

Life Like Characters Tools Affective Functions And Applications Cognitive Technologies

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What Affective Computing and Life-Like Character ...

Affective computing refers to computing that relates to, arises from, and deliberately influences emotion [6] The area of affective computing aims to develop computer-based tools that sense, measure, and respond to users' affective information Life-like characters are animated

MPML:a markup language for controlling the behavior of ...

authors to script rich web-based interaction scenarios featuring life-like characters MPML is a powerful language as it provides controls for the verbal and non-verbal behavior of affective 2D cartoon-style characters, presentation flow, and the integration of external objects, like Java applets

Mixing Story and Simulation in Interactive Narrative

Ishizuka (Eds) Life-like Characters: Tools, Affective Functions and Applications Springer Riedl, MO (2005) Towards integrating AI story controllers and game engines: Reconciling world state representations Proc of the 2005 IJCAI Workshop on Reasoning, Representation, and Learning in

Computer Games

National Institute of No. Informatics News 2005

(Eds), Life-Like Characters Tools, Affective Functions, and Applications, Cognitive Technologies Series, Springer, Berlin Heidelberg, 2004
 movements to track users' focus of attention A central aspect of my research is that computers respond appropriately to the affective ...

The CODA System for Monologue-to-Dialogue Generation

characters By information-delivering dialogue, we mean dialogue (akin to that used by Plato) that is Life-Like Characters: Tools, Affective Functions, and Applications Cognitive Technologies Series Springer, Berlin S Stoyanchev and P Piwek 2010 Constructing the CODA corpus In Procs of LREC , Malta S V Suzuki and S Yamada 2004

Integrating Reinforcement Learning Into a Programming ...

Mateas, M, and Stern, A 2004 Life-like Characters Tools, Affective Functions and Applications Springer chapter A Behavior Language: Joint Action and Behavioral Idioms Riedl, M O, and Stern, A 2006 Believable agents and intelligent scenario direction for social and cultural leadership training In Proceedings of the 15th Conference

Socialite in derSpittelberg: Incorporating animated ...

[4] Marsella S, Gratch J and Rickel J, "Expressive Behaviors for Virtual Worlds," Life-like Characters Tools, Affective Functions and Applications, Prendinger H and Ishizuka M (Editors), Springer Cognitive Technologies Series, 2003 [5] Persson P AGNETA & FRIDA: A Narrative Experience of ...

DSL Design for Reinforcement Learning Agents

[2] Michael Mateas and Andrew Stern 2004 Life-like Characters Tools, Affective Functions and Applications Springer, Chapter A Behavior Language: Joint Action and Behavioral Idioms [3] Martin Odersky, Lex Spoon, and Bill Venners 2008 Programming in Scala (1 ed) Artima [4] Gavin A Rummery and Mahesan Niranjan 1994 On-line Q-learning

Generating Questions: An Inclusive Characterization and a ...

Life-like Computer-animated Characters; see, eg, Prendinger and Ishizuka (2004) The T2D system generates dialogue from monologue that has been analysed in terms of its un-In: V Rus and A Graesser (eds), online Proceedings of Workshop on the Question Generation Shared Task and Evaluation Challenge, September 25-26, 2008, NSF, Arlington, VA

Motivating Students Through Personal Connections

family, friends, and school, and then describe what they think their life will be like in 10 years I encourage them to share aspects of themselves that will help me get to know them I set aside 20 minutes for this part of the exercise, giving them more time if needed While they write, I take a

A Layered Architecture for Lifelike Robotic Motion

behaviors impossible with on-screen characters - approach, avoidance, touching, hiding, and even threatening are development of a life-like affective robot promising set of tools for

Generating Questions: An Inclusive Characterization and a ...

like to generate answers, it is not immediately clear why there is a need for the generation of questions An excellent example of QG in interactive tutoring is provided by Rus et al (2007) who automatically generate questions corresponding to prompts and hints for a student, with as input the system's expectations regarding a correct answer

Teaching for Moral Character 1

like gender and race, and students' control beliefs) In particular, teachers who had high expectations tended to have students who earned better grades but also pursued prosocial goals, took responsibility and showed a commitment to mastery learning Conversely, teachers who were harshly

COSTUME DESIGN - Oscars.org

Aging tools include suede brushes, dye and mineral oil to add "sweat stains" The costume crew uses bleach, airbrushes, sandpaper, razor blades, files and more to age costumes Sterile clay called "fuller's earth" is often dusted onto cowboy boots, clothes and hats to help them look like they have been worn on a ...

Lesson Plan - Healthy Relationships

handout Some gay and lesbian relationships are healthy and some are not, just like some heterosexual relationships are healthy and some are not Redirect the conversation by explaining that the point of the lesson is to give learners tools to evaluate the health of their own relationships Step 6) 10 minutes

UP Monograph: Virtual Environments (published jointly with ...

affective computing, in which areas he has published more than 70 papers in international journals and conferences He is a co-editor (with Mitsuru Ishizuka) of the book "Life-Like Characters Tools, Affective Functions, and Applications" that appeared in the Cognitive Technologies series of Springer in 2004 <helmut @niiacjp>

Multimodal Generation in the COMIC Dialogue System

In H Prendinger, editor, Life-like Characters, Tools, Affective Functions and Applications , pages 65 85 Springer Mary Ellen Foster and Michael White 2004 Tech-niques for text planning with XSLT In Proceedings of NLPXML-2004 Mary Ellen Foster and Michael White 2005 Assessing

Effective Leadership in the Church

the kingdom of God, and to embody in its corporate life the mes-sage of reconciliation (Note: "Mission" usually refers to one's deepest purpose or belief, while "vision" usually refers to how one will live out that mission in the future The discussion about which comes first—mission or vision—is ongoing

The Character of Servant Leadership

The Character of Servant Leadership The Francis A Schaeffer Institute of Church Leadership Development wwwchurchleadershiporg Servant Leadership is exercising real, godly leadership, as Christ did when He used a towel, and influencing, equipping, and empowering people to accomplish God's purpose and plan

Glencoe Grammar 6 Workbook

One Untimely Bornthe Life And Ministry Of The Apostle Paul Clarion db165 user manual Life Like Characters Tools Affective Functions And Applications The White Mirror Arrl Emergency Communication Handbook Hematology and musculoskeletal in your pocket usmle step 2 ck in your pocket Integra Gsr Repair Manual