

Justine Cassell
Associate Dean, Technology Strategy and Impact, School of Computer Science
Professor, Language Technologies & Human-Computer Interaction
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Education:

<u>School</u>	<u>Degree</u>	<u>Date</u>
Université de Besançon	DEUG, Lettres Modernes (Option Linguistique)	1981
Dartmouth College	B.A., Comparative Literature, special degree Linguistics	1982
University of Edinburgh	M.LITT. Linguistics	1986
University of Chicago	Dual Ph.D. in Linguistics & Psychology, with honors <i>Committee:</i> David McNeill, Michael Silverstein, Susan Goldin-Meadow, Amy Dahlstrom	1991

Employment / Positions

<u>Employer</u>	<u>Position</u>	<u>Dates</u>
Carnegie Mellon University	<i>Associate Dean for Technology Strategy and Impact, School of Computer Science; Director Emerita, Human-Computer Interaction Institute, Co-Director of Simon Initiative on Technology-Enhanced Learning, Co-Director Yahoo InMind Project (joint apt Language Technologies & Human-Computer Interaction; courtesy appointments in Psychology, Linguistics, and Center for Neural Bases of Cognition).</i>	1/16 –
Carnegie Mellon University	<i>Associate Vice-Provost for Technology Strategy and Impact; Director Emerita, Human-Computer Interaction Institute, School of Computer Science; Co-Director of Simon Initiative on Technology-Enhanced Learning (courtesy appointments in Psychology, Language Technologies, and Center for Neural Bases of Cognition)</i>	8/14 – 1/16
Carnegie Mellon University	<i>Director and Full Professor, Human-Computer Interaction Institute, School of Computer Science (courtesy appointments in Psychology, Language Technologies, and Center for Neural Bases of Cognition)</i>	8/10 – 7/14
Northwestern University	<i>AT&T Chair and Full Professor, Departments of Communication Studies & Electrical Engineering and Computer Science (courtesy appointments in Linguistics, Psychology, and Learning Science). Founding Director, Center for Technology & Social Behavior</i>	9/03 – 8/10

	(CTSB). <i>Founding Director</i> , TSB Joint Ph.D. in Communication & Computer Science. <i>Associate</i> , Children's Memorial Hospital.	
MIT	Assistant, Associate & then Tenured Associate Professor, Media Arts & Sciences (Media Lab)	1/95-9/03
University of Pennsylvania	NSF Visiting Professor, Dept. of Computer and Information Science (and Institute for Research in Cognitive Science)	9/93-9/94
Pennsylvania State University	Assistant Professor in Departments of Linguistics, Psychology, and French	9/90-1/95
Max Planck Institute for Psycholinguistics	Visiting Scholar	5/84-9/84 5/86-9/86

Honors and Awards:

AAMAS (Autonomous Agents & Multi-agent Systems) long-lasting influential paper award for Cassell <i>et al.</i> , SIGGRAPH 1994.	2017
Fellow of the ACM (Association for Computing Machinery)	2016
Fellow, Royal Society of Edinburgh	2016 -
Fellow, American Academy for the Advancement of Science (AAAS)	2012 -
Steering Board, World Economic Forum New Visions of Education Initiative	2015-
Member, World Economic Forum Meta-Council on the Future of Health	2014 -
Co-Chair, World Economic Forum Global Future Council on Future of Computing	2016-
Member, World Economic Forum Global Agenda Council on Robotics & Smart Devices	2014-2016
Chair, World Economic Forum Global Agenda Council on Robotics & Smart Devices	2011-2014
Charles M. Geshke Endowed Directorship of Human-Computer Interaction Institute	2012-2014
Invited Speaker, World Economic Forum (Davos)	Annually, 2012 - 2017
Invited Speaker, World Economic Forum (Summer Davos)	Annually, 2012 - 2017
CRA Distinguished Lecturer	2009 -
ACM Distinguished Lecturer	2009 --
Fellow, CASBS (Stanford Center for Advanced Study in the Behavioral Sciences)	2008-2009
Visiting Professor, Sciences Po, Paris	March, 2008
Anita Borg Women of Vision Award	2008
AT&T Research Chair, Northwestern University	2007
Top Paper Award, Intl. Conf. on Communities & Technology	2007
Outstanding Scientists of the 21 st Century	2006
James Chen Annual Award for Best User Modeling and Adaptive Interfaces Article	2003
Best Paper Award, ACL (Association for Computational Linguistics)	2003
Edgerton Prize, Massachusetts Institute of Technology	2001

Best Paper Award, runner up, Intelligent User Interfaces	2000
Best Student Paper Award, Computer Supported Collaborative Learning Conference (paper with Kimiko Ryokai, PhD student)	1999
Best Paper Award, ACM Second International Conference on Autonomous Agents	1998
AT&T Career Development Chair	1997
Ph.D. thesis “with high honors,” University of Chicago	1991
National Science Foundation Doctoral Fellow	1989
Spencer Foundation Doctoral Fellow	1989
NIMH Doctoral Fellow	1989
Keasbey Foundation Fellow (taken at University of Edinburgh)	1982-1984

Selected Record of Research Funding

<u>Title</u>	<u>Funding Source</u>	<u>Dates</u>	<u>Role</u>
Grounding Task Behavior in the Social World: Deep Reinforcement Learning for Social Dialogue to Improve Task Performance	Google Faculty Award	2017-2018	PI
Towards Socially-Aware Conversational Agents that Keep up their End of the Conversation.	Microsoft Research	2017-2018	PI
Building Empathy with Users through Storytelling	LivePerson gift	2017-2018	PI
RAPT: Rapport-Aligned Peer Tutors – Using Virtual Social Interaction for STEM Learning	National Science Foundation	2015-2017	PI
Developing Curiosity in the STEM Classroom through Technology-Supported Role-Taking	Heinz Family Foundation	2015-2018	PI
Towards Adaptive Interactive Learning Experiences in MOOCs	Google Focused Award	2014-2017	PI
Project InMind: Towards a Next Next Generation Mobile Assistant	Yahoo! \$10M/5 years	2014-2019	Co-PI
Supporting African American Achievement in Science: Using Virtual peers to Promote Culturally Sensitive Pedagogy in Teachers and Science Achievement in Students	Heinz Foundation	2013-2015	PI
Enhancing Children’s Engagement and Learning with Virtual Peers	Grable Foundation	2013-2014	Co-PI
Culturally-Responsive Education with Virtual Peers	Heinz Foundation	2011-2013	PI
ENGAGE: Learning to Solve Problems, Solving Problems to Learn	DARPA	2011-2013	Co-PI

Reach for the Stars: Computational Models for Teaching and Learning in Physics, Astronomy, and Computer Science (<i>award left behind at Northwestern</i>)	NSF GK12	2010-2015	Co-PI
Bridging the Achievement Gap with Authorable Virtual Peers	NSF ALT	2008-2011	PI
Social Skills Assessment for Autism Spectrum Disorder	Robert & Kay Hiatt Fund	2007-2008	PI
Teens in Virtual Worlds	Intel Peoples & Practices	2007-2008	PI
Innovative Technologies for Autism Center Grant	Cure Autism Now	2007-2008	PI
Coordinating Communication: Visual, Social & Biological Factors in Grounding for Humans & Agents	NSF HCC/IIS	2007-2009	Co-PI
Authorable Virtual Peers for Children with Autism Spectrum Disorder (graduate fellowship)	Natl. Association of Autism Research	2006-2008	Advisor / PI
Authorable Virtual Peers for Children with Autism Spectrum Disorder	Cure Autism Now Foundation	2006-2008	PI
Interaction with Embodied Conversational Agents	Motorola	2005-2006	PI
Multicultural Story Listening Systems	NSF SGER	2005-2006	PI
Natural Face-to-Face Interaction with Mobile Devices	Motorola	2004-2005	P.I.
Online Communities for Children: Developmental Effects & Best Practices in the Design of New Interactive Media	Kellogg Foundation	2002-2003	P.I.
Story Listening Technologies For Emergent Writing Literacy	NSF ROLE	2002-2005	P.I.
Social Interaction and Dialogue Structure	MERL (Mitsubishi Research)	2001 - 2002	P.I.
Natural Gesture for Crowd Animation	HEA-Ireland	2001	Co-P.I.
Embodied Conversational Agents	France Telecom	2001-03	P.I.
Interactive Learning Companion	NSF ROLE	2001-03	Co-P.I.
Junior Summit Evaluation	Merrill Lynch	1998-99	P.I.
A Unified Framework for Multimodal Conversational Behaviors in Interactive Humanoid Agents	NSF CISE	1997-99	P.I.
Multimodal Agents	Deutsche Telekom	1997-99	P.I.
Modeling the Interaction between Speech & Gesture	NSF VPW	1993	P.I.

