

Hannes Högni Vilhjálmsson
Center for Analysis and Design of Intelligent Agents
School of Computer Science
Reykjavik University
Menntavegur 1, Reykjavik IS-101, Iceland

hannes@ru.is
www.ru.is/faculty/hannes
Work: +354 599-6323
Cell: +354 618-6323
Fax: +354 599 6301

Hannes Högni Vilhjálmsson

RESEARCH AREAS

- Interactive virtual environments, avatars and agents in networked environments, social simulation and games for education and training, embodied conversational agents, social and linguistic behavior modeling, natural human-computer interaction, real-time graphical visualization

EDUCATION

- 1997-2003
- PhD in Media Arts and Sciences. Massachusetts Institute of Technology, USA.
Dissertation: “Avatar Augmented Online Conversation”. A theoretical and practical framework for automatically analyzing communicative function in real-time online text conversations and for enhancing those functions through an added visual modality using graphical avatars that simulate human nonverbal expression. Communicative functions included emphasis, visual reference, turn-taking, attention and feedback. A general system architecture, *Spark*, was developed and an implemented application for online collaboration provided empirical evidence for the strength of the approach for augmenting online conversation.
- 1995-1997
- MSc in Media Arts and Sciences. Massachusetts Institute of Technology, USA.
- 1991-1994
- BSc in Computer Science. University of Iceland.

WORK EXPERIENCE

- 2006-Present
- **Assistant Professor, School of Computer Science, Reykjavik University.**
 - Research in the field of Interactive Virtual Environments and Artificial Intelligence.
 - Teaching graduate and undergraduate level Computer Science courses.
- 2009-Present
- **Co-Founder and Technology Advisor, MindGames ehf., Reykjavík, Iceland**
 - Advising on and helping with development of innovative technology for mobile games with mental benefits.
- 2005-2006
- **Chief Technology Officer, Alelo Inc. (and subsidiary TLT), Los Angeles, CA, USA**
 - Co-Founder of spin-off from USC.
 - Responsible for technology migration from academic research to a commercial platform.
- 2003-2006
- **Research Scientist, USC Information Sciences Institute, CA, USA.**
 - Member of the Center for Advanced Research in Technology for Education (CARTE).
 - Technical Director on the DARPA “Tactical Language and Culture Training” project.
 - Project lead on the DARPA “BCBM: Believable Communicative Behavior Middleware” project.

WORK EXPERIENCE (continued)

- Guiding graduate students with their research.
 - Interaction and collaboration with other research institutions, industry and the government.
- 1995-2003
- **Research Assistant, MIT Media Lab, MA, USA**
 - Member of the Gesture and Narrative Language research group led by Prof. Justine Cassell.
 - Project lead on group projects including “BEAT”, “REA” and “Pantomime”.
 - Interaction and collaboration with other research institutions and industry.
- 1994-1995
- **Senior Software Engineer, Raflind Electronics, Ltd., Reykjavík, Iceland**
 - Developing control and monitoring applications for networked sensors and terminals.
- 1994
- **Software Engineer, Hugmynd Multimedia, Reykjavík, Iceland**
 - Developing a kiosk system for visually browsing a multimedia database of real-estate property.
- 1992-1993
- **Software Engineer, Fjölneymar Inc., Reykjavík, Iceland**
 - Developing on- and off-line visualization and analysis tools for MEDISTOR, a versatile data logger.

GRANTS and AWARDS

Grants Received

- 2009-2015
- **The Icelandic Centre for Research (Rannis).**
 - *Title:* The Icelandic Institute for Intelligent Machines (Centre of Excellence)
 - *Role:* Co-PI (PI is Kristinn Thorisson)
 - *Total amount:* 55.000.000 Kr in 2009
- 2008-2010
- **The Icelandic Centre for Research (Rannis).**
 - *Title:* Humanoid agents in social game environments (Grant of Excellence).
 - *Role:* Principal Investigator (PI)
 - *Co-PIs:* Kristinn R. Þórisson, Ari K. Jónsson, Yngvi Björnsson and Marta K. Lárusdóttir, Reykjavík University, and Torfi F. Ólafsson and Eyjólfur Guðmundsson, CCP Games
 - *Total amount:* 40.150.000 kr.
- 2007
- **The Icelandic Centre for Research (Rannis).**
 - *Title:* Humanoid agents in social game environments.
 - *Role:* Principal Investigator (PI)
 - *Co-PIs:* Kristinn R. Þórisson and Marta K. Lárusdóttir, Reykjavík University, and Torfi F. Ólafsson, CCP Games
 - *Total amount:* 4.850.000 kr.
- 2004-2006
- **The Defense Advanced Research Projects Agency (DARPA).**
 - *Title:* BCBM: Believable Communicative Behavior Middleware
 - *Role:* Co-PI and project coordination at USC Information Sciences Institute
 - *PI:* Walter Warwick, Micro Analysis and Design
 - *Other Co-PIs:* Nils La Vine, Micro Analysis and Design, W. Lewis Johnson and Stacy Marsella, USC Information Sciences Institute
 - *Total amount:* \$700.000
- 2004-2005
- **The National Science Foundation (NSF).**
 - *Title:* Promoting Competence in Mathematics Through Collaboration, Reflection, and Role Models
 - *Role:* Co-PI at USC Information Sciences Institute
 - *PI:* Herbert Schorr, USC Information Sciences Institute
 - *Other Co-PIs:* Carole R. Beal and Erin Shaw, USC Information Sciences Institute
 - *Total amount:* \$500.000

