Architectures
Unreal Goal Bots: Conceptual Design of a Reusable Interface p. 1
A Periphery of Pogamut: From Bots to Agents and Back Again p. 19
Goal-Based Communication Using BDI Agents as Virtual Humans in Training: An Ontology p. 38
Driven Dialogue System
Evaluation and Comparison of Multi-agent Based Crowd Simulation Systems p. 53
Towards an Architecture for Collaborative Human/AI Control of Interactive Characters
Training and Story Lines
An Architecture for Directing Value-Driven Artificial Characters p. 76
Implicitly and Intelligently Influencing the Interactive Experience p. 91
Creating Customized Game Experiences by Leveraging Human Creative Effort: A Planning Approach
Guiding User Adaptation in Serious Games p. 117
Using Agent Technology to Build a Real-World Training Application p. 132
Social Behavior and Organization
Semi-Automated Dialogue Act Classification for Situated Social Agents in Games p. 148
Using Exclusion Logic to Model Social Practices p. 163
Making Games Alive: An Organisational Approach p. 179
Building Quests for Online Games with Virtual Institutions p. 192
Author Index p. 207
Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.