

Contents

Figures	9
Introduction	11
A Personal Assistant	11
Notes on Research Material and Approach.....	16
1. The Interface	25
1.1. Reconsidering the Interface	25
1.2. Human-Computer Interface: Bridging the Gap – Establishing the Gap.....	31
1.3. The Embodied Agent Interface	40
1.3.1. Interface Metaphors	40
1.3.2. New Functionality, New Look: The Embodied Agent Interface.....	43
1.3.3. The Spark of Life	48
2. Reflections	55
2.1. Mirrors and Windows: Amplifying the Imaginary	55
2.1.1. The Changing Role of the Screen	55
2.1.2. Entering a Mathematical Wonderland	58
2.1.3. Mirrors and Identities.....	66
2.2. "The so-called mirror is always already coded."	76
2.2.1. The Interface as a Place of Sign/Signal Mediating	78
2.2.2. Principles of New Media Objects	85
2.3. Between Science and Fiction	90
2.3.1. Boundary Objects	90
2.3.2. Narrations	96
3. Realizing the Agent Interface	105
3.1. The Return of the Body	105
3.1.1. Addressing the Body.....	105
3.1.2. Bodies in Action	114
3.1.3. Agency: Embodiment and the Ability to Act.....	121
3.1.4. The Gender Generator.....	128

3.2. “Once more with feeling”: The Role of Emotions	134
3.2.1. The Computer as Affective Device.....	134
3.2.2. “The Agent that Walked Out of the Display...”	142
3.2.3. The OCC Model of Emotion.....	148
3.2.4. Alternative Approaches to Emotion.....	153
3.3. “The object stares back”	162
3.3.1. Beyond the Screen	162
3.3.2. Gaze Behavior in Embodied Conversational Agents	169
3.3.3. The Object Stares Back? Summing Up Thoughts on Gaze.....	176
4. Passing as Human	183
4.1. Uncanny Doppelgängers.....	183
4.1.1. The Uncanny Valley	183
4.1.2. Doubles.....	187
4.2. Counting as Machine – Counting as Human:	
Rereading the Turing Test	190
4.2.1. The Gender Imitation Game	190
4.2.2. Ambiguous Positions at Peril:	
The Case of Olympia and the Virtual Human.....	194
Appendix	203
Bibliography.....	205