Tuesday</th>
<th>16 Wednesday</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Local organizer present</td>
<td>Invited talk 2 S. Di Paola</td>
<td>Invited talk 3 C. Hudson</td>
</tr>
<tr>
<td>9.30</td>
<td>Registration, Coffee, welcome</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td><strong>Invited talk 1</strong> M. Walker</td>
<td>Coffee</td>
<td></td>
</tr>
<tr>
<td>10.30</td>
<td>Paper session 1 Personality and Memory Mindful Agents</td>
<td>Paper session 4 Facial Expression Gaze</td>
<td>Paper session 7 Tools Motion Capture</td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
<td>Paper session 8 Dialogue and Speech</td>
</tr>
<tr>
<td>11.30</td>
<td>LUNCH</td>
<td>LUNCH for SPC lunch meeting</td>
<td>Good-bye (in foyer)</td>
</tr>
<tr>
<td>12.30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13.30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15.30</td>
<td>Coffee break</td>
<td>Coffee break</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16.30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17.30</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18.30</td>
<td>Poster session possibility to show demos reception at NEMO</td>
<td>Gala</td>
<td>19.30-23 Dinner, awards at Artis</td>
</tr>
</tbody>
</table>

**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.
IVA09 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 Yi 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. GNetIC -- 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  
   Maaike 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, Toyoaki 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, Ielka 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 Courageon, Stéphanie Buisine, Jean-Claude Martin

3. Real-time Crying Simulation  
   Wijnand van Tol, Arjan Eggles

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
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, Hazaél 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 Vilhjalmssson
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: chair: Hannes Högni Vilhjálmsson
Past and Future Challenges in Creating Emotionally-Engaging Real-Time Digital Actors in Videogames
Casey Hudson

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