



This is a section from:
Virtual Body Language
(c) 2011 by Jeffrey Ventrella
published by ETC Press
www.etc.cmu.edu/etcpres
www.virtualbodylanguage.com

References

- Allbeck, J. and Badler, N. 2003. "Representing and Parameterizing Agent Behaviors". *Life-like Characters: Tools, Affective Functions and Applications*. Helmut Prendinger and Mitsuru Ishizuka, Ed. Springer, Germany.
- Au, Wagner James. 2006. "The Uncanny Valley Expo". New World Notes blog: http://nwn.blogs.com/nwn/2006/08/the_uncanny_val.html.
- Badler, N., et al. 1991. *Making Them Move*. Morgan Kauffman.
- Bailenson, J., et al. 2005. "The independent and interactive effects of embodied-agent appearance and behavior on self-report, cognitive, and behavioral markers of copresence in immersive virtual environments". *Presence: Teleoperators and Virtual Environments*. Volume 14, Issue 4. MIT Press.
- Bartle, R. 2004. *Designing Virtual Worlds*. New Riders Publishing.
- Bates, B., and Cleese, J. 2001. *The Human Face*. BBC Worldwide Limited.
- Beattie, G. 2003. *Visible Thought: The New Psychology Of Body Language*. Routledge.
- Birdwhistell, R. 1970. *Kinesics and Context*. University of Pennsylvania Press.
- Bizzocchi, J. 2011. (personal communication)
- Blakeslee, S., and Blakeslee, M. 2007. *The Body Has a Mind of its Own*. Random House.
- Boellstorff, T. 2010. "Culture of the Cloud". *Journal of Virtual Worlds Research: The Metaverse Assembled*. Volume 2, No 5. May, 2010.
- Brooks, R. "Elephants Don't Play Chess". 1990. *Robotics and Autonomous Systems*. Volume 6, Numbers 1&2, Pages 3-15.
- Cameron, J. 2009. Interview with Discovery Channel, available on YouTube, Avatar: Motion Capture Mirrors Emotions, December, 24, 2009. <http://www.youtube.com/watch?v=1wK1Ixr-UmM>.

- Cardenas, M. 2010. quote from a personal video chat interview about *Becoming Dragon*, May, 2010.
- Carr, N. 2010. *The Shallows: What the Internet is Doing to our Brains*. W.W. Norton and Company.
- Cassell, J. 2001. "Embodied Conversational Agents: Representation and Intelligence in User Interfaces," *AI Magazine*, vol. 22.
- Chippendale, P. 2006. "Towards Automatic Body Language Annotation". pp.487-492, Seventh IEEE International Conference on Automatic Face and Gesture Recognition (FG'06).
- Clanton, C., Ventrella, J. 2003. Avatar-centric Communication in There. Presentation at the People, Computers and Design seminar, Stanford University. <http://hci.stanford.edu/courses/cs547/abstracts/02-03/030404-clanton.html>.
- Damer, B. 1998. *Avatars! Exploring and Building Virtual Worlds on the Internet*. Peachpit Press.
- Damer, B. 2010. personal email correspondence. January, 2010.
- Deacon, T. 1997. *The Symbolic Species: The Co-evolution of Language and the Brain*. New York, Norton.
- de Andrade, N.N.G. 2009. "Striking a Balance between Property and Personality: The Case of the Avatars". *Journal of Virtual Worlds Research*, Volume 1, Number 3. <http://journals.tdl.org/jvwr/article/viewArticle/362>.
- deGraf, B., and Yilmaz, E. 1999. "Puppetology: Science or Cult?" *Animation World Magazine*, issue 3.11 – February 1999.
- DiPaola S, Turner J. 2008. "Authoring the Intimate Self: Identity, Expression and Role-playing within a Pioneering Virtual Community". *Journal of the Canadian Games Studies Association*, Vol 1, No 3
- DiPaola, S. 2000. Notes from the Siggraph 2000 Panel on Interactive Storytelling.
- Doidge, Norman. 2007. *The Brain that Changes Itself*. James H. Silberman Books.

