5th Saturday workshop
on
animats and virtual humans

21.10., 14.00

Faculty of Mathematics–Physics
Malostranské sq. 25
lecture room S4
(the workshop ends at about 18.00 h.) [1]

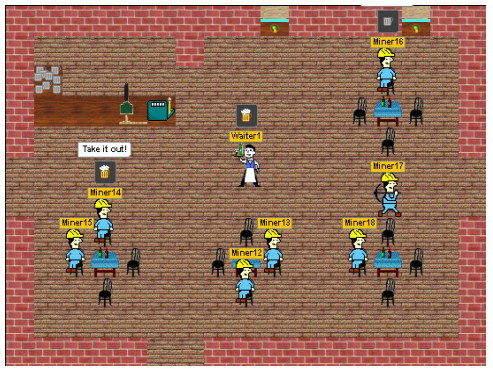
Program:

14:00 Invited talk

prof. Ruth Aylett
Affective architectures for interactive graphical agents

16:00 Student talks

Petr Zíta et al.: *8 Kingdoms*
Adam Abonyi, Daniel Balaš:
How to control a game-story by a Petri Nets
Ondřej Holeček: *HTN planning for virtual humans*



[1] The program may be changed. More information available at: `http://ksvi.mff.cuni.cz/~brom/seminar.html`.
The talks will be streamed on: `http://prenosy.cesnet.cz/`.
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Abstracts:

prof. Ruth Aylett
School of Maths and Computer Science, Heriot-Watt University, Edinburgh
Affective architectures for interactive graphical agents

Affective architectures are currently receiving a lot of research attention as a means of improving the individuality, usefulness and believability of intelligent graphical characters. We consider both low-level and high-level approaches to modelling affect in agents and how these models may be integrated with action selection at both reactive and reflective levels. Some of the issues relating to the generation of expressive behaviour are also explored.

Petr Zíta & comp.
8 Kingdoms

This talk introduces the game 8 Kingdoms, which is a turn-based strategy with a fantasy theme. The game was developed as an amateur project by five students as a school software project on MFF CU. The talk concerns itself with problems and tasks encountered during the game creation, mainly concerning graphics and artificial intelligence.

Ondřej Holeček
Hierarchical task network planning for virtual humans

IVE is a toolkit for research in the domain of AI of virtual humans. Currently, these virtual humans are controlled by hierarchical reactive planning mechanism, that means by condition-action rules organised in a hierarchical structure. In this talk, a work (in progress) on augmenting virtual humans of IVE with HTN planning capabilities will be introduced.

Adam Abonyi, Daniel Balaš
How to control a game-story by a Petri Nets specification

Virtual Storytelling is a form of interactive entertainment in which the player plays the role of the protagonist in a dramatically rich environment. We are trying to add this capability into IVE – intelligent virtual environment project – so that the player/viewer has a better experience from the environment. We will talk about Petri Nets that we use for simulating the story-line and about their integration into IVE.