Life-Like Characters: Tools, Affective Functions, and Applications (Cognitive Technologies)

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For the first time, a comprehensive collection of the latest developments in scripting and representation languages for life-like characters. The text introduces toolkits for authoring animated characters which further supports the practicality and ease of use of this new interface technology. As life-like characters is a vibrant research area, various applications have been designed and implemented. The text covers the most successful and promising applications, ranging from product presentation and student training to knowledge integration and interactive gaming. It also discusses the key challenges in the area and provides design guidelines for employing life-like characters.

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