RECENT AWARDS and NOMINATIONS

- 2009 • **Top 10, Class of Excellence** with the "MindGames" team in the Innovit Business Plan Competition 2009
- 2008 • **GALA Jury Award** and **GALA Public Award** for the "BML Realizer" student project by Bjarni Þór Árnason and Ægir Þorsteinsson (under my supervision) at the 8th International Conference on Intelligent Virtual Agents, Tokyo, Japan
- 2006 • **Best Paper Nominee** at the 6th International Conference on Intelligent Virtual Agents, Marina del Rey, CA
- 2005 • **DARPA Significant Technical Achievement Award** for the Tactical Language and Culture Training Project (Technical Director on the project)
- 2005 • **DARPA/DARWARS Transition Award** for the Tactical Language and Culture Training Project (for transitioning research into practical use)
- 2005 • **Best Paper Nominee** at the Persistent Conversation Track, at the 38th Hawaii International Conference on System Sciences, Hawaii
- 2004 • **Best Paper in Category Award** and **Best Paper Nominee** at the Interservice/Industry Training, Simulation and Education Conference
- 1998 • **Best Paper Award** at the 2nd International Conference on Autonomous Agents
- 1996 • **Most Life-Like Presentation Award** at the 3rd Conference on Lifelike Computer Characters

PUBLICATIONS

Number of Citations by Peers

- **Harzing's Publish or Perish** Citations: 2083; Hirsch's h-index: 19; Egghe's g-index: 45

Refereed Journal and Conference Papers

- Pedica, C. and Vilhjálmsón, H. (2009) "Spontaneous Avatar Behavior for Human Territoriality", Zs. Ruttkay et al. (Eds.): Proceedings of the 9th International Conference on Intelligent Virtual Agents, September 14-16, Amsterdam, The Netherlands, *Lecture Notes in Artificial Intelligence*, **5773**: 344-357, Springer-Verlag, Berlin Heidelberg
- Cafaro, A., Gaito, R. and Vilhjálmsón, H. (2009) "Animating Idle Gaze in Public Places", Zs. Ruttkay et al. (Eds.): Proceedings of the 9th International Conference on Intelligent Virtual Agents, September 14-16, Amsterdam, The Netherlands, *Lecture Notes in Artificial Intelligence*, **5773**: 250-256, Springer-Verlag, Berlin Heidelberg
- Pedica, C. and Vilhjálmsón, H. (2008) "Social Perception and Steering for Online Avatars", H. Prendinger et al. (Eds.): Proceedings of the 8th International Conference on Intelligent Virtual Agents, September 1-3, Tokyo, Japan, *Lecture Notes in Artificial Intelligence*, **5208**: 104-116, Springer-Verlag, Berlin Heidelberg
- Heylen, D., Kopp, S., Marsella, S., Pelachaud, C., Vilhjálmsón, H. (2008) "The Next Step Towards a Functional Markup Language", H. Prendinger et al. (Eds.): Proceedings of the 8th International Conference on Intelligent Virtual Agents, September 1-3, Tokyo, Japan, *Lecture Notes in Artificial Intelligence*, **5208**: 270-280, Springer-Verlag, Berlin Heidelberg
- Vilhjálmsón, H., Cantelmo, N., Cassell, J., Chafai, N., Kipp, M., Kopp, S., Mancini, M., Marsella, S., Marshall A., Pelachaud, C., Ruttkay Z., Thorisson, K., van Welbergen, H. and van der Werf, R. (2007) "The Behavior Markup Language: Recent Developments and Challenges", C. Pelachaud et al. (Eds.): Proceedings of The 7th International Conference on Intelligent Virtual Agents, September 17-19, Paris, France, *Lecture Notes in Artificial Intelligence*, **4722**: 99-111, Springer-Verlag, Berlin Heidelberg
- Vilhjálmsón, H., Merchant, C., Samtani, P. (2007) "Social Puppets: Towards Modular Social Animation for Agents and Avatars", D. Schuler (Ed.): Proceedings of The 2nd International Conference on Online Communities and Social Computing, July 22-27, Beijing, China, *Lecture Notes in Computer Science*, **4564**:192-201, Springer-Verlag, Berlin Heidelberg *Invited Paper*

