16. Seminář z umělých bytostí

MFF UK v Praze Malostranské n. 25 pondělí **19.1.09** od **9:30** do 12:45 v posluchárně **S8**



eCircus: výukové hry

through virtual role-play with synthetic characters that establish credible and empathic relations with the learners. In this seminar several project team members from various disciplines will give an overview of eCircus with a strong focus on the design of virtual autonomous characters. We are going to discuss 2 applications that were developed as part of this project (the antibullying game FearNot! and Orient, a role playing game for training intercultural empathy) and their design touching on topics like continuous planning, simulated emotions, memory and drama management.

The EU funded research project **eCircus** investigates social and emotional learning

Going to the Library

http://www.e-circus.org/