Multi-Agent Architecture for Social Learning

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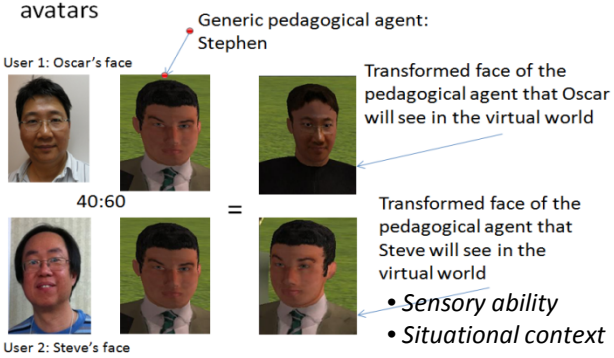
Transformed Social Interaction (TSI) enhanced Pedagogical Agents to Engage Learners in QuizMASter educational game

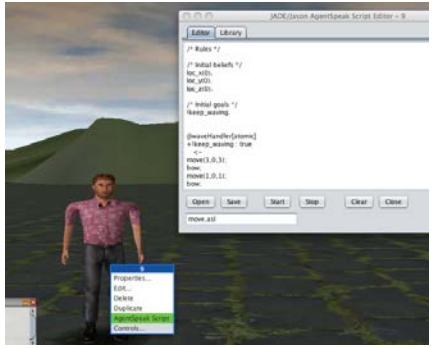
- *Self-representation* – morphing of real faces into the avatars



Multidisciplinary Research
Incorporate "affective computing" techniques and "agent autonomy" into "affective agents" with emotions, personality, affective decision making and make VWs more believable, usable and effective.

Project Goals

- Explore the use of intelligent agents to perform tasks in a 3D virtual environment
- Create an integrated framework to simplify the process of creating JADE and Jason agents to control both NPC and regular cells in Open Wonderland
- Focus on exploring the use of intelligent agents to perform game-based activities to assist in user learning
- Investigate conceptual frameworks, and design models, pedagogical design guidelines and heuristics for agent-based immersive learning environments



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