PUBLICATIONS (continued)

- Kopp, S., Krenn, B., Marsella, S., Marshall, A. N., Pelachaud, C., Pirker, H., Thorisson, K. and Vilhjalmsson, H. (2006) "Towards a Common Framework for Multimodal Generation in ECAs: The Behavior Markup Language", J. Gratch et al. (Eds.): Proceedings of The 6th International Conference on Intelligent Virtual Agents, August 21-23, Marina del Rey, CA, USA, *Lecture Notes in Computer Science*, **4133**: 205-217, Springer-Verlag, Berlin Heidelberg
- Thorisson, K., Vilhjalmsson, H., Pelachaud, C., Kopp, S., Badler, N., Johnson, W. L., Marsella, S. and Krenn, B. (2006) "Representations for Multimodal Generation: A Workshop Report", *AI Magazine*, **27**(1), AAAI Press
- Johnson, W. L., Vilhjalmsson, H. and Marsella, S. (2005) "Serious Games for Language Learning: How Much Game, How Much AI?", in *Proceedings of The 12th International Conference on Artificial Intelligence in Education*, July 18-22, Amsterdam, The Netherlands, IOS Press
- Vilhjalmsson, H. and Samtani, P. (2005) "MissionEngine: Multi-system integration using Python in the Tactical Language Project", *PyCon*, March 23-25, Washington, D.C., Python Software Foundation
- Vilhjalmsson, H. (2005) "Augmenting Online Conversation through Automatic Discourse Tagging", in *Proceedings of The 6th Annual Minitrack on Persistent Conversation at HICSS*, January 3-6, 2005, Big Island, Hawaii, IEEE
- Warwick, W. and Vilhjalmsson, H. (2005) "Engendering Believable Communicative Behaviors in Synthetic Entities for Tactical Language Training: An Interim Report", in *Proceedings of Behavior Representation in Modeling and Simulation*, May 16-19, Universal City, CA, SISO
- Johnson, W. L., Beal, C., Fowles-Winkler, A., Lauper, U., Marsella, S., Narayanan, S. and Vilhjalmsson, H. (2004) "Tactical Language Training System: An Interim Report", in *Proceedings of The International Conference on Intelligent Tutoring Systems*, August 30 - September 3, Maceio, Brasil, Springer-Verlag
- Johnson, W. L., Choi, S., Marsella, S., Mote, N., Narayanan, S. and Vilhjalmsson, H. (2004) "Tactical Language Training System: Supporting the Rapid Acquisition of Foreign Language and Cultural Skills", in *Proceedings of NLP and Speech Technologies in Advanced Language Learning Systems*, June 17-19, Venice, Italy, inSTIL
- Johnson, W. L., Marsella, S. and Vilhjalmsson, H. (2004) "The DARWARS Tactical Language Training System", in *Proceedings of The Interservice/Industry Training, Simulation and Education Conference*, November 26-29, Orlando, FL, USA, SSA
- Vilhjalmsson, H. (2004) "Animating Conversation in Online Games", Rauterberg, M. (Ed.), Proceedings of The 3rd International Conference on Entertainment Computing, *Lecture Notes in Computer Science*, **3166**: 139-150, Springer-Verlag, Berlin Heidelberg
- O'Sullivan, C., Cassell, J., Vilhjalmsson, H., Dingliana, J., Dobbyn, S., McNamee, B., Peters, C. and Giang, T. (2002) "Levels of Detail for Crowds and Groups", *Computer Graphics Forum*, **21**(4), EG
- Cassell, J., Stocky, T., Bickmore, T., Gao, Y., Nakano, Y., Ryokai, K., Tversky, D., Vaucelle, C. and Vilhjalmsson, H. (2002) "MACK: Medialab Autonomous Conversational Kiosk", in *Proceedings of IMAGINA*, February 12-14, Monte Carlo, Monaco
- Cassell, J., Bickmore, T., Campbell, L., Vilhjalmsson, H. and Yan, H. (2001) "More than just a pretty face: conversational protocols and the affordances of embodiment", *Knowledge-Based Systems*, **14**, Elsevier
- Cassell, J., Vilhjalmsson, H. and Bickmore, T. (2001) "BEAT: the Behavior Expression Animation Toolkit", *ACM SIGGRAPH*, August 12-17, Los Angeles, CA, ACM Press, 477-486
- Cassell, J., Ananny, M., Basu, A., Bickmore, T., Chong, P., Mellis, D., Ryokai, K., Smith, J., Vilhjalmsson, H. and Yan, H. (2000) "Shared Reality: Physical Collaboration with a Virtual Peer", *ACM CHI*, April 1-6, The Hague, The Netherlands, ACM Press
- Cassell, J., Bickmore, T., Vilhjalmsson, H. and Yan, H. (2000) "More Than Just a Pretty Face: Affordances of Embodiment", *International Conference on Intelligent User Interfaces*, January 9-12, New Orleans, LA, ACM Press, 4-9
- Cassell, J. and Vilhjalmsson, H. (1999) "Fully Embodied Conversational Avatars: Making Communicative Behaviors Autonomous", *Autonomous Agents and Multi-Agent Systems*, **2**(1), ACM Press
- Cassell, J., Vilhjalmsson, H., Chang, K., Bickmore, T., Campbell, L. and Yan, H. (1999) "Requirements for an Architecture for Embodied Conversational Characters", *Computer Animation and Simulation*, Magnenat-Thalmann, N. and Thalmann, D. (Eds.), Springer Verlag, Vienna, Austria
- Cassell, J., Bickmore, T., Billinghurst, M., Campbell, L., Chang, K., Vilhjalmsson, H. and Yan, H. (1999) "Embodiment in Conversational Interfaces: Rea", *CHI*, Pittsburgh, PA, ACM Press, 520-527
- Vilhjalmsson, H. and Cassell, J. (1998) "BodyChat: Autonomous Communicative Behaviors in Avatars", *Autonomous Agents*, Autonomous Agents, Minneapolis, MN, ACM Press, 269-276

