

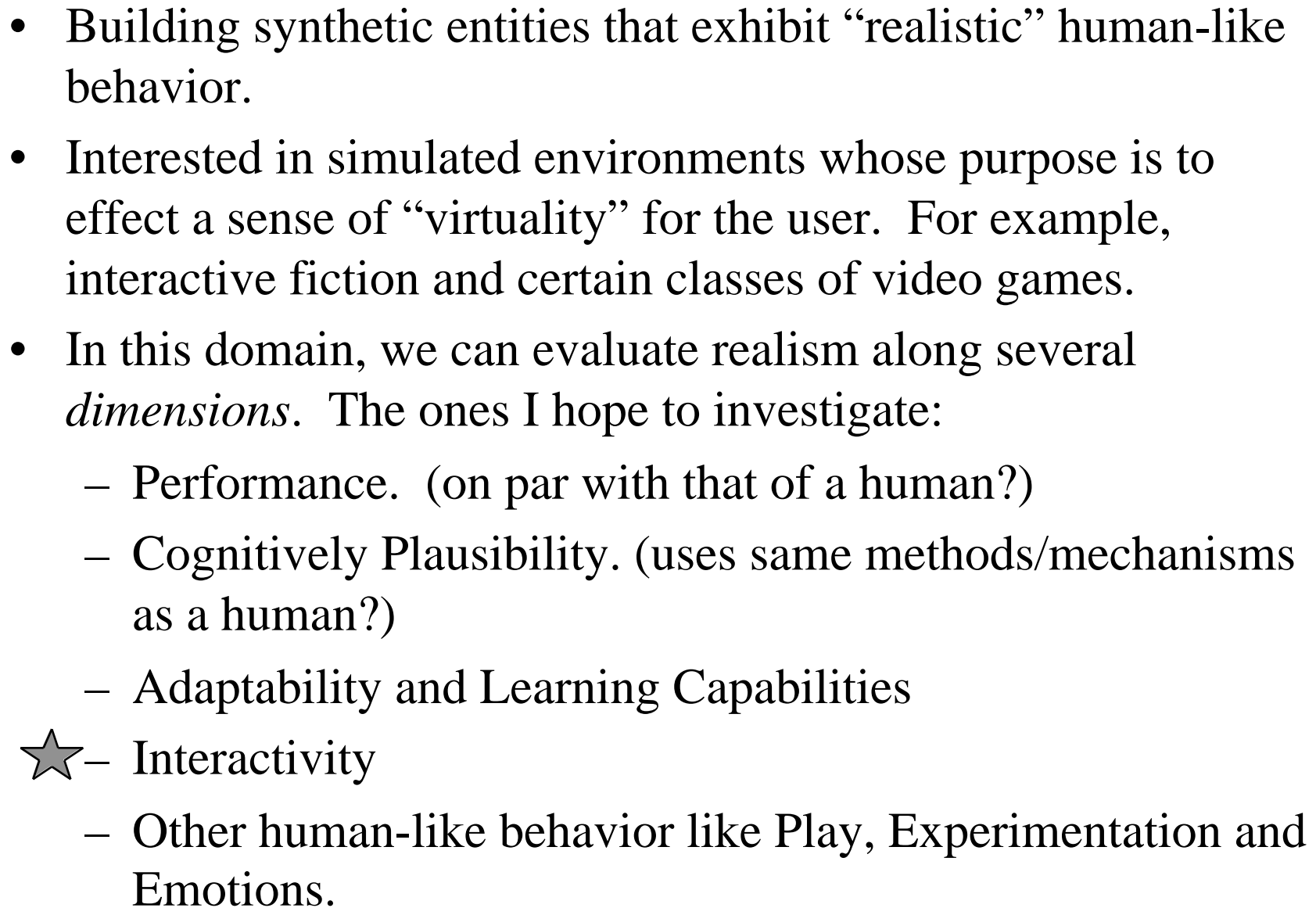


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- Building synthetic entities that exhibit “realistic” human-like behavior.
 - Interested in simulated environments whose purpose is to effect a sense of “virtuality” for the user. For example, interactive fiction and certain classes of video games.
 - In this domain, we can evaluate realism along several *dimensions*. The ones I hope to investigate:
 - Performance. (on par with that of a human?)
 - Cognitively Plausibility. (uses same methods/mechanisms as a human?)
 - Adaptability and Learning Capabilities
 - ★ – Interactivity
 - Other human-like behavior like Play, Experimentation and Emotions.



•Current Work for this Summer

- New version of Tag-Soar
 - Compatible with Soar 7.1, new interface and other pragmatic issues.
 - Turn-based → Real-time asynchronous
 - Grid-based → Graded environment.
 - Capability for inter-agent communication.
- Interfacing Soar with Descent 3
- Soar Agent Development
 - General purpose to work in both domains
 - Instructable, interactive agents in the spirit of Scott Huffman's thesis work (Instructo-Soar.)