Toys of Tomorrow (TOT) MIT Sponsor Consortium	Consortium *\$453,000	1998-2003	Project leader

Digital Life MIT Sponsor Consortium	Consortium *\$900,000	1997-2003	Project leader
Things that Think MIT Sponsor Consortium	Consortium *\$1,300,000	1996-2003	Project leader

*Amount shown is the approximate portion of the funds for which I was responsible.

Patents:

2000: An Architecture for Embodied Conversational Characters with Multimodal Inputs and Outputs” (with Scott Prevost and Joseph Sullivan of Fuji Xerox, Palo Alto)

2007: BEAT: Behavior Expression Animation Toolkit (with Hannes Vilhjálmsson and Timothy Bickmore)

Selected Industry Consulting Record:

Varkey Foundation	2016-
GEMS Education	2015-
Disney	9/10-
Fisher Price	9/04-
Hasbro	10/03-
France Telecom	5/00-
Deutsche Telecom	9/97-
V-Tech	4/02-
Oxygen	11/99-
Mattel	8/99-
Philips	3/99-
Motorola	8/98-
FX Pal (Fuji-Xerox, Palo Alto)	5/96-
Various advertising companies	

Publications of Justine Cassell

Papers in Refereed Archival Conference Proceedings:

1. Romero, O., Zhao, R., Cassell, J. (2017) Cognitive-Inspired Conversational-Strategy Reasoner for Socially-Aware Agents. In *Proceedings of the Twenty-Sixth International Joint Conference on Artificial Intelligence (IJCAI'17)*, Carles Sierra (Ed.). AAAI Press (pp. XX).
2. Madaio, M., Ogan, A., Cassell, J. (2017). The Impact of Peer Tutors’ Use of Indirect Feedback and Instructions. In *Proceedings of the Conference on Computer-Supported Collaborative Learning (CSCL)*.
3. Madaio, M. A., Ogan, A., & Cassell, J. (2016). The Effect of Friendship and Tutoring Roles on Reciprocal Peer Tutoring Strategies. In *Proceedings of International Conference on Intelligent Tutoring Systems*. A. Micarelli, J. Stamper, K. Panourgia (Eds.). Springer Verlag: (pp. 423-429).
4. Zhao, R., Sinha, T., Black, A. Cassell, J. (2016) “Socially-Aware Virtual Agents: Automatically Assessing Dyadic Rapport from Temporal Patterns of Behavior.” In *Proceedings of the 16th*

- International Conference on Intelligent Virtual Agents (IVA '16)*. D. Traum, W. Swartout, P. Khooshabeh, S. Kopp, S. Scherer, A. Leuski (Eds.) Springer-Verlag, Los Angeles, CA: pp. 218-23 (**best student paper award**).
5. Matsuyama, Y., Bhardwaj, A., Zhao, R., Romero, O, Akoju, S., & Cassell, J. (2016) "Demo of Socially-Aware Animated Intelligent Personal Assistant Agent." *Proceedings of the 17th Annual SIGDIAL Meeting on Discourse and Dialogue, Demo Session*.
 6. Zhao, R., Sinha, T., Black A., Cassell, J (2016) "Automatic Recognition of Conversational Strategies in the Service of a Socially-Aware Dialog System." *Proceedings of the 17th annual SIGDIAL Meeting on Discourse and Dialogue (SIGDIAL 2016)*.
 7. Sinha, T., Zhao, R., & Cassell, J. (2015). "Exploring Socio-Cognitive Effects of Conversational strategy Congruence in Peer Tutoring." In *Proceedings of 2015 Workshop on Modeling Interpersonal Synchrony, 17th ACM International Conference on Multimodal Interaction (ICMI)*. ACM.
 8. Sinha, T., & Cassell, J. (2015, November). "We Click, We Align, We Learn: Impact of Influence and Convergence Processes on Student Learning and Rapport Building." In *Proceedings of 2015 Workshop on Modeling Interpersonal Synchrony, 17th ACM International Conference on Multimodal Interaction (ICMI)*. ACM.
 9. Sinha, T., Cassell, J. (2015) "Impact of Influence and Convergence Processes on Student Learning and Rapport Building." *Proceedings of International Conference on Artificial Intelligence and Education (AIED)*, ACM, NY.
 10. Zhao, R., Papangelis, A., Cassell, J. (2014) "Towards a Dyadic Computational Model of Rapport Management for Human-Virtual Agent Interaction." In Timothy Bickmore, Stacy Marsella and Candy Sidner, editors *Intelligent Virtual Agents (IVA 2014)*, Volume 8109 of Lecture Notes in Computer Science, Vienna, Austria: Springer-Verlag.
 11. Papangelis, A., Zhao, R., Cassell, J. (2014) "Towards a Computational Architecture of Dyadic Rapport Management for Virtual Agents." In Timothy Bickmore, Stacy Marsella and Candy Sidner, editors *Intelligent Virtual Agents (IVA 2014)*, Volume 8109 of Lecture Notes in Computer Science, Vienna, Austria: Springer-Verlag.
 12. Yu, Z., Scherer, S., Devault, D., Gratch, J., Stratou, G., Morency, L.-P., Cassell, J. (2013) "Multimodal Prediction of Psychological Disorder: Learning Nonverbal Commonality in Adjacency Pairs" in *Proceedings of the 17th annual SEMDIAL Workshop on the Semantics and Pragmatics of Dialogue*. Dec 16-18, 2013, Amsterdam, Netherlands.
 13. Yu, Z., Gerritsen, D., Ogan, A., Black, A., & Cassell, J. (2013) "Automatic Prediction of Friendship via Multi-model Dyadic Features." In *Proceedings of the 14th annual SIGdial Meeting on Discourse and Dialogue*. Aug 22-24 2013, Metz, France.
 14. Finkelstein, S., Yarzebinski, E., Vaughn, C., Ogan, A. & Cassell, J. (2013) The effects of a culturally congruent dialect on student achievement. *Proceedings of Artificial Intelligence in Education (AIED)*. 9-13 July, Memphis TN. (**best paper award**).
 15. Finkelstein, S., Ogan, A., Vaughn, C., & Cassell, J. (2013) "Alex: A Virtual Peer that Identifies Student Dialect." in *Proceedings of Workshop on Culturally-Aware Technology Enhanced Learning*, Paphos, Cyprus.
 16. Finkelstein, S., Scherer, S., Ogan, A., Morency, L.P., Cassell, J. (2012) "Investigating the Influence of Virtual Peers as Dialect Models on Students' Prosodic Inventory". WOCCI (Workshop on Child-Computer Interfaces) at INTERSPEECH 2013.
 17. Wang, W., Finkelstein, S., Ogan, A., Black, A., Cassell, J. (2012) "Love Ya Jerkface!": using sparse log-linear models to build positive (and impolite) relationships with teens. *Proceedings of the 13th*

