20th North American Soar Workshop Schedule

Thursday, May 11

	Tutorials / Introduction to Soar	

Friday, May 12

	Soar8 for Soarers	
	Creating a Simulation Environment	
7:00pm	**Dinner** from Abbot's Pizza Co.	
	Introductions and collect speaker materials	
8:00pm	ISD Demos	
	•Eye & Hand in Soar	Frank Ritter
	•Learning in STEVE	Andrew Scholer
	•Immersadesk Helicopter	Randy Hill
	•CARTE	Lewis Johnson
	•Creepy Emotive Faces	Jonathan Gratch

Saturday, May 13

8:00 – 9:00	**Registration & Breakfast**	
ENTERTAINMENT TONIGHT		
9:00 - 9:15	Soar Goes Hollywood	Jonathan Gratch
9:15 - 9:30	ICT Mission Rehearsal	Jeff Rickel
9:30 - 9:45	Lessons Learned from the Computer Game Industry	John Laird
9:45 - 10:00	Report from AAAI Spring Symposium on AI & Interactive Entertainment	Mike van Lent
NATURAL LANGUAGE		
10:00 - 10:15	Integrating Wordnet with NL-Soar	Deryle Lonsdale
10:15 - 10:30	Using Wordnet to Build Semantic Representation	Anton Rytting
10:30- 10:45	Integrating Soar with Physical Robots & Behavior-Based Control	Barry Brian Werger
10:45 - 11:00	**Break**	
COGNITIVE MODELING & BELIEVABILITY		
11:00 - 11:15	Integrating Direction in Soar Believable Synthetic Characters	Mazin Assaine
11:15 - 11:20	An Introduction to a Grad Student	Brian Magerko
11:20 - 11:35	Modeling Bad TV Actors in Soar	Jonathan Gratch
11:35- 11:50	Anticipation in the Soar Quakebot	John Laird
11:50 - 12:00	The Humanity of the Soar Quakebot	John Laird
12:00 - 1:00	**Lunch**	
SOAR DEVELOPMENT		
1:00 - 1:10	Soar Update	Karen Coulter
1:10 - 1:20	New Debugging Tools in TSI 3.0	Mazin Assanie
1:20- 1:30	SDB: A Soar Debugger	Glen Taylor
1:30 - 1:40	The Blank Environment: A Skeletal System for Building Tcl-based Soar Environments	Mazin Assanie
1:40 - 1:55	Application Interface Development	Mike van Lent
1:55 - 2:10	Visual Soar	Bradley Jones
2:10 - 2:25	**Break**	
SOAR COMMUNITY		
2:25 - 2:35	Life in the "Real World"	Jim Rosbe
2:35 - 2:45	Soar Usage Outside the USA – 2000	Tony Kalus

2:45 -	2:50	The Soar FAQ & DERA Report	Frank Ritter

SENSING & INTERPRETATION

2:50-	3:05	SOAR/TcL-PM: Including a Widely Applicable Eye & Hand in Soar	Frank Ritter
3:05 -	3:20	Vision-Soar: Multi-Agent Image Interpretation of Medical Images	Ernst Bovenkamp
3:20 -	3:35	A Template-Based & Pattern-Driven Approach to Situation Awareness & Assessment	Wayne Zhang
3:35 -	3:45	Interactive Visualization of Situational Awareness	Randolph Jones
3:45 -	4:00	**Break**	
4:00 -	5:15	Break-out Sessions • Possible topics: The Re-Usability of Soar Code Across Applications? • Soar Interfaces • Soar & Psychology • Future Development Tools • Multi-Agent Support • Modeling Emotions and Personality • Working with the Entertainment Industry XS	
5:15 -	5:45	Discussions Summary	
	6:00	**Dinner at Siam**	7241 W. Manchester Avenue, (310) 641-7600

<u>Sunday, May14</u>

8:00 -	9:00	**Breakfast**	

MACHINE LEARNING

9:00 -	9:15	Learning Task Performance Knowledge by Observation	Mike van Lent

SOAR ARCHITECTURE

9:15 -	9:25	Forgetting in Soar: An Architectural Implementation of Working Memory Decay	Ronald Chong
9:25 -	9:55	Using Working Memory in Decay in an EPIC-Soar Model of En Route Air-Traffic Controller Behavior	Ronald Chong
9:55 -	10:10	Soar Lite: Designed for Speed	Scott Wallace
10:10 -	10:25	AI Architecture: Evaluation & the Soar Lite Project	Scott Wallace
10:25 -	10:35	Comparing Soar & UM-PRS at the Symbol and Knowledge Levels	Sayan Bhattacharyya
10:35 -	11:00	**Break**	
11:00 -	11:10	TacAir-Soar at Sea: Deployment in BFTT	Randolph Jones
11:10 -	11:30	Electronic Elves	David Pynadath Milind Tambe
11:30 -	11:40	Collaborative Negotiation Through Argumentation	Hyuckchul Jung
11:40 -	12:00	Closing Remarks	
12:00 -	1:00	**Lunch**	
	1:00	Go Play	