PUBLICATIONS (continued)

Workshop Papers

- Thórisson, K.R. and Vilhjálmsón, H. (2009) "Functional Description of Multimodal Acts: A Proposal" in the proceedings of the 2nd Function Markup Language Workshop "Towards a Standard markup Language for Embodied Dialogue Acts" at AAMAS, Budapest, Hungary, 2009
- Vilhjálmsón, H. and Thórisson, K.R. (2008) "A Brief History of Function Representation from Gandalf to SAIBA" in the proceedings of the 1st Function Markup Language Workshop at AAMAS, Portugal, June 12-16, 2008
- Vilhjálmsón, H. and Stacy, M. (2005) "Social Performance Framework", *Workshop on Modular Construction of Human-Like Intelligence at the 20th National AAAI Conference on Artificial Intelligence*, July 9th, Pittsburgh, PA, AAAI
- Johnson, W. L., Marsella, S., Mote, N., Si, M., Vilhjálmsón, H. and Wu, S. (2004) "Balanced Perception and Action in the Tactical Language Training System", *Workshop on Balanced Perception and Action in ECAs in conjunction with AAMAS*, July 19-20, New York, NY
- O'Sullivan, C., Cassell, J., Vilhjálmsón, H., Dobbyn, S., Peters, C., Leeson, W., Giang, T. and Dingliana, J. (2002) "Crowd and Group Simulation with Levels of Detail for Geometry, Motion and Conversational Behavior", *Eurographics-Irish Chapter Workshop on Computer Graphics*, March 25-26, Dublin, Ireland, EG
- Vilhjálmsón, H. (1999) "Identity, Avatars and Embodiment", *Workshop on Research Issues in the Design of Online Communities at ACM CHI*, May 16-17, Pittsburgh, PA
- Cassell, J., Bickmore, T., Billingham, M., Campbell, L., Chang, K., Vilhjálmsón, H. and Yan, H. (1998) "An Architecture for Embodied Conversational Characters", *First Workshop on Embodied Conversational Characters*, October 12-15, Tahoe City, CA
- Vilhjálmsón, H. (1996) "Autonomous Communicative Behaviors in Avatars", *Lifelike Computer Characters*, October 8-11, Snowbird, UT

