

Some useful texts for the lecture “Modelling behaviour of human-like and animal like autonomous agents”

Cyril Brom, 30.6.2008

- [And07] Anderson, J. R.: How can the human mind occur in the physical universe? Oxford University Press (2007)
- [Ayl05] Aylett R. S., Louchart S., Dias J., Paiva A., Vala M.: FearNot! – An Experiment in Emergent Narrative. In: Proceedings of 5th Intelligent Virtual Agents (Panayitopoulos ad., eds), LNAI Volume 3661, Springer, Germany (2005) 305–316
- [Ayl07] Aylett R.S., Vala, M., Sequeira, P., Paiva, A. FearNot! – An Emergent Narrative Approach to Virtual Dramas for Anti-bullying Education. In: Proc. Virtual Storytelling. LNCS 4871 (2007) 202-205
- [Bad02] Badler N., Erignac C., Liu Y. Virtual humans for validating maintenance procedures. In: Communications of the ACM, Vol. 45, No. 7, ACM Press (2002) 56–63
- [Blu96] Blumberg B. M.: Old Tricks, New Dogs: Ethology and Interactive Creatures. PhD thesis, MIT, Media Laboratory, Learning and Common Sense Section (1996)
- [Bra87] Bratman M. E.: Intention, plans, and practical reason. Cambridge, Mass: Harvard University Press (1987)
- [Bro05] Brom C.: Hierarchical Reactive Planning: Where is its limit? In: Modelling Natural Action Selection: Proceedings of an International Workshop (Bryson J. J., Prescott T. J., Seth A. K., eds), Edinburgh, Scotland (2005) 235–242
- [Bro06] Brom C., Lukavský J., Šerý O., Poch T., Šafrata P.: Affordances and level-of-detail AI for virtual humans. In: Proceedings of Game Set and Match 2, The Netherlands, Delft (2006)
- [Bro07a] Brom C.: Action Selection for Virtual Humans in Large Environments. Ph.D. thesis. Faculty of Mathematics and Physics, Charles University in Prague (2007)
- [Bro07b] Brom, C., Šerý, O., Poch, T.: Simulation Level-of-detail for Virtual Humans. In Proc. IVA'07, LNCS 4722. Berlin, Springer-Verlag. (2007) 1-14
- [Bro86] Brooks R. A.: Robust Layered Control System for a Mobile Robot. In: IEEE Journal of Robotics and Automation, Vol. 2, No. 1 (1986) 14–23
- [Bry00] Bryson J.: Hierarchy and Sequence vs. Full Parallelism in Action Selection. In: The Sixth International Conference on the Simulation of Adaptive Behaviour (SAB00), MIT Press, Ma, Cambridge, USA (2000) 147–156
- [Bry01] Bryson, J.: How to Make a Monkey Do Something Smart (2001)
<http://www.cs.bath.ac.uk/~jjb/web/how-to-monkey.pdf> [30.6.2008]
- [Bry03] Bryson, J.: The Behaviour-Oriented Design of Modular Agent Intelligence. In: Proceedings of Agent Technologies, Infrastructures, Tools, and Applications for E-Services, Springer LNCS 2592, Germany (2003) 61–79
- [Bry07] Bryson J. J, Ando, Y., Lehmann H. Agent-based modelling as scientific method: a case study analysing primate social behaviour. In: Philos. Trans. R. Soc. London B 362(1485) (2007) 1685–1698
- [Bur02] Burgess, N., Maguire, E. A., O’Keefe, J.: The Human Hippocampus and Spatial and Episodic Memory. In: Neuron 35 (2002) 625–641.

