## Table of Contents

Coupling Agents and Game Engines	
HLA Proxy: Towards Connecting Agents to Virtual Environments by Means of High Level Architecture (HLA)	1
Decoupling Cognitive Agents and Virtual Environments Jeehang Lee, Vincent Baines, and Julian Padget	17
Agent Communication for Believable Human-Like Interactions between Virtual Characters	37
Using Games with Agents for Education	
Using Agents in Virtual Environments to Assist Controllers to Manage Multiple Assets	55
A Collaborative Agent Architecture with Human-Agent Communication  Model	70
Improving Agent Team Performance through Helper Agents	89
Visualisation and Simulation	
Visualisation on Demand for Agent-Based Simulation	106
A Cognitive Module in a Decision-Making Architecture for Agents in Urban Simulations	120
Evaluating Games with Agents	
Improving Situation Awareness in Intelligent Virtual Agents  Surangika Ranathunga and Stephen Cranefield	134



## XII Table of Contents

Generating Corpora of Activities of Daily Living and towards  Measuring the Corpora's Complexity	149
Does High-Level Behavior Specification Tool Make Production of Virtual Agent Behaviors Better?	167
Author Index	185