

# W10 – CAVE Cognitive Agents for Virtual Environments Workshop Program

## SESSION 1: CONNECTING AGENTS TO GAME ENGINES

09:00 Tomas Plch, Tomas Jedlicka and Cyril Brom. *HLA Proxy: Towards Connecting Agents To Virtual Environments by Means of High Level Architecture (HLA)*

09:30 Jeehang Lee, Vincent Baines and Julian Padget. *Decoupling cognitive agents and virtual environments*

10:00 **Discussion**

10:30 **COFFEE BREAK**

## SESSION 2: AGENTS FOR TEAMS

11:00 Martin Beer, Emma Norling, Peter Wallis and Lyuba Alboul. *Using Agents in Virtual Environments to Assist Controllers to Manage Multiple Assets*

11:30 Nader Hanna and Deborah Richards. *Come and Join my Team: Extending the Collaborative Ability of Virtual Agents in Multi-agent*

12:00 Marie Manner and Maria Gini. *Improving Agent Team Performance through Helper Agents*

12:30 **Discussion**

13:00 **LUNCH BREAK**

## SESSION 3: AGENTS AND SIMULATIONS

14:30 Athanasia Louloudi and Franziska Klugl. *Visualisation on Demand for Agent-based Simulation*

15:00 Quentin Reynaud, Etienne de Sevin, Jean-Yves Donnart and Vincent Corruble. *A cognitive module in a decision-making architecture for agents in urban simulations*

15:30 **Discussion**

16:00 **COFFEE BREAK**

## SESSION 4: AGENT PERFORMANCE IN VIRTUAL ENVIRONMENTS

16:30 Surangika Ranathunga and Stephen Cranefield. *Improving Situation Awareness in Intelligent Virtual Agents*

17:00 Rudolf Kadlec, Michal ??ermak, Zden??k Behan and Cyril Brom. *Generating Corpora of Activities of Daily Living and Towards Measuring the Corpora's Complexity*

17:30 Jakub Gemrot, Zden??k Hlavka and Cyril Brom. *Does high-level behavior specification tool make production of virtual agent behaviors better???*

18:00 **Discussion**

18:30 **ADJOURN**