- Donath, J. 2010. "A Reflection on Jeremy Bailenson's talk", from the following web site: <http://blogs.law.harvard.edu/lawlab/2010/02/10/a-reflection-on-jeremy-bailenson-s-talk-from-judith-donath/>.
- Dreyfus, H. 1972. *What Computers Can't Do – The Limits of Artificial Intelligence*. MIT Press.
- Ekman, P., Friesen, W., and Bear, J. 1984. "The International Language of Gestures". *Psychology Today* 18. p64-69.
- Engage Digital. 2009. Virtual World Popularity Spikes. Blog: <http://www.engagedigital.com/2009/07/15/virtual-world-popularity-spikes/>
- Fast, Julius. 1971. *Body Language*. Pocket Books.
- Ferrer i Cancho, R. and Lusseau, D. 2009. "Efficient coding in dolphin surface behavioral patterns". *Complexity* 14 (5): 23-25.
- French, R. 2009. "If it walks like a duck and quacks like a duck... The Turing Test, Intelligence and Consciousness". *Oxford Companion to Consciousness*. Wilken, Bayne, Cleeremans (eds.) Oxford Univ. Press. 461-463.
- Freud, S. 1919. "Das Unheimliche" (The Uncanny).
- Gajadhar, J., and Green, J. 2005. "The Importance of Nonverbal Elements in Online Chat". *Educause Quarterly*, number 4.
- Gauthier, I., Curran, T., Curby, K.M. & Collins, D. 2003. "Perceptual interference supports a non-modular account of face processing." *Nature Neuroscience*, 6 (4),428-432.
- Gemmell, J., Zitnick, L. C., Kang, T., Toyama, K., and Seitz, S. 2000. "Gaze awareness for video-conferencing: a software approach". *Multimedia*, Volume 7, Issue 4. pp 26-35. IEEE.
- Gould, S. and Vrba, E. S. 1982. "Exaptation — a missing term in the science of form" *Paleobiology* 8 (1): 4-15.
- Gould, S. 1993. Looney Tuniverse: "There is a crazy king of physics at work in the world of cartoons". *New Scientist*.

- Grandin, T., and Johnson, C. 2005. "Animals emotion is simple and pure; Similarities between animal and autistic emotion". *Animals in Translation*. New York: Scribner.
- Gratch, J., Wang, N., Okhmatovskaia A., Lamothe, F., Morales, M., R., van der Werf R. J., and Morency, L. P. 2007. "Can virtual humans be more engaging than real ones?" *Human-Computer Interaction. HCI Intelligent Multimodal Interaction Environments*. Springer, 2007.
- Hafting T., Fyhn M., Molden S., Moser M. B., Moser E. I. 2005. "Microstructure of a spatial map in the entorhinal cortex". *Nature*. Aug 11, 2005.
- Hayles, K. 1999. *How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics*. University of Chicago Press.
- Heim, M. 2001. "The avatar and the power grid". *Mots Pluriels*, No. 19. October 2001. <http://www.arts.uwa.edu.au/MotsPluriels/MP1901mh.html>.
- Hewes, Gordon W. 1973 . "Primate communication and the gestural origins of language". *Current Anthropology* 14:5-24. 1973.
- Hooks, E. 2003. *Acting for Animators*. Heinemann
- Isbister, K. 2004. "Building Bridges Through the Unspoken: Embodied Agents to Facilitate Intercultural Communication". *Agent culture: human-agent interaction in a multicultural World*, by Payr, R., and Trappl, R. (editors). CRC Press.
- Isbister, K., Seif El-Nasr, M., and Ventrella, J. 2010. "Avatars with Improved Social Signaling." *CHI 2010 Workshop on Designing and Evaluating Affective Aspects of Sociable Media to Support Social Connectedness*.
- Isbister, K. 2006. *Better Game Characters by Design: A Psychological Approach*. Elsevier.
- Iverson, J. M., Tencer, H. L., Lany, J. and Goldin-Meadow, S. 2000. "The Relation Between Gesture and Speech in Congenitally Blind and Sighted Language-Learners." *Journal of Nonverbal Behavior*. vol 24. Number 2. Springer.

