

Mystery is abound!

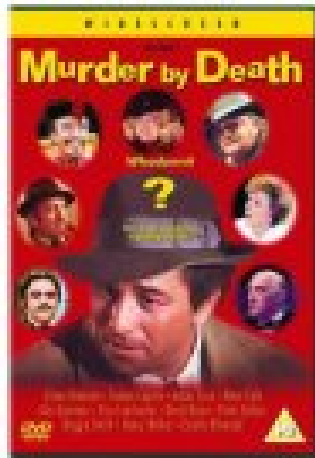
Who killed Jimmy delRey?

Group Project to Build a virtual Human



Virtual Human Workshop Project

- Project will be to build a virtual human that can be asked questions about an incident that happened to Jimmy delRey.
- Use the lessons learned from the tutorials
- Use the toolkit and build the language domain, non-verbal behavior



Virtual Human Workshop Project Domain

- Clue like Game
- We act as a detective and go around and talk to each character
- Teams of 3 people will make one character.
- Build and add to dialog
- Use Speech Generation, Speech Recognition, Question/ Response system
- Change rules in NVB for characters, Optional



- NPC Editor
- Statistical question / Response system

Responses can be:
 On Topic
 Off-Topic
 Alternate responses
 Delayed
 Repeat

The screenshot shows the NPC Editor software interface. The main window is titled "C:\saso1055\saso\core\NPC\editor\bin\...\.data\classifier\baron.plist". The interface is divided into several sections:

- Questions:** A table with columns: ID, Score, Text, #, Speaker, External ID, Modified. It lists 52 questions with various scores and speaker assignments.
- Answers:** A table with columns: ID, Score, Text, #, Speaker, External ID, Modified, Type. It lists 38 answers with various scores and speaker assignments.
- Question Detail:** A section below the Questions table showing details for question ID 28: "What is your full name?".
- Answer Detail:** A section below the Answers table showing details for answer ID 16: "No, Jimmy may not have been nice to everyone, but he did not have any enemies.".
- Footer:** Includes checkboxes for "Update scores" and "Include test questions", a "Link value" dropdown, and a "Send Answer" button.

Example Questions / Responses

- Questions

- Hello, Hi

- Do you know why you are here?

- Do you know about Jimmy?

- Responses

- Hi, What's up?

- You want to ask me some questions.

- Yea, he was a rotten kid

Meet the Characters

- **Characters can have any personality that you want**
- **Can add questions and responses, however there are some limitations:**
 - Speech Language model is based on the role playing sessions, so it's possible to add words that are not in the domain.
 - (This may not be a problem though)
 - The animation behaviors comes with a standard set of gestures, you can change this in the NVB, however this is not required
 - Limited amount of time, so don't go crazy, start simple and test a lot.
 - Use the fake recognizer in place of the speech to test.

Characters

Herman Feldman

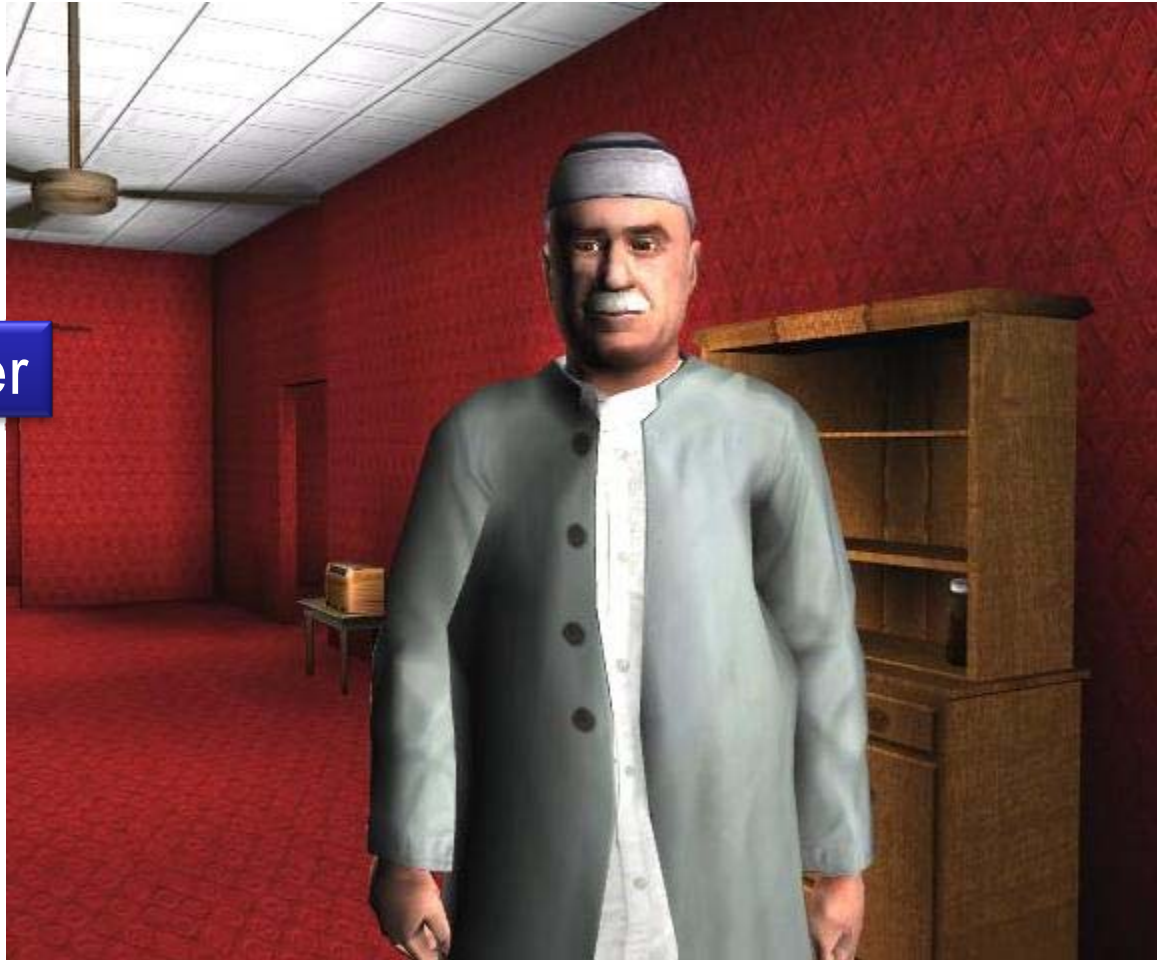
Hotel Guest



Characters

Baron delRey

Hotel Owner



Characters

Doc Bezelstern

Hotel Guest



Characters

Miguel Rivera

Groundskeeper



Characters

Mischa Urusevsky

Custodian



Characters

Scarlet O'Hurley

Receptionist
and Bar Tender



Project Outline

- **Break up into teams of 3 people (Limited # of computers)**
- **Get a character sheet folder**
- **Think about dialog today and tomorrow,**
 - build domain open lab, Thursday night and Friday morning
- **Use the virtual human toolkit to run test**
- **Character sheets provide info on the background of each character.**
- **One of you may be the murder, look at the character sheet**
- **We will pick the top 3-5 characters and show them the last day**
- **Encourage teams to test out other teams Agents**

Team Breakup

- **Get your team, or we will assign you one**
- **Get your character Sheets (Don't loose them)**