

Animating Expressive Characters for Social Interactions

AISB'02 Convention

Imperial College, London, UK, 4th – 5th April, 2002

Programme

Thursday 4th April

- 9.00-9.10** Introduction and welcome (Ruth Aylett, Lola Cañamero)
- 9.10-10.00** Invited Speaker:
Susanne Kaiser/Thomas Wehrle, University of Geneva, Switzerland
Facial Expressions in Social Interactions: Beyond Basic Emotions
- 10.00-10.30** What's in a Robot's Smile? The Many Meanings of Positive Facial Expressions
Marianne LaFrance
- 10.30-10.45** From Virtual Bodies to Believable Characters: Reusable Synthetic Characters with Expressive Bodily Behaviour. *Marco Vala, Ana Paiva and Mário Rui Gomes*
- 10.45-11.15** **Tea/Coffee**
- 11.15-11.45** Making Faces with Action Unit Morph Targets: 3-Dimensional Parameterized Models of Facial Expression. *Jesse Spencer-Smith, Åse Innes-Ker, Heather Wild and James Townsend*
- 11.45-12.15** Autonomous Secondary Gaze Behaviours
Marco Gillies, Neil Dodgson and Daniel Ballin
- 12.15-12.30** Vision-Based Reaching for Autonomous Virtual Humans
Christopher Peters and Carol O'Sullivan
- 12.30-1.30** **Lunch**
- 1.30-3.00** AISB Meeting
Demos and Posters
- 3.00-3.50** Invited Speaker:
Robert Burke, Lionhead, UK
Pygmalion Revisited: Taming and Training the Virtual Social Animal
- 3.50-4.20** **Tea/coffee**
- 4.20-4.50** Evolving Social Relationships with Animate Characters
Helmut Prendinger and Mitsuru Ishizuka
- 4.50-5.05** Fabricating Social Ability in Animated Agents
Lynne Hall and Simon Oram
- 5.05-5.35** Face Value: Towards Emotionally Expressive Avatars
Marc Fabri, David J. Moore and Dave J. Hobbs
- 5.35-6.05** Avatar Arena: An Attempt to Apply Socio-Physiological Concepts of Cognitive Consistency in Avatar-Avatar Negotiation Scenarios *Thomas Rist and Markus Schmitt*
- 6.05-6.20** Do TV's Listen Better than Dogs?
Elmo M.A. Diederiks

Friday 5th April

- 9.15-9.45** Mixed Emotion Modeling
Valeria Carofiglio, Fiorella de Rosis and Roberto Grassano
- 9.45-10.15** Anthropomorphism and Robotics
Brian R. Duffy
- 10.15-10.30** How Are You? Synthetic Personalities for Edutainment
Tim Barker
- 10.30-10.45** The Butterfly Project
Lizbeth Goodman and Ken Perlin
- 10.45-11.15** **Tea/coffee**
- 11.15-12.05** Invited Speaker
Mike Milne, Framestore, UK
Suspending disbelief: How to make people feel they ARE walking with dinosaurs
- 12.05-12.35** Expressing Emotion Through Body Movement: A Component Process Approach
Mark Coulson
- 12.35-1.30** **Lunch**
- 1.30-2.30** **AISB Plenary Session**
Invited speaker: Stephen Muggleton
Uncertainty, Logic and Learning
- 2.30-3.0** Exercises of Style for Virtual Humans
Zsófia Ruttkay and Catherine Pelachaud
- 3.00-3.15** Toward the Nature of Animation: An Architectural Approach
Carl B. Frankel
- 3.15-3.30** Men Behaving Appropriately: Integrating the Role Passing Technique into the ALOHA System
Brian MacNamee, Simon Dobbyn, Pdraig Cunningham and Carol O'Sullivan
- 3.30-4.0** Agent Chameleons: Migration and Mutation within and between Real and Virtual Spaces
Gregory M.P. O'Hare and Brian R. Duffy
- 4.00-5.0** **Tea/coffee + Closing Discussion**