

IVA 09

*** NEW SUBMISSION DEADLINE: 26 APRIL ***

AMSTERDAM

14 - 16 September 09

9th International Conference on Intelligent Virtual Agents

Intelligent virtual agents (IVAs) are interactive characters that exhibit human-like qualities and communicate with humans or with each other using natural human modalities such as speech and gesture. They are capable of real-time perception, cognition and action that allows them to participate in a dynamic social environment.

IVA-09 is an interdisciplinary annual conference and the main forum for presenting research on modeling, developing and evaluating intelligent virtual agents with a focus on communicative abilities and social behavior. In addition to presentations on theoretical issues, the conference encourages the showcasing of working applications. Researchers from the fields of human-human and human-robot interaction are also welcome to share work which has a bearing on intelligent virtual agents.

Special topic: GAMES

IVA-09 particularly encourages submissions on this year's special topic of games. The game industry is the source of the world's largest selection of interactive characters. To date, the creation of these characters and their social behavior has largely relied on carefully hand crafted techniques rather than automation. With larger environments, grander stories, more players and a greater demand for realism, hand crafted approaches are unlikely to scale. Imbuing characters with more intelligence and self-determination is an ongoing and so far unfulfilled goal of the game industry. IVA-09 is an opportunity to reveal, tackle and discuss the issues that relate to using intelligent virtual agents in games and aims to strengthen links and an the exchange of knowledge between academia and the game industry.

Submission details

Prospective authors are invited to submit full papers (12-14 pages), short papers (6-7 pages), or poster papers (1-2 pages) in Springer Lecture Notes in Computer Science (LNCS) format. For details on how to submit your paper, consult the conference web site: <http://iva09.dfki.de>

GALA 2009

The Gathering of Animated Lifelike Agents (GALA) will take place at IVA-09, please visit: <http://hmi.ewi.utwente.nl/gala>

Co-location with ACII-09

IVA-09 will be co-located in Amsterdam with the complementary Affective Computing & Intelligent Interaction International Conference (ACII-09, www.acii2009.nl), held 10-12 Sep 09. While this is a great opportunity to make the most of a trip to Amsterdam, the same paper should not be submitted to both conferences: papers with a primary focus on intelligent virtual agents are encouraged to be submitted to IVA, papers with a focus on emotion are encouraged to be submitted to ACII.

Important dates

26 Apr 09	Submission of all papers
30 May 09	Notifications of acceptance
19 Jun 09	Camera-ready copies
01 Jun 09	GALA video submission
14-16 Sep 09	Conference

Topics

- Design and modeling of IVAs
 - design criteria and design methodologies
 - evaluation methodologies and user studies
 - ethical considerations and social impact
 - applicable lessons from other fields (e.g. robotics)
 - dimensions of intelligence, cognition and behavior
 - models of personality and cultural awareness
 - models of social competence
 - models of multimodal perception and action
 - models of emotional communicative behavior

Implementation of IVAs

- software engineering issues
- real-time integrated systems
- portability and reuse
- standards / measures to support interoperability
- specialized tools, toolkits and tool chains
- specialized modeling and animation technologies

Applications of IVAs

- future role and/or current experience in various fields including
 - computer games
 - art and entertainment
 - education and training
 - simulation and visualization
- delivery platforms: desktop, single/multi-user, virtual/augmented/mixed reality

Conceptual frameworks for IVAs

- learned, evolved or emergent behavior
- improvisational or dramatic interaction
- stages of autonomy (from avatars to agents)
- massive simulations of crowds

Chairs

Zsófia Ruttkay, University of Twente, The Netherlands
Michael Kipp, DFKI, Germany
Anton Nijholt, University of Twente, The Netherlands
Hannes Högni Vilhjálmsson, Reykjavik University, Iceland

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Submissions Chair

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Dirk Heylen, University of Twente, The Netherlands

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