Platform for Supporting and Simulating Social Interaction

FreeWalk/Q

The package including source code is now available at

http://www.lab7.kuis.kyoto-u.ac.jp/freewalk/

http://www.lab7.kuis.kyoto-u.ac.jp/Q/

Crowd simulations for learning about evacuation in large-scale public spaces such as a central railway station

Guide agents that respond to a user’s sighting behavior, which indicates his/her interests

VRML-based virtual spaces where agents walk, gesture, and speak in order to interact socially with internet users

Scheme-based or graph-based languages for modeling social interaction as extended finite state machine