

Program SIKS-Symposium "Agents and Adaptivity" at ICT Open

Tuesday, October 23 2012

10.00- 11.15 Affective Software Agents

Prof. dr. John-Jules Meyer, UU / Alan Turing Institute Almere

This talk is about endowing software agents with affective attitudes (emotions). The general idea is that an agent's behaviour depends on the emotion triggered. (So emotions comprise a way of adapting the behaviour of agents.) This is important for applications in human-computer interaction (HCI) and (serious) gaming in order to obtain a better interaction with users. In games this pertains to more 'believable' behavior of the characters, so as to enhance the gamer's 'feel' for the game, which in the case of a serious game will generally also enhance the effectivity of the user's / trainee's learning. There is a potential applicability in many contexts (ambient / home intelligence, medical contexts, all kinds of simulation trainings, to mention a few).

However, engineering this kind of systems is hampered by the fact that there are several models for various aspects of emotions (appraisal, experience and coping / emotion regulation), which have been devised by different researchers with different aims in mind. As affective software agents generally need to deal with more than one aspect as mentioned above, they have to be designed using combinations of these (sometimes incompatible) models.

In this talk I'll talk about the following issues:

- Why emotional agent systems?
- The main idea
- Methodology
- How far we have got
- Intuition of 4 basic types of emotion
- Deliberation with emotions
- Possible applications
- Future work

11.45-13.00 Adaptive Information Systems Research

Prof. dr. Paul De Bra, TUE

We mostly live in a "one size fits all" world. We learn to adapt to our environment. In adaptive information systems the information we get, navigation through an information source and the presentation are all adapted to us, to our background, goals, needs, preferences, knowledge, interest and context. Adaptive technology is used to personalize a museum visit, give recommendations about movies and TV programs, or adapt an on-line course text to a navigation or presentation style that corresponds to your own cognitive or learning style.

In April 2012 the world's first adaptive PhD thesis was defended (by David Smits) at the TU/e. This thesis does not and cannot exist as a paper book because there is no predefined reading order and the content of the pages changes dynamically based on some settings and on the pages you visited before. We will show what it takes to write an adaptive PhD thesis, conference or journal article, presentation or lecture. Of course this presentation at ICT.Open will be adaptive itself.