

7 Realization and previous showings

The work was completed in July 1992. It was first shown at the American Association for Artificial Intelligence Arts Exhibition in July 1992 in San Jose, California. Approximately 200 people viewed the work. In January 1993 it was installed for two weeks at the Carnegie Mellon Hewlett Art Gallery, where another 1000 people attended. It opened as part of the permanent exhibition of the Computer Museum in Boston, Massachusetts in February 1993.

8 Oz/Animation group

The members of the joint Oz/Animation group are thirteen faculty, graduate students, and staff at Carnegie Mellon University. They study artificial intelligence, graphics, robotics, speech, drama, writing, and animation.

Below is a brief biography of Joseph Bates, who is the primary contact person for this work. However, if this work receives official recognition, we will be happy to submit biographies of all thirteen participants together with a joint picture. In any case, please be certain to credit the entire Oz/Animation group as creators of this work.

Joseph Bates is a faculty member in the School of Computer Science, and a Fellow of the Studio for Creative Inquiry in the College of Fine Arts, at Carnegie Mellon University. He has been an Assistant Professor in the Department of Computer Science at Cornell University and a Visiting Scientist at the MIT Artificial Intelligence Laboratory. Prior to completing his Ph.D. at Cornell in 1979, he was an early entrant at the Johns Hopkins University, where he received his bachelor's and master's degrees in computer science at age seventeen.

Prof. Bates' primary research interests are in artificial intelligence and interactive media. At Cornell he led an effort to create a knowledge based interactive medium for mathematics (NuPRL). At Carnegie Mellon he directs the Oz project, an interdisciplinary effort to develop computational theories of intelligent/emotional agents, narrative, and drama. Oz is intended to provide the technological foundation for rich, emotionally powerful virtual worlds.

9 Contents of this Submission

With this document we have included a 13 minute NTSC VHS video tape, a 35mm color slide of the Woggles, and an 8.5"x11" color copy of the slide. We have also included two papers, in case the jury wishes to learn more about this work. The first is a position paper on the importance of AI in interactive drama ("Virtual Reality, Art, and Entertainment"). The second is a paper describing the Tok architecture in more detail ("An Architecture for Action, Emotion, and Social Behavior").

We are more experienced with computing and artificial intelligence than with video production.