- annual SIGDIAL Meeting on Discourse and Dialogue (SIGDIAL 2012)*, full oral paper, Seoul, Korea, July 5-6.
18. Ogan, A., Finkelstein, S., Walker, E., Muller, R., Cassell, J. (2012) ““You’re the worst tutor ever :)” : Impoliteness Behaviors in Peer Tutoring Dialogues” in *Proceedings of the 11th International Conference on Interactive Tutoring Systems*, 14-18 June, 2012, Crete, Greece.
 19. Ogan, A., Finkelstein, S., Mayfield, E., Matsuda, N., Cassell, J. (2012) “Oh Dear Stacy! Social Interaction, Elaboration, and Learning with Teachable Agents” in *Proceedings of CHI 2012*, May 5–10, 2010, Austin, TX.
 20. Rader, E., Echelbarger, M., Cassell, J. (2011) “Brick by Brick: Iterating Interventions to Bridge the Achievement Gap with Virtual Peers” in *Proceedings of CHI 2011*, May 7–12, 2011, Vancouver, BC, Canada.
 21. Hasegawa, D., Cassell, J., Araki, K. (2010) "The Role of Embodiment and Perspective in Direction-Giving Systems" in *Proceedings of AAAI Fall Workshop on Dialog with Robots*. Nov 11-13, Arlington, VA
 22. Cassell, J., Geraghty, K., Gonzalez, B., Borland, J. (2009) "Modeling Culturally Authentic Style Shifting with Virtual Peers" in *Proceedings of ICMI-MLMI*. Nov. 2-6, Cambridge, MA
 23. Cassell, J. (2009) “Culture as Social Practice: Being Enculturated in Human-Computer Interaction” in C. Stephanidis (Ed.) *Proceedings of HCII*, (published as *Universal Access in HCI, Part III*. Berlin Heidelberg: Springer-Verlag), pp. 303–313.
 24. Koller, A., Striegnitz, K., Byron, D., Cassell, J., Dale, R., Dalzel-Job, S., Oberlander, J., Moore, J. (2009) “Validating the Web-Based Evaluation of NLG Systems” *Proceedings of ACL-IJCNLP 2009*, Aug 2-7, Singapore.
 25. Koller, A., Byron, D., Cassell, J., Dale, R., Oberlander, J., Moore, J. & Striegnitz, K. (2009) “The Software Architecture for the First Challenge on Generating Instructions in Virtual Environments” *Proceedings of European Chapter of the Association for Computational Linguistics (EACL)*, Mar 30-Apr 3, Athens, Greece.
 26. Tartaro, A. & Cassell, J. (2008). “Playing with Virtual Peers: Bootstrapping Contingent Discourse in Children with Autism” *Proceedings of International Conference of the Learning Sciences (ICLS)*, June 24-28, Utrecht, Netherlands.
 27. Baker, R., Gill, A. & Cassell, J. (2008) “Reactive Redundancy and Listener Comprehension in Direction-Giving” *Proceedings of SIGDIAL*. June 19-20, Columbus, Ohio.
 28. Iacobelli, F. & Cassell, J. (2007). “Ethnic Identity and Engagement in Embodied Conversational Agents” *Proceedings of Intelligent Virtual Agents (IVA)*, Sept. 17-19, Paris, France.
 29. Vilhjalmsson, H., Cantelmo, N., Cassell, J., Chafai, N.E., Kipp, M., Kopp, S., Mancini, M., Marsella, S., Marshall, A.N., Pelachaud, C., Ruttkay, Z, Thórisson, K.R., van Welbergen, H., van der Werf, R.J. (2007). “The Behavior Markup Language: Recent Developments and Challenges” *Proceedings of Intelligent Virtual Agents (IVA)*, Sept. 17-19, Paris, France.
 30. Cramer, M., Zutty, D., Foucault, B., Huffaker, D. & Cassell, J. (2007). “Everything in Moderation: The Effects of Adult Moderators in Online Youth Communities” *Proceedings of 3rd International Conference on Communities and Technologies (C&T2007)*, June 28-30, East Lansing, Michigan [Top paper award].
 31. Cassell, J., Gill, A. & Tepper, P. (2007) Coordination in Conversation and Rapport. *Proceedings of the Workshop on Embodied Natural Language, Association for Computational Linguistics* . June 24-29, Prague, CZ.

32. Tartaro, A., & Cassell, J. (2006). "Authorable Virtual Peers for Autism Spectrum Disorders" *Proceedings of the Workshop on Language-Enabled Educational Technology at the 17th European Conference on Artificial Intelligence (ECAI06)*, August 28-31, Riva del Garda, Italy.
33. Huffaker, D., Jorgensen, J., Iacobelli, F., Tepper, P., Cassell, J. (2006) "Computational Measures for Language Similarity across Time in an Online Community" *Proceedings of HLT/NAACL Workshop on Analyzing Conversations in Text and Speech*. June 5-8, New York, NY.
34. Cassell, J., Huffaker, D., Tversky, D., Ferriman, K. (2005) "How to Win a World Election: Emergent Leadership in an International Online Youth Community." *Communities and Technologies*. July 15-18, Milan Italy. (*proceedings published in book form by Kluwer*).
35. Cassell, J., Huffaker, D., Tversky, D. (2004) "How to Win a World Election: Leadership Styles among Young Power Users" *Proceedings of the Research Summit on International Power Users of Technology*, co-sponsored by EDC and the United Nations. December 12-13, New York, NY.
36. Kopp, S., Tepper, P., Cassell, J (2004) "Towards Integrated Microplanning of Language and Iconic Gesture for Multimodal Output" *Proceedings of the 6th International Conference on Multimodal Interfaces*. October 13-15, State College, PA.
37. Cassell, J., (2004) "Trading Spaces: How Gestures Depict Things, Places, and How to Get There." (Symposium on Gestures and Spatial Cognition). *Proceedings of the Cognitive Science Society*. Aug. 4-7, Chicago.
38. Tepper, P., Kopp, S., Cassell, J. (2004) "Content in Context: Generating Language and Iconic Gesture without a Gestionary" *Proceedings of the Workshop on Balanced Perception and Action in ECAs, AAMAS '04*. July 21-22, New York.
39. Tversky, D., Cassell, J. (2004) "Intercultural Language Use and Community" *Proceedings of the Biennial Conference on Cultural Attitudes towards Technology and Communication*. June 27-July 1, Karlstad Sweden.
40. Kehoe, C., Cassell, J., Goldman, S., Dai, J., Gouldstone, I., MacLeod, S., O'Day, T., Pandolfo, A., Ryokai, K., Wang, A. (2004) "Sam Goes to School: Story Listening Systems in the Classroom" *Proceedings of the International Conference for the Learning Sciences*.
41. *Nakano, Y., Reinstein, G., Stocky, T., Cassell, J. (2003) "Towards a Model of Face-to-Face Grounding" *Proceedings of the 43rd Annual Meeting of the Association of Computational Linguistics*. July 7-10, Sapporo, Japan. [*Best paper award*].
42. *Wang, A. & Cassell, J (2003) "Co-authoring, Corroborating, Criticizing: Collaborative Storytelling between Virtual and Real Children" *Proceedings of Vienna Workshop 2003: Educational Agents - More than Virtual Tutors*, June 20-21, Vienna.
43. O'Sullivan, C. Cassell, J. Vilhjálmsón, H. Dobbyn, S. Peters, C. Leeson, W. Giang, T. and Dingliana, J. (2002) "Crowd and Group Simulation with Levels of Detail for Geometry, Motion and Conversational Behaviour." *Proceedings of Eurographics Ireland 2002*, pp 15-20
44. Cassell, J., Stocky, T., Bickmore, T., Gao, Y., Nakano, Y., Ryokai, K., Tversky, D., Vaucelle, C., Vilhjálmsón, H. (2002). "MACK: Media lab Autonomous Conversational Kiosk." *Proceedings of Imagina02*. February 12-15, Monte Carlo.
45. Stocky, T. & Cassell, J. (2002) "Shared Reality: Spatial Intelligence in Intuitive User Interfaces." *Proceedings of the International Conference on Intelligent User Interfaces*. Jan 13-16, San Francisco, CA.
46. Ryokai, K., Vaucelle, C., Cassell, J.(2002). "Literacy Learning by Storytelling with a Virtual Peer". *Proceedings of Computer Support for Collaborative Learning (CSCL)*. January 7-11, Boulder, CO.

