

Contents

1	Rethinking the Human–Agent Relationship: Which Social Cues Do Interactive Agents Really Need to Have?	1
	Astrid Weiss and Manfred Tscheligi	
2	Believability Through Psychosocial Behaviour: Creating Bots That Are More Engaging and Entertaining	29
	Christine Bailey, Jiaming You, Gavan Acton, Adam Rankin and Michael Katchabaw	
3	Actor Bots	69
	Maria Arinbjarnar and Daniel Kudenko	
4	Embodied Conversational Agent Avatars in Virtual Worlds: Making Today’s Immersive Environments More Responsive to Participants	99
	Jacquelyn Ford Morie, Eric Chance, Kip Haynes and Dinesh Rajpurohit	
5	Human-Like Combat Behaviour via Multiobjective Neuroevolution	119
	Jacob Schrum, Igor V. Karpov and Risto Miikkulainen	
6	Believable Bot Navigation via Playback of Human Traces	151
	Igor V. Karpov, Jacob Schrum and Risto Miikkulainen	
7	A Machine Consciousness Approach to the Design of Human-like Bots	171
	Raúl Arrabales, Jorge Muñoz, Agapito Ledezma, German Gutierrez and Araceli Sanchis	

8	<i>ConsScale</i> FPS: Cognitive Integration for Improved Believability in Computer Game Bots	193
	Raúl Arrabales, Agapito Ledezma and Araceli Sanchis	
9	Assessing Believability	215
	Julian Togelius, Georgios N. Yannakakis, Noor Shaker and Sergey Karakovskiy	
10	Creating a Personality System for RTS Bots	231
	Jacek Mańdziuk and Przemysław Szalaj	
11	Making Diplomacy Bots Individual	265
	Markus Kemmerling, Niels Ackermann and Mike Preuss	
12	Towards Imitation of Human Driving Style in Car Racing Games	289
	Jorge Muñoz, German Gutierrez and Araceli Sanchis	
	Index	315



<http://www.springer.com/978-3-642-32322-5>

Believable Bots

Can Computers Play Like People?

Hingston, P. (Ed.)

2012, X, 318 p., Hardcover

ISBN: 978-3-642-32322-5