

IMPORTANT DATES

Workshop Proposals: February 19, 2016

Workshop Notifications: February 26, 2016

Conference

Intelligent virtual agents (IVAs) are interactive characters that exhibit human-like qualities and communicate with humans or with each other using natural human modalities, such as facial expressions, speech and gesture. They are capable of real-time perception, cognition and action that allow them to participate in dynamic social environments.

IVA is an interdisciplinary annual conference and the main leading scientific forum for presenting research on modeling, developing and evaluating intelligent virtual agents with a focus on communicative abilities and social behavior. In addition to presentations on theoretical issues, the conference encourages the showcasing of working applications. Researchers from the fields of human-human and human-robot interaction are also encouraged to share work with a relevance to intelligent virtual agents.

Befitting IVA's Los Angeles location, the special theme for IVA 2016 is "Entertaining Virtual Agents." IVA 2016 seeks to emphasize the synergy between intelligent virtual agents and entertainment. Recently, increasing capabilities of intelligent virtual agents are bringing attention from the entertainment community and from NPCs in video games to developing agents that immortalize famous people.

Workshop Proposals

IVA 2016 will host workshops in current and emerging topic areas related to Intelligent Virtual Agents. The goal of the IVA workshops is to provide a forum for informal and lively discussions and research presentations on emerging applications, technologies, concepts or ideas related to Intelligent Virtual Agents. Workshops will be held one day prior to the conference, on September 20 at the IVA 2016 conference venue.

We invite workshop proposals on topics of relevance to the IVAs in general, as well to this year's special theme of "Entertaining Virtual Agents." We welcome workshop proposals on not just fundamental areas of IVA research, but also on the increasingly diverse domains of IVA applications, such as human-robot interaction, e-learning, assistive technology, computer games, and interactive entertainment.

Workshop proposals should consist of a 2-page description containing:

- * Title
- * Abstract
- * Organizers' names, affiliations, contact information and short bios.
- * Preference for half or full day
- * Proposed content: Description of the workshop, format, why it is appropriate for the IVA conference series, and why the topic is timely and relevant.

- * List of potential contributors
- * Tentative schedule of paper submission and acceptance
- * Any special facilities needed (beyond internet and projector).

Please send proposals or questions to the IVA 2016 Workshops & Tutorial Chair:

David V. Pynadath
pynadath@usc.edu
Institute for Creative Technologies
University of Southern California

IMPORTANT DATES

Tutorial Proposals: April 1, 2016

Tutorial notifications: April 8, 2016

Conference

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Tutorial Proposals

IVA 2016 invites proposals for tutorials to be held on September 20, immediately before the main conference. Tutorials should serve one of the following objectives:

- * Introduce novices (or expert non-specialists) to major topics of IVA research, or established practices and methodologies.
- * Motivate and explain an IVA topic of emerging importance, or an external topic that can motivate or use IVA research.

Tutorial proposals should consist of a 2-page description containing:

- * Title
- * Abstract
- * Organizers' names, affiliations, contact information and short bios.
- * Preference for half or full day
- * Proposed content: Description of the tutorial, format, why it is appropriate for the IVA conference series, and why the topic is timely and relevant.
- * Any special facilities needed (beyond internet and projector).

Please send proposals or questions to the IVA 2016 Workshops & Tutorial Chair:

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