47. Cassell, J., Nakano, Y., Bickmore, T., Sidner, C., Rich, C. (2001). "Non-Verbal Cues for Discourse Structure." Proceedings of the 41st Annual Meeting of the Association of Computational Linguistics. July 17-19, Toulouse, France.
48. Cassell, J., Nakano, Y., Bickmore, T., Sidner, C., Rich, C. (2001). "Annotating and Generating Posture from Discourse Structure in Embodied Conversational Agent." ACM Agents Conference Workshop on Representing, Annotating, and Evaluating Non-Verbal and Verbal Communicative Acts to Achieve Contextual Embodied Agents. May 28-30, Montreal, Canada.
49. Bickmore, T. & Cassell, J. (2001). "Relational Agents: A Model and Implementation of Building User Trust." Proceedings of ACM SIGCHI Conference on Human Factors in Computing Systems (CHI). Mar. 31-April 5, Seattle.
50. Bickmore, T., and Cassell, J. (2000). "'How about this weather?'" Social Dialog with Embodied Conversational Agents." American Association for Artificial Intelligence (AAAI) Fall Symposium, "Socially Intelligent Agents - The Human in the Loop," November 3-5, Cape Cod, MA.
51. Cassell, J. and Stone, M. (2000) "Coordination and Context-Dependence in the Generation of Embodied Conversation." International Natural Language Generation Conference (INLG). June 12-16, Mitzpe Ramon, Israel.
52. *Yan, H. and Cassell, J. (2000) "Producing Lifelike Gesture in Embodied Conversational Agents." Gestures: Meaning and Use. April 1-5, Oporto, Portugal.
53. Cassell, J., Ananny, M., Basu, A., Bickmore, T., Chong, P., Mellis, D., Ryokai, K., Vilhjálmsón, H., Smith, J., Yan, H. (2000) "Shared Reality: Physical Collaboration with a Virtual Peer." ACM SIGCHI Conference on Human Factors in Computing Systems (CHI). April 4-9, Amsterdam, NL.
54. Cassell, J. and Ryokai, K. (2000). "Story Spaces: Interfaces for Children's Voices." ACM SIGCHI Conference on Human Factors in Computing Systems (CHI). April 4-9, Amsterdam, NL.
55. Cassell, J., Bickmore, T., Vilhjálmsón, H., Yan H. (2000). "More Than Just a Pretty Face: Affordances of Embodiment." Intelligent User Interfaces. January 4-9, New Orleans, LA. [*Awarded honorable mention for best paper*].
56. *Ryokai, K., and Cassell, J. (1999). "Computer Support for Children's Collaborative Fantasy Play and Storytelling." Computer Supported Collaborative Learning. December 13, San Francisco, CA.
57. Cassell, J., and Stone, M. (1999). "Living Hand to Mouth: Theories of Speech and Gesture in Interactive Systems." American Association for Artificial Intelligence (AAAI) Fall Symposium, "Psychological Models of Communication in Collaborative Systems," November 5-7, Cape Cod, MA.
58. Bickmore, T., and Cassell, J. (1999). "Small Talk and Conversational Storytelling in Embodied Interface Agents." American Association for Artificial Intelligence (AAAI) Fall Symposium, "Narrative Intelligence," November 5-7, Cape Cod, MA.
59. Cassell, J., and Smith, J. (1999). "The Victorian Laptop: Narrative Engagement through Place and Time." American Association for Artificial Intelligence (AAAI) Fall Symposium, "Narrative Intelligence," November 5-7, Cape Cod, MA.
60. Cassell, J., Vilhjálmsón, H., Chang, K., Bickmore, T., Campbell, L., and Yan, H. (1999). "Requirements for an Architecture for Embodied Conversational Characters." 10th Eurographics Workshop on Animation and Simulation. September 6-8, Milan, Italy.
61. Cassell, J., Grantham, S., Panttaja, E., Ryokai, K., and Smith, J. (1999). "CrossTalk." Proceedings of SIGGRAPH'99, August 8-13, Los Angeles, CA.

62. *Ryokai, K., and Cassell, J. (1999). "StoryMat: A Playspace for Collaborative Storytelling." Proceedings of ACM SIGCHI Conference on Human Factors in Computing Systems (CHI) '99. May 15-20, Pittsburgh, PA.
63. Cassell, J., Bickmore, T., Billinghamurst, M., Campbell, L., Chang, K., Vilhjálmsón, H., and Yan, H. (1999). "Embodiment in Conversational Interfaces: Rea." Proceedings of ACM SIGCHI Conference
64. Cassell, J., Bickmore, T., Billinghamurst, M., Campbell, L., Chang, K., Vilhjálmsón, H., and Yan, H. (1998). "Architectures for Embodied Conversational Characters." Proceedings of the Workshop on Embodied Conversational Characters, October 12-15, Lake Tahoe, CO.
65. Prevost, S., Bickmore, T., and Cassell, J. (1998). "Interactional Competency for Conversational Characters." Proceedings of AAAI Workshop on Representations for Multi-Modal Human-Computer Interaction, July 26-27, Madison, WI.
66. *Vilhjálmsón, H., and Cassell, J. (1998). "BodyChat: Autonomous Communicative Behaviors in Avatars." Proceedings of ACM Second International Conference on Autonomous Agents, May 9-13, Minneapolis, MN. [*Awarded best paper*].
67. Bers, M. U., Ackermann, E., Cassell, J., et al. (1998). "Interactive Storytelling Environments: Coping with Cardiac Illness at Boston's Children's Hospital." Proceedings of CHI '98, April 18-23, Los Angeles, CA.
68. *Umaschi, M., and Cassell, J. (1997). "Storytelling Systems: Constructing the Innerface of the Interface." Proceedings of Cognitive Technologies '97, August 25-28, Aizu, Japan.
69. *Glos, J., and Cassell, J. (1997). "Rosebud: A Place for Interaction between Memory, Story, and Self." Proceedings of Cognitive Technologies '97, August 25-28, Aizu, Japan.
70. *Thórisson, K., and Cassell, J. (1997). "Communicative Feedback in Human-Humanoid Dialogue." Proceedings of IJCAI '97, August 23-29, Nagoya, Japan.
71. Hiyakumoto, L., Prevost, S., and Cassell, J. (1997). "Semantic and Discourse Information for Text-to-Speech Intonation." Proceedings of the Association for Computational Linguistics (ACL) Workshop on Concept-to-Speech Generation, July 11, Madrid, Spain.
72. Torres, O., Cassell, J., and Prevost, S. (1997). "Turn-Taking vs. Discourse Structure: How Best to Model Multimodal Conversation." First International Conference on Human-Computer Conversation, July, Bellagio, Italy.
73. *Glos, J., and Cassell, J. (1997). "Rosebud: Technological Toys for Storytelling." Proceedings of CHI '97, March 22-27, Atlanta, GA.
74. Roy, D., Hlavac, M., Umaschi, M., Jebara, T., Cassell, J., and Pentland, A. (1997). "Toco the Toucan: A Synthetic Character Guided by Perception, Emotion, and Story." Visual Proceedings of Siggraph, p. 66.
75. Cassell, J., and Prevost, S. (1996). "Distribution of Semantic Features Across Speech and Gesture by Humans and Computers." Proceedings of the Workshop on the Integration of Gesture in Language and Speech, October 7-8, Wilmington and Newark, DE.
76. Wilson, A., Bobick, A., and Cassell, J. (1996). "Recovering the Temporal Structure of Natural Gesture." Proceedings of IEEE Second International Conference on Automatic Face and Gesture Recognition, October, Killington, VT.
77. Cassell, J. (1995). "Speech, Action and Gestures as Context for Ongoing Task-Oriented Talk." Proceedings of AAAI Fall Symposium Series: Embodied Language and Action, Massachusetts Institute of Technology, October, Cambridge, MA.

78. Cassell, J. (1995). "The Role of Gesture in Stories as Multiple Participant Frameworks." Proceedings of AAAI Spring Symposium Series: Interactive Story Systems, Stanford University, March 27-29, Stanford, CA.
79. Cassell, J., Stone, M., Douville, B., Prevost, S., Achorn, B., Steedman, M., Badler, N., and Pelachaud, C. (1994). "Modeling the Interaction between Speech and Gesture." Proceedings of the Sixteenth Annual Cognitive Science Society Conference, Atlanta, GA.
80. Cassell, J., and McNeill, D. (1990). "Gesture and Ground." Proceedings of the Sixteenth Annual Meeting of the Berkeley Linguistics Society, pp. 57-68.
81. Cassell, J., and Chametzky, R. (1986). "A la Recherche du Temps de Verbe Perdu: Semantic Bootstrapping and the Acquisition of the Future Tense." Proceedings of the Twelfth Annual Meeting of the Berkeley Linguistics Society, pp. 328-339.