- Jenkins, H. 2010. Interviewed on Frontline: "Digital_Nation: Life on the Virtual Frontier". February, 2010.
<http://www.pbs.org/wgbh/pages/frontline/digitalnation/virtual-worlds/second-lives/the-human-behind-the-avatar.html?play>.
- Jones, C. 1989. Chuck Amuck – The Life and Times of an Animated Cartoonist. Farrar, Straus and Giroux. Page 13.
- Kastleman, M. 2001. *The Drug of the New Millennium: The Science of How Internet Pornography Radically Alters the Human Brain and Body*. Granite.
- Kellert, S. R., and Wilson, E. O. 1993. *The Biophilia Hypothesis*. Island Press.
- Kendon, A. 2004. *Gesture: Visible Action as Utterance*. Cambridge University Press.
- Kipp, M., Neff, M., and Albrecht, I. 2007. "An Annotation Scheme for Conversational Gestures: How to Economically Capture Timing and Form." *Journal on Language Resources and Evaluation*. Volume 47, Numbers 3-4. 2007. Springer.
- Kopp, S., Krenn, B., Marsella, S., Marshall, A. N., Pelachaud, C., Pirker, H., Thórisson, K. R., and Vilhjálmsón H. 2006. "Towards a Common Framework for Multimodal Generation: The Behavior Markup Language". *Lecture Notes in Computer Science*. Springer Volume 4133.
- Koster, R. "Avatar Body Language" – published in *Raph Koster's Website*. June 8, 2009. <http://www.raphkoster.com/2009/06/08/avatar-body-language>.
- Kurlander, D., Skelly, T., Salesin, D. 1996. "Comic Chat". *Proceedings of SIGGRAPH '96*. pp. 225-236. August 1996.
- Kurzweil, R. 2005. *The Singularity is Near – When Humans Transcend Biology*. Viking.
- Lance, B., and Marcella, S. 2010. "Glances, glares, and glowering: how should a virtual human express emotion through gaze?" *Autonomous Agents and Multi-Agent Systems*, Volume 20, number 1. Springer.
- Lanier, J. 2006. "What cephalopods can teach us about language". *Discover*. April 2, 2006.

- Lanier, J. 2010. *You Are Not a Gadget – A Manifesto*. Vintage Books.
- Lavenac, E. 2007. YouTube video: *Second Life*. Drafftcb/paris:
<http://www.youtube.com/watch?v=flkgNn50k14> .
- Linden Lab. 2009. “Puppeteering” *Second Life Wiki*:
<http://wiki.secondlife.com/wiki/Puppeteering>. Also described in
www.avatarpuppeteering.com
- Livingstone, D. 2006. “Turing’s Test and Believable AI in Games.” *Computers in Entertainment*. Volume 4, Issue 1.
- Mania, K. and Chalmers, A. 1998. “A Classification for User Embodiment in Collaborative Virtual Environments”. *Proceedings of the 4th International Conference on Virtual Systems and Multimedia*. IOS Press. pp. 177–182.
- Maturana, H. R. and Varela, F. J. 1992. *The Tree of Knowledge – The Biological Roots of Human Understanding*. Shambhala.
- McCloud, S. 1993. *Understanding Comics, The Invisible Art*. Tundra Publishing.
- McNeill, D. 1996. *Hand and Mind: What Gestures Reveal About Thought*. University of Chicago Press.
- McNeill, D. 1998. *The Face*. Little, Brown and Company.
- Meadows, M. S. 2008. *I Avatar: The Culture and Consequences of Having a Second Life*. New Riders.
- Moore, R. J. 2009. Personal communications: email interview.
- Müller, R., Pannasch, S., Velichkovsky, B. M. 2009. “Comparing eye movements for perception and communication: Changes in visual fixation durations and saccadic amplitudes”. *Perception* 38 ECVF Abstract Supplement, page 23.
- Murray, C. D., Pettifer S., Howard T., Patchick E. L., Caillette F., Kulkarni J., Bamford C. 2007. “The treatment of phantom limb pain using immersive virtual reality: three case studies”. *Disability and rehabilitation*. vol 29 (issue 18) : pp 1465-9.
- Nassiri, N., Powell, N., and Moore, D. 2004. “Avatar gender and personal space invasion anxiety level in desktop collaborative virtual environments”. *Virtual Reality*. Volume 8, Number 2. Springer.

