

References

- Eliëns A. (1992), DLP – A language for Distributed Logic Programming, Wiley
- Eliëns A. (2000), *Principles of Object-Oriented Software Development*, Addison-Wesley Longman, 2nd edn.
- Eliëns A., Dormann C., Huang Z. and Visser C. (2003), A framework for mixed media – emotive dialogs, rich media and virtual environments, Proc. TIDSE03, 1st Int. Conf. on Technologies for Interactive Digital Storytelling and Entertainment, Göobel S. Braun N.,n Spierling U., Dechau J. and Diener H. (eds.), Fraunhofer IRB Verlag, Darmstadt Germany, March 24-26, 2003
- Eliëns A., Huang Z., and Visser C. (2002), A platform for Embodied Conversational Agents based on Distributed Logic Programming, AAMAS Workshop – Embodied conversational agents - let's specify and evaluate them!, Bologna 17/7/2002
- Hildebrand M., Eliëns A., Huang Z. and Visser C. (2003), Interactive Agents Learning their Environment, Proc. Intelligent Virtual Agents 2003, Irsee, September 15-17, 2003 J.G. Carbonell and J.Siekmann (eds.), LNAI 2792, Springer, pp. 13-17
- Huang Z., Eliëns A., and De Bra P. (2001), An Architecture for Web Agents, Proceedings of the Conference EUROMEDIA 2001, 2001.
- Huang Z., Eliëns A., van Ballegooij A., De Bra P. (2000), A Taxonomy of Web Agents, IEEE Proceedings of the First International Workshop on Web Agent Systems and Applications (WASA '2000), 2000.
- Huang Z., Eliëns A., Visser C. (2001), Programmability of Intelligent Agent Avatars, Proceedings of the Agent'01 Workshop on Embodied Agents, June 2001, Montreal, Canada
- Huang Z., Eliëns A., Visser C. (2002), 3D Agent-based Virtual Communities. In: Proc. Int. Web3D Symposium, Wagner W. and Beitler M.(eds), ACM Press, pp. 137-144

- Huang Z., Eliëns A., Visser C. (2002b), STEP – a scripting language for Embodied Agents, PRICAI-02 Workshop – Lifelike Animated Agents: Tools, Affective Functions, and Applications, Tokyo, 19/8/2002
- Huang Z., Eliëns A., Visser C. (2003), *Intelligent Multimedia Technology: An Approach to Combine Agent Technologies with Multimedia*, in preparation
- Huang Z., Eliëns A., Visser C. (2003a), Implementation of a scripting language for VRML/X3D-based embodied agents, Proc. Web3D 2003 Symposium, Saint Malo France, S. Spencer (ed.) ACM Press, pp. 91-100
- Huang Z., Eliëns A., Visser C. (2003b), XSTEP: A Markup Language for Embodied Agents, Proc. CASA03, The 16th Int. Conf. on Computer Animation and Social Agents
- Huang, Z., Eliëns, A., and Visser, C. (2003c), *STEP: a Scripting Language for Embodied Agents*, in: Helmut Prendinger and Mitsuru Ishizuka (eds.), Life-like Characters, Tools, Affective Functions and Applications, Springer-Verlag, (to appear).
- Ruttkay Z., Huang Z. and Eliëns A. (2003a), The Conductor: Gestures for Embodied Agents with Logic Programming, Joint Annual ERCIM/CoLogNet Workshop on Constraint and Logic Programming, Budapest, Hungary, 30 June - 2 July, 2003
- van Ballegooij and Eliëns A. (2001), Navigation by Query in Virtual Worlds, Web3D 2001 Conference, Paderborn, Germany, 19-22 Feb 2001
- Visser C. and Eliëns A. (2000), A High-Level Symbolic Language for Distributed Web Programming. Internet Computing 2000, June 26-29, Las Vegas