Papers in Refereed Archival Journals:

1. Tartaro, A., Cassell, J., Ratz, C., Lira, J., Nanclares-Nogues, V. (2015) "Accessing Peer Social Interaction: Using Authorable Virtual Peer Technology as a Component of a Group Social Skills Intervention Program." *ACM Transactions on Accessible Computing (TACCESS)*, 6 (1): 1-29.
2. Cassell, J., Tartaro, A. (2007) Intersubjectivity in Human-Agent Interaction. *Interaction Studies* 8 (3): 391-410.
3. Cassell, J., Huffaker, D., Tversky, D., Ferriman, K. (2006) The Language of Online Leadership: Gender and Youth Engagement on the Internet. *Developmental Psychology* 42 (3): 436-449.
4. Cassell, J., Tversky, D. (2005) "The Language of Online Intercultural Community Formation in Junior Summit '98" *Journal of Computer-Mediated Communication* 10 (2).
5. Cassell, J. (2004) "Towards a Model of Technology and Literacy Development: Story Listening Systems." *Applied Developmental Psychology* 25 (1): 75-105.
6. Ryokai, K., Vaucelle, C., Cassell, J. (2003) "Literacy Learning by Storytelling with a Virtual Peer." *Journal of Computer Assisted Learning* 19(2): 195-208.
7. Gratch, J., Rickel, J., Andre, E., Badler, N., Cassell, J., Petajan, E. (2002) "Creating Interactive Virtual Humans: Some Assembly Required" *IEEE Intelligent Systems* 17(4): 54-63
8. O'Sullivan, C., Cassell, J., Vilhjalmsón, V., Dingliana, J., Dobbyn, S., McNamee, B., Peters, C., Giang, T. (2002) "Levels of Detail for Crowds and Groups" *Computer Graphics Forum* 21(4): 733-742.
9. Cassell, J., Bickmore, T. (2002). "Negotiated Collusion: Modeling Social Language and its Interpersonal Effects in Intelligent Agents." *User-Modeling and Adaptive Interfaces* 12: 1-44. [best article of the year award]
10. Cassell, J. (2001) "Representation and Intelligence in Embodied Conversational Agents." *AI Magazine* 22 (3): 67-83.
11. *Cassell, J., and Ryokai, K. (2001). "Making Space for Voice: Technologies to Support Children's Fantasy and Storytelling." *Personal Technologies* 5 (3): 203-224.
12. Cassell, J., Vilhjalmsón, H. and Bickmore, T. (2001). "BEAT: The Behavior Expression Animation Toolkit." *SIGGRAPH 01 Conference Proceedings*, ACM SIGGRAPH, Addison Wesley. 477-486.
Reprinted in H. Prendinger (ed.), *Life-Like Characters: Tools, Affective Functions and Applications*, New York: Springer.

13. Cassell, J., Bickmore, T., Vilhjálmsón, H., Yan H. (2001) "More Than Just a Pretty Face: Conversational Protocols and the Affordances of Embodiment." *Knowledge-Based Systems* 14:55-64.
14. Cassell, J., and Bickmore, T. (2000) "External Manifestations of Trustworthiness in the Interface." *Communications of the ACM* 43 (12): 50-56.
15. Cassell, J. (2000). "More than Just Another Pretty Face: Embodied Conversational Interface Agents." *Communications of the ACM* 43(4): 70-78.
Reprinted in C. Lindner (ed.), *Avatare: Digitale Sprecher für Business und Marketing*, Berlin: Springer-Verlag.
16. Cassell, J. and Vilhjálmsón, H. (1999). "Autonomy vs. Direct Control: Communicative Behaviors in Avatars." *Autonomous Agents and Multi-Agent Systems* 2(1): 45-64.
17. Cassell, J., and Thórisson, K. (1999). "The Power of a Nod and a Glance: Envelope vs. Emotional Feedback in Animated Conversational Agents." *Journal of Applied Artificial Intelligence* 13(3): 519-538.
18. Cassell, J., McNeill, D., and McCullough, K. E. (1999). "Speech-Gesture Mismatches: Evidence for One Underlying Representation of Linguistic and Non-Linguistic Information." *Pragmatics and Cognition* 7(1): 1-33.
19. Bers, M., and Cassell, J. (1998). "Interactive Storytelling Systems for Children: Using Technology to Explore Language and Identity." *Journal of Interactive Learning Research* 9(2): 183-215.
20. Cassell, J., Pelachaud, C., Badler, N., Steedman, M., Achorn, B., Becket, T., Douville, B., Prevost, S., and Stone, M. (1994). "Animated Conversation: Rule-Based Generation of Facial Expression, Gesture and Spoken Intonation for Multiple Conversational Agents." *Computer Graphics (SIGGRAPH 94)*: 413-420. **(AAMAS long-lasting influential paper award 2017)**
Reprinted in M. Huhns and M. Singh (eds.), *Readings in Agents*. San Francisco: Morgan Kaufmann. **Also reprinted in** M. Maybury and W. Wahlster (eds.), *Intelligent User Interfaces*. San Francisco: Morgan Kaufmann
21. McNeill, D., Cassell, J., and McCullough, K. E. (1994). "Communicative Effects of Speech-Mismatched Gestures." *Research on Language and Social Interaction* 7(1): 1-33.
22. McNeill, D., Cassell, J., and Levy, E. (1993). "Abstract Deixis." *Semiotica* 95(1): 5-19.
23. Cassell, J., and McNeill, D. (1991). "Non-Verbal Imagery and the Poetics of Prose." *Poetics Today* 12(3): 375-404.
Reprinted in M-L. Ryan (ed.) *Narrative Across Media*. University of Nebraska Press.
24. Cassell, J. (1988). "Metapragmatics in Language Development: Evidence from Speech and Gesture." *ACTA LINGUISTICA Academiae Scientiarum Hungaricae* (Special issue on Metapragmatics), 38(104): 1-15.

Books:

1. Duncan, S., Cassell, J., and Levy, E. (eds.). (2007) *Gesture and the Dynamic Dimension of Language*. Utrecht: John Benjamins Press, 350 pp.
2. Cassell, J., Sullivan, J., Prevost, S., and Churchill, E. (eds.). (2000). *Embodied Conversational Agents*. Cambridge, MA: MIT Press, 430 pp. **(still in print)**
3. Cassell, J., and Jenkins, H. (eds.). (1998). *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA: MIT Press, 360 pp. **(still in print)**

Chapters in Books:

1. Cassell, J (2016) "Forward" in Y. Kafai, B. Tynes (eds.) *Diversifying Barbie to Mortal Kombat*. Cambridge, MA: MIT Press.
2. Tartaro, A. & Cassell, J. (2016) "Building Contingency: Storytelling with Authorable Virtual Peers" in S. Douglas (editor). *Children's Play, Pretense and Story: Studies in Culture, Context and ASD*. Routledge Press, pp. 72-95.
3. Jenkins, H. & Cassell, J. (2008) "From Quake Grrls to Desperate Housewives: A Decade of Gender and Computer Games" in Y. Kafai, C. Heeter, J. Denner, & J. Sun (eds.) *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Computer Games*. Cambridge, MA: MIT Press.
4. Striegnitz, K., Tepper, P., Lovett, A. & Cassell, J. (2008) "Knowledge Representation for Generating Locating Gestures in Route Directions" in Coventry, K. R., Tenbrink, T., & Bateman, J. (eds.), *Spatial Language and Dialogue*. Oxford University Press.
5. Cassell, J. & Miller, P. (2007) "Is it Self-Administration if the Computer Gives you Encouraging Looks?" In F.G. Conrad & M.F. Schober (Eds.), *Envisioning the Survey Interview of the Future*. New York: John Wiley & Sons, pp. 161-178
6. Cassell, J. & Cramer, M. (2007) "Hi Tech or High Risk? Moral Panics about Girls Online" in T. McPherson (ed.) *Digital Youth, Innovation and the Unexpected (the MacArthur Foundation Series on Digital Media and Learning)*. Cambridge, MA: MIT Press, pp. 53-76
7. Kopp, S., Tepper, P, Ferriman, K, Striegnitz, K., Cassell, J. (2007) Trading Spaces: How do Humans and Humanoids Use Speech and Gesture to Give Directions. T. Nishida (ed) *Conversational Informatics*. New York: Wiley Press, pp. 133-160.
8. Cassell, J. (2007) Body Language: Lessons from the Near-Human. J. Riskin (ed.) *Genesis Redux: History and Philosophy of Artificial Intelligence*. Chicago: Univ. of Chicago Press, pp. 346-374.
9. Tartaro, A. & Cassell, J. (2007) Using Virtual Peer Technology as an Intervention for Children with Autism. J. Lazar (ed.) *Towards Universal Usability: Designing Computer Interfaces for Diverse User Populations*. Chichester, UK: John Wiley and Sons.
10. Cassell, J. (2006) Synthetic Conversational Agents. K. Brown (ed.) *Encyclopedia of Language and Linguistics, 2nd edition*. Oxford: Elsevier Press, pp 163-169.
Reprinted in J.L. Mey (ed.), *Concise Encyclopedia of Pragmatics, 2nd Ed.* (2009) Amsterdam, NL: Elsevier Press.
11. Bickmore, T., & Cassell, J. (2005). Social Dialogue with Embodied Conversational Agents. In J. van Kuppevelt, L. Dybkjaer & N. Bernsen (eds.), *Natural, Intelligent and Effective Interaction with Multimodal Dialogue Systems*. New York: Kluwer Academic.
12. Cassell, J. (2003). "We Have these Rules Inside": The Effects of Exercising Voice in a Children's Online Forum. In S. Calvert, R. Cocking and A. Jordan (eds.), *Children in the Digital Age*. New York, Praeger Press.
Reprinted in P. Pufall & R. Unsworth (eds.), *Rethinking Childhood*. Rutgers, NJ: Rutgers University Press.
13. Cassell, J. (2002). "Genderizing IT." In J. Jacko and A. Sears (eds.), *The Handbook of Human-Computer Interaction*. Mahwah, NJ: Lawrence Erlbaum pp. 402-411.
14. Cassell, J. (2000). "Nudge Nudge Wink Wink: Elements of Face-to-Face Conversation for Embodied Conversational Agents." In J. Cassell, J. Sullivan, S. Prevost, and E. Churchill (eds.), *Embodied Conversational Agents*. Cambridge, MA: MIT Press, pp. 1-27.

15. Cassell, J., Bickmore, T., Campbell, L., Vilhjálmsón, H., and Yan, H. (2000). "Human Conversation as a System Framework: Designing Embodied Conversational Agents." In J. Cassell, J. Sullivan, S. Prevost, and E. Churchill (eds.), *Embodied Conversational Agents*. Cambridge, MA: MIT Press, pp. 29-63.
16. *Umaschi Bers, M., and Cassell, J. (2000). "Children as Designers of Interactive Storytellers: 'Let me tell you a story about myself . . .'" In K. Dautenhahn (ed.), *Human Cognition and Social Agent Technology*. The Hague: John Benjamins, pp. 61-85.
17. Cassell, J., Vilhjálmsón, H., Chang, K., Bickmore, T., Campbell, L., and Yan, H. (1999). "Requirements for an Architecture for Embodied Conversational Characters." In D. Thalmann and N. Thalmann (eds.), *Computer Animation and Simulation '99* (Eurographics Series). Vienna, Austria: Springer-Verlag, pp. 109-120.
18. Cassell, J. (1999). "Embodied conversational agents: a new paradigm for the study of gesture and for human-computer interface." In L. Messing and L. Campbell (eds.), *Gesture, Speech, and Sign*. Oxford University Press, pp. 203-222.
19. Cassell, J., Torres, O., and Prevost, S. (1999). "Turn Taking vs. Discourse Structure: How Best to Model Multimodal Conversation." In Y. Wilks (ed.), *Machine Conversations*. The Hague: Kluwer, pp. 143-154.
20. Cassell, J. (1998). "A Framework for Gesture Generation and Interpretation." In R. Cipolla and A. Pentland (eds.), *Computer Vision in Human-Machine Interaction*. New York: Cambridge University Press, pp. 191-215.
21. Cassell, J. (1998). "Storytelling as the Nexus of Change in the Relationship between Gender and Technology." In J. Cassell and H. Jenkins (eds.), *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA: MIT Press, pp. 298-326.
22. Cassell, J. and Jenkins, H. (1998). "Chess for Girls? Feminism and the Girls' Games Movement." In J. Cassell and H. Jenkins (eds.), *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA: MIT Press, pp. 1-45.
23. Pelachaud, C., Cassell, J., Badler, N., Steedman, M., Prevost, S., and Stone, M. (1998). "Synthesizing Cooperative Conversation." In H. Bunt and R.-J. Beun (eds.), *Multimodal Human-Computer Communication: Systems, Techniques and Experiments*. Vienna, Austria: Springer-Verlag, pp. 68-88.

Other Major Publications, Technical Notes, Tutorial Notes, Posters, and Abstracts:

1. Martin, K., Hammal, Z., Cohn, J., Cassell, J., Messinger, D. (2016) "Automated Measurement of Head Movement in Children with and without ASD" Abstract at IMFAR 2016 (International Society for Autism Research).
2. Sinha, T., Zhao, R., Cassell, J. (2015) "Exploring Socio-Cognitive Effects of Conversational Strategy Congruence on Peer Tutoring." *Proceedings of the 2015 Workshop on Workshop on Modeling INTERPERSONAL Synchrony And influence (INTERPERSONAL)*, ACM, New York, NY, USA
3. Sinha, T., Cassell, J. (2015) "We Click, We Align, We Learn: Impact of Influence and Convergence Processes on Student Learning and Rapport Building." *Proceedings of the 2015 Workshop on Workshop on Modeling INTERPERSONAL Synchrony And influence (INTERPERSONAL)*, ACM, New York, NY, USA
4. Sinha, T., Cassell, J. (2015) "Work in Progress / Connecting the Dots: Predicting Student Grade

* Outgrowth of supervised thesis

- Sequences from Bursty MOOC Interactions over Time” in *Work in Progress Proceedings of Learning at Scale (L@S'15)*. March 13-15, 2105, Vancouver, Canada.
5. Finkelstein, S., Yarzebinski, E., Vaughn, C., & Cassell, J. (2013) "Modeling ethnicity in/with technology: Using virtual agents to understand sociolinguistic variation." in *Demo/Poster Session of NWAV (New Ways of Analyzing Variation) 42*, Oct 17- 20, 2013, Pittsburgh, PA.
 6. Lambert, B., Gutierrez, A., Mattson, W., Artigas, J., Martinez, O., Kimijima, M., Cassell, J., Cohn, J., & Messinger, D. S. (May 2012). "Responding to Joint Attention Requests From Virtual and Non-Virtual Social Partners," Presented as a poster at *the International Meeting for Autism Research*, Toronto, Canada.
 7. Cassell, J. (2009) Virtual Peers (color figure and technical note). In I.V. Kerlow, *The Art of 3-D Computer Animation and Effects, 4th Edition*. New York: John Wiley and Sons.
 8. Cassell, J., Tartaro, A., Arie, M. (2009) “With a Little Help from our (Virtual) Friends: Simulating Peer Interactions for Assessment and Intervention in Children with Social Skills Deficits” in *Quarterly of the Society for the Study of Artificial Intelligence and Simulation of Behavior (AISB)*, No. 128: 1-3.
 9. Cassell, J., Merryman, J., Arie, A. & Tartaro, A. (2009) “Conversational Turn-taking in Children with ASD” in symposium on “Studies of natural interaction in children with Autism Spectrum Disorders: strengths and challenges in everyday communication” at Jean Piaget Society. Park City, Utah. June, 2009.
 10. Koller, A., Byron, D., Cassell, J., Dale, R., Oberlander, J., Moore, J. & Striegnitz, K. (2009). The software architecture for the first challenge on generating instructions in virtual environments. In *Proceedings of the EAACL-09 Demo Session*.
 11. Tartaro, A., Cassell J. (2009). Revising Reciprocity: Technology Tools for Creating Social Interactions. *Poster presented at the International Meeting for Autism Research*, Chicago, IL. May, 2009
 12. Foucault, B., Aguilar, J., Cassell, J., Miller, P. (2009) “Behavioral Correlates of Rapport in Survey Interviews” *Methodological Briefs: Reducing Nonresponse, Paper presented at the 2009 American Association for Public Opinion Research (AAPOR) Conference*, Hollywood, FL, USA, May, 2009.
 13. Foucault, B., Aguilar, J., Cassell, J., Miller, P. (2008) “When Encouraging Looks Go Too Far: Using Virtual Humans to Understand the Role of Rapport in the Survey Interview *Paper presented at the 2008 American Association for Public Opinion Research (AAPOR) Conference*, New Orleans, LA, USA.
 14. Arie, M., Tartaro, A., Cassell, J. (2008). Conversational Turn-taking in Children with Autism: Deconstructing reciprocity into specific turn-taking behaviors. *Poster presented at the International Meeting for Autism Research*, London, April, 2008.
 15. Gayda, J., Tartaro, A., Li, Z., Cassell, J., Chiao, J.Y.(2008) Neural Basis of Social Perception of a Human Versus Virtual Human. *Poster presented at the 15th annual meeting of the Cognitive Neuroscience Society (CNS)*, San Francisco, CA, April, 2008.
 16. Tartaro, A., Cassell J. (2007). Narrative Collaboration of a Child with Autism with a Human Peer and with a Virtual Peer. *Poster presented at the International Meeting for Autism Research*, Seattle, WA, May, 2007
 17. Cassell, J., Tartaro, A., Rankin, Y., Oza, V., Tse, C. (2007) “Varieties of Virtual Peers for Literacy Learning” in *Educational Technology Research & Development* (trade publication).
 18. Bennett, D., Brunner, C., Calvert, S., Cassell, J., Loyall, B., Singer, D. (2005) “Virtual Social Interactions, Imaginative Play, and Creative Story Telling.” Symposium and distributed papers at the