Book Chapters and Other Publications

- Vilhjálmsón, H. (2009) "Representing Communicative Function and Behavior in Multimodal Communication" in A. Esposito et al. (Eds.): *Multimodal Signals: Cognitive and Algorithmic Issues. Lecture Notes in Artificial Intelligence*, **5398**: 47-59, Springer-Verlag, Berlin Heidelberg
- Vilhjálmsón, H. (2008) "Tölvuleikir teknir alvarlega vestanhafs", *Tölvumál: The Journal of the Society for Information Processing*, **33**(1), Skýrslutæknifélag Íslands
- Cassell, J., Vilhjálmsón, H. and Bickmore, T. (2004) "BEAT: The Behavior Expression Animation Toolkit", *Life-Like Characters: Tools, Affective Functions, and Applications*, Prendinger, H. and Ishizuka, M. (Eds.), Springer-Verlag, Berlin, 163-185
- Cassell, J., Bickmore, T., Campbell, L., Vilhjálmsón, H., Yan, H. (1999) "Conversation as a System Framework: Designing Embodied Conversational Agents", *Embodied Conversational Agents*, Cassell, J. et al. (Eds.), MIT Press, Cambridge, MA, 29-63
- Vilhjálmsón, H. (1993) "Sýndarveruleiki", *Tölvumál: The Journal of the Society for Information Processing*, **18**(3), Skýrslutæknifélag Íslands

DEMOS/POSTERS

- 09/2009 • **CADIA Populus Video**
 - *Gathering of Animated Lifelike Agents (GALA)*, at IVA 2009, Amsterdam, The Netherlands
- 09/2009 • **CADIA Populus – Demo.**
 - *Vísindavaka 2009*, The Icelandic Centre for Research, Reykjavík, Iceland.
- 11/2008 • **CADIA Projects – Demo.**
 - *ICT 2008*, The European Commission, Lyon, France.
- 11/2008 • **CADIA Projects – Demos.**
 - *AI Festival 2008*, School of Computer Science, Reykjavik University
- 9/2008 • **BML Realizer Video**
 - *Gathering of Animated Lifelike Agents (GALA)*, at IVA 2008, Tokyo, Japan
- 09/2008 • **CADIA Populus – Demo.**

DEMOS/POSTERS (continued)

- 09/2007 • *Vísindavaka 2008*, The Icelandic Centre for Research, Reykjavík, Iceland.
- 09/2007 • **Humanoid Agents in Social Game Environments – Demo.**
- 3/2007 • *Vísindavaka 2007*, The Icelandic Centre for Research, Reykjavík, Iceland.
- 3/2007 • **Interactive Virtual Environments**
- 09/2006 • *Tækni og Vit 2007*, The Industry Association with the Ministry of Industry and Commerce
- 09/2006 • **Leikur að læra pastúnsku! – Demo.**
- 09/2006 • *Vísindavaka 2006*, The Icelandic Centre for Research, Reykjavík, Iceland.

STUDENTS

Current MS Thesis Supervision

- Páll Rúnar Práinsson
- Birna Íris Jónsdóttir (on leave Winter 2009-2010)
- Raffaele Gaito (at University of Salerno, Italy)

Completed MS Thesis Supervision

- Claudio Pedica
- Angelo Cafaro (at University of Salerno, Italy)

Completed MS Thesis Examination

- Ida Kramarczyk
- Jónas Tryggvi Jóhannsson
- María Arinbjarnar

Current BS Theses Supervision

- Hildur Sif Thorarensen
- Ólafur Gíslason

Completed BS Theses Supervision

- Elvar Örn Unnþórsson
- Eiríkur Ari Pétursson
- Guðleifur Kristjánsson
- Árni Hermann Reynisson
- Bjarni Þór Árnason
- Ægir Þorsteinsson
- Óskar Vatnsdal Guðjónsson

COURSES TAUGHT

- Fall 2009 • Computer Graphics
- Fall 2009 • Natural Language Processing
- Fall 2009 • BS Final Projects
- Fall 2009 • Independent Study: "Open Source Technology for Massively-Multiplayer Games"
- Spring 2009 • Virtual Environments
- Spring 2009 • Introduction to Artificial Intelligence
- Spring 2009 • BS Final Projects

COURSES TAUGHT (continued)

