

# CAPÍTULOS DE LIBROS INTERNACIONALES

## Agentes Artificiales

### Conference Proceedings Citation Index-Science

#### P09 *Interacting with a semantic affective ECA*

J. Pérez, Y. Sánchez, F. J. Serón, E. Cerezo

In: **International Conference on Intelligent Virtual Agents (IVA)**, pp. 374-384, 2017

**Lecture Notes in Computer Science, LNCS 10498**, pp. 170-179, 2014.

Editores: Beskow J., Peters C., Castellano G., O'Sullivan C., Leite I., Kopp S.

DOI: 10.1007/978-3-319-67401-8\_47

ISBN (print): 978-3-319-67400-1

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[https://link.springer.com/chapter/10.1007/978-3-319-67401-8\\_47](https://link.springer.com/chapter/10.1007/978-3-319-67401-8_47)

Conference Proceedings Citation Index-Science (CPCI-S)

#### P08 *E-VOX: A Socially Enhanced Semantic ECA.*

J. Pérez, E. Cerezo, F. J. Serón

In: **DAA'16 Proceedings of the International Workshop on Social Learning and Multimodal Interaction for Designing Artificial Agents**, Article nº 2, pp. 1-6, 2016

Editores: Association for Computing Machinery, New York, United States

DOI: 10.1145/3005338.3005340

ISBN: 978-1-4503-4560-6

<https://dl.acm.org/doi/10.1145/3005338.3005340>

Conference Proceedings Citation Index-Science (CPCI-S)

#### P07 *Designing strategies for improving the performance of groups in collective environments*

F. L. Castillo, M. G. Bedia, C. Lopez, F. J. Serón, G. Isaza

In: **Distributed Computing and Artificial Intelligence, 11<sup>th</sup> International Conference. Advances in Intelligent Systems and Computing**, vol. 290, nº 1, pp. 243-250, 2014

DOI: 10.1007/978-3-319-07593-8\_29

ISBN (print): 978-3-319-07592-1

ISBN (online): 978-3-319-07593-8

ISSN: 2194-5357

[https://link.springer.com/chapter/10.1007/978-3-319-07593-8\\_29](https://link.springer.com/chapter/10.1007/978-3-319-07593-8_29)

Conference Proceedings Citation Index-Science (CPCI-S)

#### P06 *Rigging and Data Capture for the Facial Animation of Virtual Actors.*

M. Mascaro, F. J. Serón, F. J. Perales, J. Varona

In: **Articulated Motion and Deformable Objects**

**Lecture Notes in Computer Science, LNCS 8563**, pp. 170-179, 2014.

DOI: 10.1007/978-3-319-08849-5\_17

ISSN: 0302-9743

Conference Proceedings Citation Index-Science (CPCI-S)

[https://link.springer.com/chapter/10.1007/978-3-319-08849-5\\_17](https://link.springer.com/chapter/10.1007/978-3-319-08849-5_17)

[https://www.researchgate.net/publication/263168998 Rigging and Data Capture for the Facial Animation of Virtual Actors](https://www.researchgate.net/publication/263168998_Rigging_and_Data_Capture_for_the_Facial_Animation_of_Virtual_Actors)

# CAPÍTULOS DE LIBROS INTERNACIONALES

## Agentes Artificiales

### P05 *Using 3D Virtual Agents to Improve the Autonomy and Quality of Life of Elderly People*

P. Garrido, A. Sánchez, F. J. Martínez, S. Baldassarri, E. Cerezo, F. J. Serón

In: **Advances in Intelligent and Soft Computing**, vol. 219, pp. 129, 136, **2013**

DOI: 10.1007/978-3-319-00566-9\_17

ISSN: 1867-5662

Conference Proceedings Citation Index-Science (CPCI-S)

[https://link.springer.com/chapter/10.1007/978-3-319-00566-9\\_17](https://link.springer.com/chapter/10.1007/978-3-319-00566-9_17)

[https://www.researchgate.net/publication/235633520 Use 3D Virtual Agents to Improve the Autonomy and Quality of Life of Elderly People](https://www.researchgate.net/publication/235633520_Use_3D_Virtual_Agents_to_Improve_the_Autonomy_and_Quality_of_Life_of_Elderly_People)

### P04 *Asociative Learning for Enhancing Autonomous Bots in Videogame Design.*

S. Moreno, M. G. Bedia, F. J. Serón, L. F. Castillo, G. Isaza

In: **Advances in intelligent and Soft Computing**, vol. 217, pp. 361-368, **2013**.