Piaget Society Annual Meeting. June 4-8, Vancouver.

19. Kehoe, C., Goldman, S., Cassell, J., MacLeod, S., O'Day, T. (2004) "Out of the Lab and into the World: Bringing Story Listening Systems to the Classroom." Poster and distributed paper at the American Educational Research Association annual meeting. April 12-16, San Diego.
20. Cassell, J. (2002) Rea: Embodied Conversational Agent (color figure). In J. Preece, Y. Rogers and H. Sharp, *Interaction Design*. New York: John Wiley and Sons.
21. Sylvan, E. and Cassell, J. (2001). "Not the Same Old Story: A Computation Toy for Supporting Language Skills through Narrative Play." Poster and distributed paper at the Society for Research in Child Development (SRCD). Biennial Meeting: April 19-22, Minneapolis.
22. *Ananny, M. and Cassell, J. (2001) "Telling tales: A new toy for encouraging written literacy through oral storytelling." Poster and distributed paper at the Society for Research in Child Development (SRCD). Biennial Meeting: April 19-22, Minneapolis.
23. Cassell, J. (2001) Automatic Generation of Conversational Behaviors (color figure and technical note). In I.V. Kerlow, *The Art of 3-D Computer Animation and Imaging, 2nd Edition*. New York: John Wiley and Sons.
24. Badler, N., Blumberg, B., Cassell, J., B., Funge, J., and Rickel, J. (2000). "Course Notes on Smart Animated Agents." *SIGGRAPH '00*, August 8-13, New Orleans, LA.
25. Badler, N., Cassell, J., Hayes-Roth, B., Johnson, L., Lester, J., and Rickel, J. (1999). "Course Notes on Smart(er) Animated Agents." *SIGGRAPH'99*, August 8-13, Los Angeles, CA.
26. Cassell, J. (1999). "Course Notes on Computational Approaches to Gesture and Natural Language." *Tutorial at Association for Computational Linguistics Annual Meeting (ACL)*, June 20-25, Baltimore, MD.
27. Negroponte, N., Resnick, M., and Cassell, J. (1997). "Creating a Learning Revolution." In *Learning without Frontiers (UNESCO) Technology and Learning Portfolio*. Reprinted in *Teaching, Learning and Technology Planning Guide* CD-Rom published by Apple Computer.
28. Cassell, J., and Prevost, S. (1997). "Embodied Natural Language Generation: A Framework for Generating Speech and Gesture." MIT Media Laboratory, Gesture & Narrative Language, Technical Report 97-01.
29. Cassell, J., Mase, K., Nakatsu, R., Pentland, A., and Perlin, K. (1996). "Course Notes on Believable Communicating Agents." *SIGGRAPH '96*.
30. Cassell, J., et al. (1996). "Examples of Symbolic Gesture Specification" (figure from SIGGRAPH 94). In I.V. Kerlow, *The Art of 3-D Computer Animation and Imaging*. NY: Van Nostrand Reinhold.
31. Cassell, J., and Pelachaud, C. (1995). "Gesture Jack." SIGGRAPH Video Issue: Special Edition on Facial Animation.

Software Artifacts Distributed

BEAT: Behavior Expression Animation Toolkit allows animators to input typed text that they wish to be spoken by an animated human figure, and to obtain as output appropriate and synchronized nonverbal behaviors and synthesized speech in a form that can be sent to a number of different animation systems (with Hannes Vilhjálmsón and Timothy Bickmore).

Invited Lectures and Seminars:

Keynote and Plenary Addresses

1. (2017) International Conference of Women Scientists and Engineers (BIEN), Seoul, Korea.
2. (2017) Aspen Institute Roundtable on Artificial Intelligence, Aspen, CO
3. (2017) NAE (National Academy of Education) North American Higher Education Forum, Pittsburgh
4. (2017) Global Education Skills Forum (GESF), Dubai.
5. (2016) Aspen Institute Italia International Conference, Florence, Italy
6. (2016) Plenary: SRCD Special Conference on Technology and Media in Children's Development, Irvine, CA.
7. (2015) Keynote: GenderIT. April, Philadelphia, PA
8. (2015) Keynote: NSF Cyberlearning Conference. January, Washington, DC.
9. (2014) Keynote: Stanford Center for Research on Longevity. April, Stanford, CA.
10. (2013) Keynote: CSCL (Computer-Supported Collaborative Learning). July, Madison, WI.
11. (2010) Plenary Address: 28th Army Science Conference. Nov 28-Dec. 1, 2010. Orlando, FL.
12. (2010) Keynote: "Our Common Future" conference of the Volkswagen Foundation. November, 2010. Hannover, Germany.
13. (2010) Keynote: Social Signal Processing Network Conference. October, 2010. Florence, Italy.
14. (2009) Keynote: 25th Anniversary Celebration for the Austrian Academy for Artificial Intelligence. December 14, Vienna, AU.
15. (2009) Keynote: International Conference on Affective Computing & Intelligent Interaction. September 10-12, 2009. Amsterdam, NL.
16. (2009) Plenary Address: ESRC Conference on Young People and New Technologies. July 14-15, Oxford, UK
17. (2008) Plenary Address: 26th Army Science Conference, December 1-4, Orlando, FL.
18. (2008) Plenary Address: Interspeech, September 22-24, Brisbane, Australia.
19. (2008) Plenary Address: International Conference on Artificial Intelligence and Social Behavior (AISB), April 1-4, Aberdeen, Scotland.
20. (2007) Keynote Address: Inauguration of the Center for Mind / Brain Sciences (CiMEC) at the University of Trento, May 29, Rovereto, Italy.
21. (2007) Keynote Address: Annual Virtual Instructor Pilot Research Group (VIPRG) Workshop. May 21-22, Washington, DC
22. (2007) Plenary Address: SRCD (Society for Research in Child Development) bi-annual meeting, March 29-April 1, Boston, MA.
23. (2007) Keynote Address: Workshop on AI for Human Computing, at IJCAI, Jan 6, Hyderabad, India
24. (2006) Plenary Address: Grace Hopper Conference on Women in Computing, Oct. 3-7, San Diego, CA.
25. (2006) Plenary Address on Gender Development and Technology, 2nd Annual Conference on Gender Development. April 21-23, San Francisco, CA.

