Intelligent Virtual Agents

Guest Editor:

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Message from the Guest Editor

Dear Colleagues,

Intelligent Virtual Agents (IVAs) are embodied digital characters situated in a virtual, augmented, or mixed reality environment that behave in a believable way and exhibit some aspects of intelligence. There are plenty of application areas that may benefit from Intelligent Virtual Agents (IVAs), including intelligent non-player characters (NPCs) in computer games, virtual tutors in educational software, virtual assistants, 'living' characters or virtual guides in digital heritage environments, animated crowd in simulations, etc.

For this Special Issue, authors are encouraged to submit original research articles, case studies or reviews on IVAs and their applications. Of particular interest are articles that explore important theoretical or applied aspects related to the design and evaluation of believable IVAs, their integration with emerging interaction technologies, and/or their effective usage in application fields, such as education, entertainment, and cultural heritage.

- intelligent virtual agents
- intelligent agents
- virtual humans
- embodied conversational agents
- human-age

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