DOI: 10.1007/978-3-319-00551-5\_44

ISSN: 1867-5662

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[https://link.springer.com/chapter/10.1007/978-3-319-00551-5\\_44](https://link.springer.com/chapter/10.1007/978-3-319-00551-5_44)

### P03 *Modeling Administrative Procedures to Improve Information to the Public*

J.F. Muñoz, C. Bobed, F. Serón

In: **Advancing Democracy, Government and Governance**

**Lecture Notes Computer Science** LNCS 7452, pp. 155-169, **2012**.

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ISSN: 0302-9743

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[https://link.springer.com/chapter/10.1007/978-3-642-32701-8\\_14](https://link.springer.com/chapter/10.1007/978-3-642-32701-8_14)

### P02 *A study of the Use of a Virtual Agent in an Ambient Intelligence Environment.*

G. Montoro, P. A. Haya, S. Baldassarri, E. Cerezo, F. J. Serón

In : **Intelligent Virtual Agents**

**Lecture Notes Computer Science** LNCS 5208, pp. 520-521, **2008**.

DOI : 10.1007/978-3-540-85483-8\_69

ISSN : 0302-9743

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[https://link.springer.com/chapter/10.1007/978-3-540-85483-8\\_69](https://link.springer.com/chapter/10.1007/978-3-540-85483-8_69)

<https://es.booksc.org/book/81587005/4c0151>

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## Agentes Artificiales

### P01 *Real-Time Facial Expression Recognition for Natural Interaction*

E. Cerezo, I. Hupont, C. Manresa-Yee, J. Varona, S. Baldassarri, F. J. Perales, F. J. Serón

In: **Pattern Recognition and Image Analysis**

**Lecture Notes Computer Science LNCS-4478, pp. 40-47, 2007.**

DOI: 10.1007/978-3-540-72849-8\_6

ISSN: 0302-9743

I.S.B.N.: 978-3-540-72848-1

Editores: J. Martí, J. M. Benedí, A. M. Mendonca, J. Serrat

Editorial: Springer

**Lecture Notes in Computer Science** (LNCS, volume 4478)

Conference Proceedings Citation Index-Science (CPCI-S)

[https://link.springer.com/chapter/10.1007/978-3-540-72849-8\\_6](https://link.springer.com/chapter/10.1007/978-3-540-72849-8_6)

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# CAPÍTULOS DE LIBROS INTERNACIONALES

## Agentes Artificiales

### Conference Proceedings No Citation Index-Science

#### P19 ***Evaluating an ECA with a Cognitive-Affective Architecture.***

J. Perez, E. Cerezo, J. Gallardo, F. J. Seron

Interaction 2018: Proceedings of the XIX International Conference on Human Computer Interaction. Article, nº 22, **2018**.

Editores: 18th ACM International Conference on Multimodal Interaction

ISBN 978-1-4503-4560-6

DOI: 10.1145/3005338.3005340

<https://dl.acm.org/doi/10.1145/3233824.3233829>

#### P18 ***E-VOX: A Socially Enhanced Semantic ECA.***

J Perez, E. Cerezo, F. J. Seron

DAA'16 Proceedings of the International Workshop on Social Learning and Multimodal Interaction for Designing Artificial Agents, Article, nº 2, **2016**.

Editores: 18th ACM International Conference on Multimodal Interaction

ISBN 978-1-4503-4560-6

DOI: 10.1145/3005338.3005340

<https://dl.acm.org/doi/10.1145/3005338.3005340>

#### P17 ***Serious Games Network***

A. Vaz de Carvalho, P. M. Latorre, F. J. Serón

In: **Arqueológica 2.0, 2011.**

[http://smartheritage.com/wp-content/uploads/2016/06/ACTAS-2010\\_1.pdf](http://smartheritage.com/wp-content/uploads/2016/06/ACTAS-2010_1.pdf)

#### P16 ***The adjustement-deployment dilemma in organism's behaviour: Theoretical characterization and minimal model.***

M Aguilera, M. G. Bedia, X. Barandiaran, F. J. Seron

IEEE Symposium on Artificial Life 2011, pp. 116- 123, **2011**.

DOI: 10.1109/ALIFE.2011.5954658

<https://ieeexplore.ieee.org/document/5954658>

#### P15 ***Towards an intelligent affective multimodal virtual agent for uncertain environments***

I.Hupont, R. Del-Hoyo, S. Baldassarri, E. Cerezo, F. J. Seron, D. Romero

Proceedings of the International Workshop on Affective-Aware Virtual Agents and Social Robots, paper 4, **2009**.

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DOI: 10.1145/1655260-1655264

Editores: ACM

ISBN 978-1-60558-692-2

ISBN: 978-980-12-3682-5

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## Agentes Artificiales

### P14 *Interactive Embodied Agents for Cultural Heritage and Archeological presentations*

F. Seron, S. Baldassarri, E. Cerezo

Proceedings of the Arqueología e Informática Gráfica, Patrimonio e Innovación, paper 4, **2009**.

DOI: <https://doi.org/10.4995/var.2010.5143>

<http://smartheritage.com/congreso/editions>

<https://polipapers.upv.es/index.php/var/artiPe/view/5143>

### P13 *Affective Embodied Conversational Agents for Natural Interaction.*

E. Cerezo , S. Baldassarri , I. Hupont, F. J. Serón

Libro: Affective Computing: Emotion Modelling, Synthesis and Recognition, pp. 329-354

DOI: 10.5772/6173

Editor: Jimmy Or

Editorial: InTech Education and Publishing, **2008**.