- Neff, M. Kipp, M., Albrecht, I., and Seidel, H. 2008. "Gesture Modeling and Animation Based on Probabilistic Recreation of Speaker Style". *ACM Transactions on Graphics*. vol. 27. Issue 1, March.
- Nelson, T. 2008. *Geeks Bearing Gifts: How the Computer World Got This Way*. Mindful Press.
- Norman, D. 1992. *Turn Signals are the Facial Expressions of Cars*. Addison-Wesley.
- O'Donnell, M. 1980. "O'Donnell's Laws of Cartoon Motion". *Esquire*. June, 1980.
- O'Keefe, J., and Dostrovsky, J. 1971. "The hippocampus as a spatial map. Preliminary evidence from unit activity in the freely-moving rat" in *Brain Research* Volume 34, pages 171-175.
- Pearce, C. 2009. *Communities of Play – Emergent Cultures in Multiplayer Games and Virtual Worlds*. MIT Press.
- Pentland, Alex (Sandy). 2008. *Honest Signals*. MIT Press.
- Perlin, K. 1995. "Real Time Responsive Animation with Personality". *IEEE Transactions on Visualization and Computer Graphics*. Volume 1, Issue 1, March, 1995.
- Persson, P. 2003. "ExMS: an Animated and Avatar-based Messaging System for Expressive Peer Communication". *Proceedings of GROUP 2003 conference*, Nov. 9-12, 2003.
- Quaranta, A., Siniscalchi, M., Vallortigara, G. 2007. "Asymmetric tail-wagging responses by dogs to different emotive stimuli". *Current Biology*, Volume 17, Issue 6, Pages R199 - R201.
- Rist, T., Pelachaud, C., and Krenn, B. 2003. *Wrap-up and Conclusions from the Vienna Gesticon Workshop*.
http://www.ofai.at/research/nlu/NECA/GesticonsWS/gesticon_wrap-upv3.pdf.
- Roberts, D. et al. 2009. "Communicating Eye-gaze Across a Distance: Comparing an Eye-gaze enabled Immersive Collaborative Virtual Environment, Aligned Video Conferencing, and Being Together". *IEEE Virtual Reality 2009*, p.p. 135-142.

- Rotman, B. 2008. *Becoming Beside Ourselves: The Alphabet, Ghosts, and Distributed Human Being*. Duke University Press.
- Salem, B. Earle, N. 2000. "Designing a non-verbal language for expressive avatars". *Proceedings of the Third International Conference on Collaborative Virtual Environments*. ACM.
- Sarcmark.com (web site with advertisement for the sarcmark punctuation mark: <http://www.sarcmark.com>).
- Schrödinger, E. "What is Life?" 1944. *Cambridge University Press*.
- Schroeder, R. (editor). 2002. *The Social Life of Avatars: Presence and Interaction in Shared Virtual Environments*. Springer Verlag.
- Seif El-Nasr, M., Isbister, K., Ventrella, J., Aghabeigi, B., Hash, C., Morie, J., Bishko, L. 2011. "Body Buddies: Social Signaling through Puppeteering." proceedings of HCI International.
- Seif El-Nasr, M., Bishko, L., Zammitto, V, Nixon, M., and Athanasios, V. 2009. "Believable Characters". *Handbook of Digital Media in Entertainment and Arts*. chapter 22. Furht, B. (editor). Springer.
- Sheridan, M.D. 1977. "Observations on the development of spontaneous telekinesic communication in babies and young children". *Child Care Health Development*. May 1977. (Vol. 3, Issue 3, Pages 189-99).
- Stephenson, N. 1992. *Snow Crash*. Bantam Books. Page 60.
- Stevens, T. 2006. quoted in Wikipedia:
http://en.wikipedia.org/wiki/Series_of_tubes.
- Suler, John. The Psychology of CyberSpace. A hypertext book online at:
<http://www-usr.rider.edu/~suler/psycyber/psycyber.html>
Department of Psychology, Science and Technology Center, Rider University.
- Tashian, C. 2000. "Lost in Translation": a web site for multi-language translation, causing babbled text: tashian.com/multibabel/.
- Tromp, J, and Snowdon, D. 1997. "Virtual Body Language: providing appropriate user interfaces in collaborative virtual environments". *Proceedings of the ACM symposium on virtual reality software and technology*. Pages 37-44. ACM.

