Enactive Avatar Embedded in Triadic Interaction Model



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The training of interactive agents with multiple layers of context awareness is less explored area of research. In this talk I will apply the triadic interaction model to tackle this issue. Our model will combine information of the internal state of the user interacting with the avatar, the adaptive model (behavior) of the avatar and narrative context of the viewer-avatar interaction. Furthermore, the model will incorporate different temporal layers of the context ranging from short and long term "memories", or retentions, to expectations, or protentions, about future narrative events. The discussion is framed within the theoretical approach of enactive cognitive science and further conceptual developments of enactive cinema and media. A case will be presented to describe how such triadic interaction model can be applied in practical art work.

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