ISBN: 987-3-902613-23-3

[https://www.intechopen.com/books/affective\\_computing/affective\\_embodied\\_conversational\\_agents\\_for\\_natural\\_interaction](https://www.intechopen.com/books/affective_computing/affective_embodied_conversational_agents_for_natural_interaction)

### P12 *Computer Graphics: Problem Based Learning and Interactive Embodied Pedagogical Agents*

F. J. Serón, E. Cerezo, S. Baldassarri

Eurographics 2008: Annex to the Conference Proceedings: Educational papers, pp. 173-180, **2008**.

ISSN: 1017-4656

<https://diglib.eg.org/handle/10.2312/eged.20081004.025-032>

### P11 *Interactive Agents for Multimodal Emotional User Interaction*

E. Cerezo, S. Baldassarri, F. J. Serón,

Referencia: IADIS 2007, Interfaces and Human Computer Interaction 2007, pp. 35-42, **2007**

I.S.B.N.: 978-972-8924-39-3

Editores: A. Palma dos Reis, K. Blashki, Y. Xiao

Editorial: IADIS Press

<http://www.iadisportal.org/digital-library/interactive-agents-for-multimodal-emotional-user-interaction>

### P10 *MaxinePPT: Using 3D Virtual Characters for Natural Interaction.*

F. Serón, S. Baldassarri, E. Cerezo

Referencia: 2nd International Workshop of Ubiquitous Computing and Ambient Intelligence (WUCAmI'06), pp. 241-250, **2006**.

I.S.B.N.: 84-6901744-6

Editores: Lince Artes Gráficas

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## Agentes Artificiales

### P09 *Behaviour and Alife: Building Behaviour in Computer animation and Computer Games*

A. Pina, D. Gutiérrez, F. J. Serón, E. Cerezo

Referencia: *The 3<sup>rd</sup> IASTED International Conference on Visualization, Imaging and Image Processing*, pp. 25-30, **2003**.

I.S.B.N.: 0-88986-382-2

Editor: M. H. Hamza

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### P08 *The ALVW system: an interface for smart behavior-based 3D Computer Animation*

A. Pina, F. J. Serón, D. Gutiérrez

Referencia: *2<sup>nd</sup> International Symposium on Smart Graphics*, pp. 17-20, **2002**.

I.S.B.N.: 978-1-58113-555-8

Editores: A. Butz, A. Krüger, P. Olivier, S. Schlechtweg, M. Zhou

Editorial: ACM Press New York

<https://dl.acm.org/doi/10.1145/569005.569008>

<https://dl.acm.org/doi/proceedings/10.1145/569005>

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### P07 *Character Animation: Agents, Animats and Synthetic Actors*

D. Gutiérrez, A. Pina, F. Serón, J. Del Pico

Referencia: *IASTED. Visualization, Imaging and Image Processing*, pp. 145-150, **2001**.

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Editor: M. H. Hamza

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### P06 *Behaviour Modelling, Computer Animation and Ecology.*

A. Pina, F. Serón

Referencia: *IASTED. Computer Graphics and Imaging*, pp. 313-318, **2000**.

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## Agentes Artificiales

**P05 CASIOPEA: designing autonomous computer characters who evolve in dynamic and non-predictable scenarios.**

A. Pina, F. J. Serón

11<sup>th</sup> International Congress of Cybernetics and Systems. Brunel University, Uxbridge, Middlesex, UK, August 23-27, pp. 306-310, **1999**.

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**P04 Obtaining Autonomous Computer Animated Axtors using Fuzzi Expert Systems and Neural Networks.**

A. Pina, F. Serón

Referencia: 3er International Conference on Computer Graphics and Artificial Intelligence, pp. 115-125, **1998**.

Editorial: Laboratoire Méthodes et Structures Informatiques. University of Limoges (France)

**P03 Modelling Behaviour and Motion Control of Actors in Computer Animation with Intelligent Agents.**

A. Pina, F. Serón

Referencia: International ICSC Symposium on Engineering of Intelligent Systems (EIS'98), pp. 788-796 (168-175 3th volume), **1998**.

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Editorial: ICSC Academic Press, Canada/Switzerland

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**P02 Modelling Behaviour in Computer Animated Actors with Intelligent Agents**

A. Pina, F. J. Serón

Referencia: Special Focus Symposium on Systems Research and the Methodology of the Social and Behavioral Sciences. 9th International Conference on Systems Research Informatics and Cybernetics, August 18-23, 1997, Baden-Baden, Germany, pp. 31-35, **1997**.

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Edited: George E. Lasker

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# CAPÍTULOS DE LIBROS INTERNACIONALES

## Agentes Artificiales

P01 *Modeling behavior in computed animated actors with intelligent agents.*

A. Pina, F. J. Serón.

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