- Truss, L. 2003. *Eats, Shoots and Leaves*. Gotham Books.
- Tufte, E. R. 1990. *Envisioning Information*. Graphics Press.
- Tufte, E. R. 2006. *Beautiful Evidence*. Graphics Press.
- Turing, A. M. 1950. "Computing Machinery and Intelligence". *Mind*.
- Turkle, S. 1995. *Life on the Screen*. Touchstone.
- van Welbergen, H., Ruttkay, Z., and Varga, B. 2008. "Informed Use of Motion Synthesis Methods". *Motion in Games*. Springer.
- Ventrella, J., Seif El-Nasr, M., Aghabeigi, A., Overington, R. 2010. "Gestural Turing Test: A Motion-Capture Experiment for Exploring Nonverbal Communication". AAMAS 2010, International Workshop on Interacting with ECA's as Virtual Characters. <http://www.gesturalturingtest.com/>
- Verhulsdonck, G., 2007. "Issues of designing gestures into online interactions: implications for communicating in virtual environments". *Proceedings of SIGDOC '07*. ACM.
- Verhulsdonck, G., and Morie, J. F. 2009. "Virtual Chironomia: Developing Non-verbal Communication Standards in Virtual Worlds". *Journal of Virtual Worlds Research*. Volume 2, number 3. October, 2009.
- Vesna, V. 2004. "Community of People with No Time: Collaboration Shifts". *First Person: New Media as Story, Performance, and Game*. Ed. Wardrip-Fruin, N., Harrigan, P. MIT Press.
- von Károlyi, C., Winner, E., Gray, W., and Sherman, G. F. 2003. "Dyslexia linked to talent: Global visual-spatial ability". *Brain and Language*. Volume 85, Issue 3, June 2003, Pages 427-431.
- Watters, A. 2010. "Number of Virtual World Users Breaks 1 Billion, Roughly Half Under Age 15". From the blog: Read Write Web. http://www.readwriteweb.com/archives/number_of_virtual_world_users_breaks_the_1_billion.php
- White, M. "Visual Pleasure in Textual Places: Gazing in multi-user object-oriented worlds". *Information, Communication & Society*. Volume 2, Issue 4. December, 2001. Pages 496-520.
- Wilson, E. O. 1975. *Sociobiology*. Harvard College.
- Wilson, F. R. 1998. *The Hand – How its use shapes the brain, language, and human culture*. Vintage Books.

- Woita, S. 2010. personal communication.
<http://www.linkedin.com/in/susanwoita>.
- Yakal, K. 1986. "A Look at the Future of Online Games". *Compute!* Issue 77, October 1986. Page 32.
- Yee, N., Ellis, J., Ducheneaut, N. 2009. "The Tyranny of Embodiment". *Artifact*, Vol. 2, 2009, 1-6.
- Yee, N. 2007. "The Proteus Effect: Behavioral Modification via Transformations of Digital Self-Representation": Stanford University Ph.D. dissertation.
- Yip, B. and Jin, J.S. 2003. "An effective eye gaze correction operation for video conference using antirotation formulas". *Information, Communications and Signal Processing, 2003 and the Fourth Pacific Rim Conference on Multimedia*.