- Spring 2009 • Independent Study: "Simulating Group Behavior in Avatar-based Virtual Environments"
- Spring 2009 • Independent Study: "Behavior Modeling in Virtual Creatures"
- Fall 2008 • Natural Language Processing
- Spring 2008 • BS Final Projects
- Spring 2008 • Virtual Environments
- Spring 2008 • Introduction to Artificial Intelligence
- Spring 2008 • Independent Study: "Building and Performance Tuning a Real-time Nature Rendering Framework with Shaders"
- Fall 2007 • Natural Language Processing
- Fall 2007 • Operating Systems
- Fall 2007 • Independent Study: "Procedural Content Creation"
- Spring 2007 • Virtual Environments
- Spring 2007 • Introduction to Artificial Intelligence
- Spring 2007 • Independent Study: "Leitaraðferðir á leiðum í tölvuleikjum"
- Spring 2007 • Independent Study: "Coupling Autonomy and User Control in Avatar Based Online Interaction"

SERVICES

Coordination Work

- Co-chair for *6th Nordic Conference on Human-Computer Interaction*, Reykjavik, Iceland, October 2010
- Senior PC Member for *10th International Conference on Intelligent Virtual Agents*, Philadelphia, USA, September 2010
- Senior PC Member for *9th International Conference on Autonomous Agents and Multiagent Systems*, Toronto, Canada, May 10-14, 2010
- Co-chair for *The 9th International Conference on Intelligent Virtual Agents*, Amsterdam, The Netherlands, September 2009
- Co-organizer *The 4th International Workshop on the Behavior Markup Language*, Amsterdam, The Netherlands, September 2009
- Co-organizer of the *Annual Conference on Software Development*, The Icelandic Society for Information Processing (Ský), Reykjavik, November 2008
- Producer for the *Icelandic AI Festival*, Reykjavik University, Reykjavik, November 2008
- Co-organizer of *The 3rd International Workshop on the Behavior Markup Language*, MITRE Corporation, Boston, MA, June 2-3, 2008
- Co-organizer of *The 1st Functional Markup Language Workshop* at AAMAS 2008, Estoril, Portugal, May 12-13, 2008
- Interactive Demonstrations Chair for *the 13th International Conference on Artificial Intelligence in Education*, Marina del Rey, CA, July 2007
- Co-organizer of *The 2nd International Workshop on the Behavior Markup Language*, Paris, France, June 7-8, 2007
- Co-organizer of an *International Workshop on Multimodal Behavior Description*, Vienna, Austria, November 6-8, 2006
- Co-organizer of a *AAAI Workshop on Modular Construction of Human-Like Intelligence*, Pittsburgh, Pennsylvania, July 10, 2005.
- Co-organizer of an *International Workshop on Representations for Multimodal Generation*, Reykjavík, Iceland, April 23-25, 2005.
- Co-organizer of a *Workshop on Embodied conversational agents* at ACM AAMAS, 2002

Most Recent Referee Work

- **2010** *Journal of Applied AI, IceTAL 2010*
- **2009** *Autonomous Agents and Multi-Agent Systems, SIGGRAPH, CHI, International Gesture Workshop, Intelligent User Interfaces*
- **2008** *Multimodal Signals: Cognitive and Algorithmic Issues (LNAI), Computer Animation and Virtual Worlds, Autonomous Agents and Multi-Agent Systems*

SERVICES (continued)

- **2007** *Virtual Reality, Speech Communication, Persistent Conversation (HICSS), Intelligent Virtual Agents, Pragmatics of Computer-Mediated Communication, Artificial Intelligence Journal, SIGGRAPH, NODALIDA*
- **2006** *Human Computer Interface International, Computer Supported Cooperative Work, Persistent Conversation (HICSS), Intelligent Virtual Agents, AAAI, International Journal of Human-Computer Studies, Autonomous Agents and Multi-Agent Systems, CHI*

Other Recent Service Work

- On the Board of Directors of MindGames, Reykjavik, Iceland
- On the Board of Directors of Alelo Inc., Los Angeles, CA
- On the Board of Hugsýn, the Icelandic Cognitive Science Society
- On the Board of Advisors of CLARA, Reykjavík, Iceland
- Organizer, producer and designer of the "Eitt mál fyrir allan heiminn" museum exhibit, on the 100th anniversary of the first Icelandic textbook for esperanto, The National Library of Iceland, 2009
- Jury member on the Icelandic highschool innovation competition, NKG, 2009
- Contributor to the founding and running of the Icelandic Gaming Industry, 2009
- Co-organizer of the student game development competition at RU, 2009
- Co-hosted a meeting of the Ministry of Ideas grassroots innovation and social change organization, 2009
- In Björk's "Neisti"/"Nattura.info" organization team, responsible for a series of workshops, meetings and talks within the government and in the wider community regarding a "Green Future" for Iceland and alternatives to heavy industry, 2008
- Reviewer on the Icelandic highschool innovation competition, NKG, 2008
- Tutor in the Icelandic highschool innovation competition, NKG, 2007
- Member of a Ministry of Education / EU advisory group on *Improving IT use in education*, 2006
- Reviewer on grant proposals for *Rannís - The Icelandic Research Council*
- Founding member of *Mindmakers.org*, an online forum for open development of communicative humanoids and related AI middleware.