- [Cav02] Cavazza M., Charles F., Mead S. J.: Planning Characters' Behaviour in Interactive Storytelling. In: *The Journal of Visualization and Computer Animation* 13 (2002) 121–131
- [Cha03] Champandard, A.: *AI Game Development*. New Riders (2003)
- [Eci06] E-Circus. FearNot!
http://www.macs.hw.ac.uk/EcircusWeb/index.php?module=pagemaster&PAGE_user_op=view_page&PAGE_id=13&MMN_position=37:37 [30.6.2008]
- [Eva02] Evans R.: Varieties of Learning. In: *AI Game Programming Wisdom I* (Rabin S., ed.), Charles River Media, Inc., Hingham, Massachusetts (2002) 567–579
- [Fra97] Franklin S., Graesser A.: Is it an agent, or just a program?: A taxonomy for autonomous agents. In: *Intelligent Agents III Agent Theories, Architectures, and Languages*, LNAI Volume 1193, Springer, Berlin (1997) 21–35
- [Fra05] Franklin, S., Baars, B.J., Ramamurthy, U., Ventura, M.: The role of consciousness in memory. *Brains, mind, media* 1 (2005) 1–38
- [Gib79] Gibson J. J.: *The Ecological Approach to Visual Perception*. Boston: Houghton Mifflin (1979)
- [Gra97] Grand S., Cliff D., Malhotra A.: Creatures: Artificial life autonomous software-agents for home entertainment. In: *Proceedings of the First International Conference on Autonomous Agents* (Johnson W. L., ed.). ACM press (1997) 22–29
- [Gu05] Gu, E., Stocker, C., Badler, N.: Do you see what eyes see? Implementing inattentional blindness. In: *Proc. Intelligent Virtual Agents (IVA) 2005*, LNCR 3661, Springer-Verlag (2005) 178–190
- [Han02] Hancock, J. Navigating Doors, Elevators, Ledges, and Other Obstacles. In: *AI Game Programming Wisdom* (2002)
- [Her05] Herbelin B. L.: Virtual reality exposure therapy for social phobia. PhD thesis. EPFL, n. 3351 (Thalmann, D., dir.) (2005)
- [Ho08] Ho, W., Dautenhahn, K., Nehaniv, C. Computational Memory Architectures for Autobiographic Agents Interacting in a Complex Virtual Environment. *Connection Science*. (2008) In press.
- [Isl02] Isla, D., Blumberg, B. Object Persistence for Synthetic Creatures. In *Proc. AAMAS'02* (2002) 1356–1363
- [Isl05] Isla D.: Handling complexity in Halo 2. In: *Gamasutra Online*, November 3 (2005)
- [Kal98] Kallmann M., Thalmann D.: Modeling Objects for Interaction Tasks. In: *Proceedings of EGCAS 98*, Lisbon, Portugal (1998) 73–86
- [Kim05] Kim Y., Hill R. W. Jr., Traum D. R.: A Computational Model of Dynamic Perceptual Attention for Virtual Humans. In: *Conference on Behavior Representation in Modeling and Simulation (BRIMS)*, Universal City, CA (2005)
- [Lor50] Lorenz K.: The comparative method in studying innate behaviour patterns. In: *Symposia of the Society of Experimental Biology*, Vol. 4, s. 221–268.
- [Lou03] Louchart, S., Aylett, R.: Solving the narrative paradox in VEs - lessons from RPGs In: *Intelligent Virtual Agents*, 4th International Workshop IVA, LNAI 2792 Springer (2003) 244–248

- [Mag06a] Magenat-Thalmann, N., Papagiannakis, G. Virtual Worlds and Augmented Reality in Cultural Heritage Applications. In Recording, Modeling and Visualization of Cultural Heritage. Taylor and Francis Group (2006) 419-430
- [Mag06b] Magerko, B.: Intelligent Story Direction in the Interactive Drama Architecture. In: AI Game Wisdom III (2006) 583-596
- [Mat05] Mata C. D., Aylett R.: Having it both ways – the impact of fear on eating and fleeing in virtual flocking animals. In: Modelling Natural Action Selection: Proceedings of an International Workshop (Bryson J. J., Prescott Tj. J., Seth A. K., eds), Edinburgh, Scotland (2005) 152–157
- [Mat02] Mateas M.: Interactive Drama, Art and Artificial Intelligence. PhD thesis. Department of Computer Science, Carnegie Mellon University (2002)
- [McN02] McNamee B., Dobbyn S., Cunningham P., O'Sullivan C.: Men Behaving Appropriately: Integrating the Role Passing Technique into the ALOHA system. In: Proceedings of the Animating Expressive Characters for Social Interactions (2002)
- [Mil60] Miller G. A., Galanter E., Pribram K. H.: Plans and the Structure of Behavior. Adams-Bannister-Cox, New York, 1986 (pův. Holt, Reinhart, Winston (1960))
- [Ort88] Ortony, G. Clore, and A. Collins. (1988) The Cognitive Structure of Emotions. Cambridge, University Press, New York (1988)
- [Pro05] Procedural Arts. Façade. A one-act interactive drama.
<http://www.interactivestory.net/> [30.6.2008]
- [Rey87] Reynolds C. W.: Flocks, Herds, and Schools: A Distributed Behavioral Model. In: Computer Graphics, Vol. 21, No. 4. (SIGGRAPH '87 Conference Proceedings) (1987) 25–34
- [Rus03] Russell S. J., Norvig P.: Artificial Intelligence, A Modern Approach (2nd Ed.) Prentice Hall, Englewood Cliffs, New Jersey, 2003.
- [Sev05] de Sevin E., Thalmann D.: A motivational Model of Action Selection for Virtual Humans. In: Computer Graphics International (CGI), IEEE Computer Society Press, New York (2005)
- [Sof01] Softimage Co. Avid Technology. 2001–2008. Softimage.
<http://www.softimage.com> [8.6.2008]
- [Tyrrell93] Tyrrell T.: Computational Mechanisms for Action Selection. PhD thesis. Centre for Cognitive Science, University of Edinburgh (1993)
- [UniMich] Soar, an architecture for human cognition. University of Michigan. USA. Stránka projektu: <http://sitemaker.umich.edu/soar> [18.9.2006]
- [Woo02] Wooldridge M.: An Introduction to MultiAgent Systems. John Wiley & Sons (2002)

