### A Call for Papers for:

**The 6th International Conference on Intelligent Virtual Agents**

**Plus GALA - Gathering of Life-like Agents**

**21st-23rd August 2006, Marina del Rey, CA, USA**

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Intelligent Virtual Agents (IVAs) are autonomous, graphically embodied agents in an interactive, 2D or 3D virtual environment. They are able to interact intelligently with the environment, other IVAs, and especially with human users. The conference is an interdisciplinary forum for researchers and practitioners in computer graphics, animation, computer games, virtual environments, artificial intelligence, natural language processing, cognitive modeling, human-computer interaction and A-life.

Since the first IVA back in 1999 firm lines of research have been established but there is much that the graphics and AI communities can learn from each other. The domain of Intelligent Virtual Agents has become much more diverse and now encompasses a wide range of disciplines; cognitive and social psychology (emotion modeling, non-verbal communication), sociology (modeling human / IVA societies), HCI (intelligent user interfaces, gesture/body tracking interfaces), design and arts (e.g., interactive installations with IVAs), and numerous application domains. While initial research often focused on the use of IVAs in virtual environments, they are now increasingly used in web-based interfaces, personal computing devices and interactive television. IVAs can provide appealing characters for games and entertainment. They can also be used in novel user interfaces or even as tools of psychological research. The rapid advances in the field have enabled it to be applied in both in research and industrial contexts.

IVA'06 will be a multidisciplinary forum for researchers and practitioners from academia and industry with an interest in the design, implementation, and evaluation of IVAs and IVA applications. We aim for a lively program of timely, high-quality presentations and demonstrations to discuss the state of the art and future of Intelligent Virtual Agents.

Papers will be published in the Springer-Verlag LNAI (Lecture Notes in Artificial Intelligence) series. IVA’06 will also host GALA – The Gathering of Life-like Agents – see [http://hmi.ewi.utwente.nl/gala/](http://hmi.ewi.utwente.nl/gala/)

### Invited Speakers

- **Brian Parkinson**: Department of Social Psychology, University of Oxford
- **Rod Humble**: Executive Producer for The Sims, Electronic Arts

### Topics of Interest

**Conceptual architectures**

- + learning IVAs
- + improvisational IVAs
- + multi-user/multi-IVA interaction
- + crowd simulations with IVAs

**Software engineering issues**

- + standards and measures to support interoperability, portability, and reuse
- + tools and toolkits for building IVAs and IVA applications
- + advanced 3D modelling and animation technologies for IVAs

**IVA application fields and experience reports**

- + education and training with IVAs
- + psychological modelling and experimentation
- + games
- + interactive narrative with IVAs
- + telepresence
- + case studies

**Evaluation of IVAs and IVA applications**

- + evaluation methodologies and frameworks
- + reports on user studies and their outcomes
- + evaluation and data collection tools for IVAs

**IVA design and modeling**

- + design criteria and methodologies
- + nature inspired IVAs/A-life for IVAs
- + models of affect and personality for IVAs
- + models for IVAs with awareness of their social context
- + modelling conversational skills and multi-modal interaction
- + non-verbal expressiveness in IVAs - gesture, facial expression, posture
- + media-specific design considerations
- + deployment of novel interaction modalities
- + IVAs with physical embodiment: lessons from and for robotics
- + ethical considerations

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