INVITED TALKS AND PANELS

- 12/2009 • **Framtíð gagnvirkrar miðlunar** *Ný sköpun á skjánum*, jólaráðstefna 2009, Ský
- 4/2009 • **Automating Social Behavior**, Faculty of Science and Technology, University of Camerino, Camerino, Italy
- 1/2009 • **Interdisciplinary Innovation**, Pecha Kucha Night Reykjavik 1, The Ministry, Reykjavik
- 12/2008 • **Stafrænir holdgervingar í félagslegum sýndarheimi** *Fræðafundur*, Fræðafélagið Kvasir, Reykjavik
- 11/2008 • **Svona hagar fólk sér: Félagsleg hegðun fyrir leiki** *AI Festival*, School of Computer Science, Reykjavik University
- 9/2008 • **Notkun sýndarumhverfa í tungumálakennslu** *Evrópski tungumáladagurinn*, Stofnun Vigdísar Finnbogadóttur í erlendum málum og Samtök íslenskra tungumálakennara
- 4/2008 • **Representing Function and Behavior in Multimodal Communication** *International School on Multimodal Signals: Cognitive and Algorithmic Issues*, EU COST Action 2102
- 4/2008 • **Representing Function and Behavior in Multimodal Communication** *Árleg ráðstefna um tungutækni*, TungutækniSETUR
- 11/2007 • **Þróun og notkun alvarlegra leikja við kennslu** *IT in Education*, The IT and Education Society
- 7/2007 • **Fræðakvöld: Stafrænir holdgervingar í félagslegum sýndarheimi** *Res Extensa Lecture Series*, Res Extensa: The Mind, Health and Behavior Society
- 3/2007 • **Garage AI: The Panda 3D Engine** *Public Garage AI Series*, Reykjavik University
- 3/2007 • **Félagsleg tölvutækni sem kennir mál og sið** *Breakfast Lecture Series*, Association of Women in IT
- 3/2007 • **Gervigreind fyrir grafískar sögupersónur** *Tækni og Vit 2007*, The Industry Association with the Ministry of Industry and Commerce
- 11/2006 • **Lifandi mál og menning: Notkun tölvuleiks við tungumálakennslu.**
 - *Tungumál og atvinnulífið: Margmiðun*, Stofnun Vigdísar Finnbogadóttur í erlendum málum
- 10/2006 • **Using games to scaffold learning**
 - *Trends in the use of learning objects*, NordFlex Virtual Conference

INVITED TALKS AND PANELS (continued)

- 9/2006 • **Notkun félagslegra vitvera í tungumálakennslu**
 - *Tæknidagar 2006*, Verkfræðingafélag Íslands og Tæknifræðingafélag Íslands
- 2/2006 • **Role of gesture in game-based language and culture training**
 - *American Association for the Advancement of Science Annual Meeting*, St. Louis, MO
- 10/2005 • **Using Games for Education and Training**
 - *The Summit on Educational Games*, Federation of American Scientists, Washington, DC
- 10/2004 • **Non Combat Military Game Efforts**
 - *Serious Games Summit D.C.*, CMP Media, Washington, DC
- 2003 • **Personal Conversational Agents: Communicative agency through automated graphical avatars**
 - Information Sciences Institute, U. of Southern California, Marina del Rey, CA
 - Computer and Information Science Colloquia, U. of Pennsylvania, Philadelphia, PA
 - College of Computing Colloquia, Georgia Institute of Technology, Atlanta, GA
 - IBM Watson Research Center, Cambridge, MA
- 2001 • **Interdisciplinary Innovation**
 - Annual Symposium of the Engineer Society and University of Iceland, Reykjavik, Iceland
- 2000 • **Using 3D Graphics in Online Communities: Opportunities and Challenges**
 - *MediaMOO Annual Symposia*, Georgia Institute of Technology, in Cyberspace
- 2000 • **I, Avatar**
 - *Internet Research 1.0 Conference*, Lawrence, KA
- 1998 • **Embodied Conversation**
 - *Avatars '98 Conference*, Contact Consortium, in Cyberspace
- 1997 • **Life-like Avatars**
 - *Avatars '97 Conference*, Contact Consortium, San Francisco, CA
- 1997 • **Avatars: State-of-the-art**
 - *User Interface '97*, Cambridge, MA
- 1993 • **Digital Magic: Virtual Reality**
 - The Living Arts Museum, Reykjavik, Iceland

PUBLIC APPEARANCES

- 1/1010 • *RUV Radio Channel 2*: Interview on "Morgunvaktin" about RU moving day
- 1/2010 • *RUV Radio Channel 1*: Interview on "Samfélagið í nærmynd" about RU new campus
- 10/2009 • *Fréttablaðið*: Esperanto opnar dyr (Interview on exhibit opening at the National Library)
- 11/2008 • *HáVarp Opna Háskólans*: Interview called "Hvernig eru verur í sýndarumhverfi gerðar mannlegri?"
- 11/2008 • *Fréttablaðið*: "Hátækni á Íslandi: Sproti sem gæti orðið að styrkri stoð", niðurstöður hátæknihóps Neista
- 10/2008 • *RUV Radio Channel 1*: Björk's Neisti Workgroup Summary on "Í heyranda hljóði"
- 09/2008 • *RUV Radio Channel 1*: Interview on "Víðsjá"
- 09/2008 • *Fréttablaðið*: Verðlaunaðir fyrir sýndarmenni (regarding student project)
- 05/2007 • *Entrepreneur Magazine*: Take the Lead (As co-founder of Alelo Inc.)
- 05/2007 • *Fréttablaðið*: Tölvuleikir stuðla að framþróun vísinda (Interview/Profile)
- 03/2007 • *RUV Radio Channel 1*: Interview on "Samfélagið í nærmynd"
- 02/2007 • *Morgunblaðið*: Tilfinningatölvuverur (Interview)
- 09/2006 • *Morgunblaðið (front page)*: Lifandi mál og menning
- 08/2006 • *RUV Radio Channel 1*: Interview on "Víðsjá"
- 04/2006 • *Los Angeles Business Journal*: War of words: video game teaches combat troops to communicate
- 03/2006 • *DV*: Dr. Hannes Vilhjálmsson hjá háskóla Suður-Kaliforníu Kennir Könum að umgangast Íraka
- 02/2006 • *BBC News*: US troops taught Iraqi gestures
- 02/2006 • *National Geographic News*: Video Game Helps U.S. Soldiers Learn Arab Language, Culture
- 01/2006 • *Fréttablaðið*: Vopnin víkja fyrir vináttu (Interview)
- 04/2005 • *Vírus*: Vitrænar verur (Interview)
- 02/2005 • *Morgunblaðið (front page)*: Þróar tölvuleik fyrir herinn
- 02/2005 • *COX News Service*: Researchers tame violent video game to keep troops safe in Iraq (Appears in: Infowars, The Pulse Journal, Rocky Mount Telegram,...)

PUBLIC APPEARANCES (continued)

- 01/2005 • *Computer Gaming World*: Uncle Sam Gets Serious - Games are graduating and military simulations are just the start
- 12/2004 • *Giornale Tecnologico*: Viodeogiochi frontiera nel training (Italian)
- 12/2004 • *Training and Simulation Journal Online*: Deadly Serious
- 11/2004 • *Virgilio*: Videogame: non solo per divertirsi (Italian)
- 11/2004 • *Canalgame*: Videojuegos para entrenar a profesionales (Spanish)
- 11/2004 • *Reuters*: Video games teach more than hand-eye coordination (Appears in: The New Zealand Herald, Yahoo! News, USATODAY.COM, Video Game, Entertainment Software Association, LivingWithStyle.com, Entertainment Industry, AndySullivan.com...)
- 11/2004 • *GameDev.Net*: Serious Games Summit 2004 Report
- 09/2004 • *IEEE Intelligent Systems*: Gaming Technology Helps Troops Learn Language
- 08/2004 • *Dagblaðið Vísir*: Íslendingur í New York Times (Icelandic)
- 07/2004 • *Asharq Al-Awsat* (Arabic)
- 07/2004 • *The New York Times*: Virtual Camp Trains Soldiers in Arabic, and More (Reprinted in: The Language Feed, Free Republic)
- 06/2004 • *USC Engineer*: Mission to Arabic: It's Not Your Father's Language Lab (Also: USC Viterbi News Online)
- to 2004 • Various appearances, most notably television appearances on PBS Scientific American Frontiers, ABC News and Stöð 2

PERSONAL INFORMATION

- *Born*: September 3rd, 1972
- *Citizenship*: Icelandic