26. (2005) Plenary address, CogSciNet. December 12-13, Sidney, Australia
27. (2005) Keynote, ARDA AQUAINT (Advanced QUestion Answering for INTelligence) Fall Workshop, October 25-27, Tucson, Arizona.
28. (2005) Keynote, International Conference on Intelligent Virtual Agents. September 12-14, Kos, Greece.
29. (2005) Keynote, International Conference on Artificial Intelligence in Education. July 18-22, Amsterdam, Netherlands.
30. (2005) Keynote, Association for Computational Linguistics. June 26-29, Ann Arbor, Michigan.
31. (2005) Keynote, International Society for Gesture Studies (ISGS) Bi-annual Meeting. June 15-18, Lyon, France.
32. (2005) Keynote, DiaLor'05, the 9th Workshop on the Semantics and Pragmatics of Dialogue. June 9 - 11, Nancy, France
33. (2005) Keynote, Intelligent User Interfaces (IUI). January 9 - 12, San Diego.
34. (2004) Keynote, FLAIRS/AAAI. May 15-17, Miami Beach, FL.
35. (2004) Keynote, SIGDIAL Conference in conjunction with NAACL. April 30-31, Boston, MA
36. (2003) Keynote, CNRS-sponsored conference on Interculturality in the Conception and Use of New Technologies. Oct. 30-Nov.1, Paris, France.
37. (2002) Keynote address, Interaction Design and Children. August 28-29. Eindhoven, The Netherlands.
38. (2002) Plenary, Narrative and Interactive Learning Environments. August 6-9, Edinburgh, Scotland.
39. (2002) Plenary, Society for Text and Discourse Annual Meeting. June 27-30, Chicago, IL.
40. (2002) Keynote address, Eurographics Ireland. March 25-26. Dublin, Ireland.
41. (2002) Plenary, Imagina '02. February 12-14, Monte Carlo.
42. (2001) Plenary Address, CUES 2001 IEEE International Workshop on Cues in Communication, in conjunction with CVPR '2001. December 9, Kauai, Hawaii.
43. (2001) Keynote Address, 3rd World Summit on Media for Children. March 23-26, Chalkidi, Greece.
44. (2001) Plenary Address, The 14th Annual CUNY Conference on Human Sentence Processing. March 15-17, Philadelphia, PA.
45. (2000) Plenary Address, American Association for Artificial Intelligence (AAAI) Fall Symposium, "Socially Intelligent Agents - The Human in the Loop," November 3-5, Cape Cod, MA.
46. (2000) Plenary Address, American Association for Artificial Intelligence (AAAI) Annual Conference, July, Austin, TX.
47. (2000). Keynote Address, IEEE International Conference on Face and Gesture Recognition, June, Grenoble, France.
48. (2000) Keynote Address, Coherence in Generated Multimedia Workshop, International Conference on Natural Language Generation. June 12-16, Mitzpe Ramon, Israel.
49. (2000) Plenary Address, Workshop on Achieving Human-Like Behavior in Interactive Animated Agents, Agents 2000, May, Barcelona, Spain.
50. (1997). Keynote Address, Interfaces '97, May, Montpellier, France.

51. (1994). Keynote Address, Lifelike Computer Characters '94, October, Snowbird, UT.

Invited Talks at Workshops, Panels, and Symposia

1. (2017) Designing for Curiosity Workshop at SIGCHI (Special Interest Group on Computer-Human Interaction), Denver, CO.
2. (2016) Workshop on Chat Bots and Conversational Agent Technologies, Los Angeles, 20 Sept., 2016
3. (2016) Workshop on Interdisciplinary Insights Into Small Group and Team Dynamics. Lorentz Center, Leiden University, the Netherlands. 10-13 July 2016.
4. (2016) EdFoo, co-sponsored by U.S. Department of Education, Sesame Workshop, MacMillan Learning, Scientific American, Google, O'Reilly Media. Sunnyvale, CA 19-21 Feb 2016.
5. (2015) AFOSR Workshop on Trust in Autonomy. Hosted by USC Institute for Creative Technology. Marina del Rey. 18-21 August, 2015.
6. (2015) eKIDS: Technologies for Research and Intervention with Children and Youth. Jacobs Foundation, Marbach Castle, Germany. 15-17 April 2015.
7. (2014) MIT-NSF Workshop: Smarter Service Systems through Innovation Partnerships and Transdisciplinary Research. 21-23 Nov., 2014. MIT, Cambridge, MA.
8. (2014) Workshop on Formalizing Dialogue Genres. Institute for Creative Technologies, USC, 29-30 Sept., 2014, Los Angeles (declined)
9. (2014) Lorentz Center Workshop on Interactive Intelligence. Lorentz Center, Leiden University, the Netherlands. 10-13 June, 2014.
10. Moderated panel & spoke at the Global Research Council meeting of the heads of research funding organizations from around the world. April 2014 at AAAS in Washington, DC.
11. (2014) Computational Models of Cultural Behavior for Human-Agent Interaction, Dagstuhl Seminar. Schloss Dagstuhl International Conference and Research Center for Computer Science invitation-only workshop. 23-28 March, 2013. Wadern, Germany.
12. (2013) Twente – Lancaster Research Summer School on Technology and Human Behavior.
13. (2011) Invited Speaker at AERA Invitational Research Conference “Socializing Intelligence Through Academic Talk and Dialogue” September 23-25, 2011
14. (2011) Invited Speaker on Panel entitled “Tangible Embodied Interface: What’s the Fuss about.” Held at Tangible Embodied Interaction Conference. Madeira, Jan 22-26, 2011.
15. (2010) Invited Speaker: Workshop on Conversational Dynamics, held at NIPS. Nov., Whistler, B.C.
16. (2010) Invited Speaker: USC ICT Workshop on Predictive Models of Human Communication Dynamics. Sept, Marina del Rey, CA
17. (2008) Invited Speaker: ICT Workshop on Computational Grounding. Sept 11-14, Marina del Rey, CA.
18. (2008) Invited Speaker: Workshop on Multimodal Output Generation, at AISB. April 1-4, Aberdeen, Scotland.
19. (2008) Invited Speaker: Interdisciplinary Approaches to Multimodality. March 17. Lyon, France.
20. (2008) Invited Speaker: Panel on New Developments in Speech Technology, at AAAS (American Association for the Advancement of Science). February 13-18, Boston, MA.

21. (2007) Invited Speaker: Workshop on Innovative Technologies for Autism, University of Washington, Oct 28-29, Seattle, WA.
22. (2007) Invited Speaker: Workshop on Transactional Emotions, Institute for Creative Technologies, USC, Oct. 26-28, Marina del Rey, CA.
23. (2007) Invited Speaker: Panel on Technology and the Future of Survey Interviewing, at the Association for Survey Computing Annual Meeting, Sept 12-14, Southampton, UK.
24. (2007) Invited Speaker: Pre-conference Panel on "The future of Human Representation in Communication: the Uniqueness of Digital Identity" at ICA (Intl. Communication Association), May 24, Stanford, CA.
25. (2007) Invited Speaker: Panel on "Communication Technologies and the Survey Interview Process" at AAPOR (American Association for Public Opinion Research), May 18-20, Anaheim, CA.
26. (2007) Invited Participant: Special Interest Group Panel on "Interactive Technologies for Autism" at ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), May 1-4, San Jose, CA.
27. (2007) Invited talk: Workshop on Computer-Supported Collaborative Learning and Mutual Models, Jan. 22-25, Lausanne, Switzerland.
28. (2006) Invited talk: Workshop on Cross-Cultural Models for Backchannels and Feedback, Dec 5-7, Marina del Rey, CA.
29. (2006) Invited Talk: Final Workshop on Modeling Embodied Communication, Bielefeld Center for Artificial Intelligence (ZiF). Sept. 5-8, Bielefeld, Germany.
30. (2006) Invited participant and co-host of panel: New Perspectives on Gender, Games and Computing: Beyond Barbie and Mortal Kombat, May 8-10, UCLA,
31. (2006) Invited Talk: Workshop on Modeling Communication with Robots and Virtual Humans", Bielefeld Center for Artificial Intelligence (ZiF). April 5-8, Bielefeld, Germany.
32. (2006) Panel organizer and presenter. Panel Entitled "Resolving the Mind-Body Problem: New Data on the Relationship between Gesture and Thought", AAAS (American Association for the Advancement of Science). February 17-19, St. Louis, MO.
33. (2006) Panel organizer and presenter. Panel Entitled "It's 10pm, Do you Know Where your Children are? They're Online", AAAS (American Association for the Advancement of Science). February 17-19, St. Louis, MO.
34. (2005) Invited Speaker, NSF-funded workshop on "Envisioning the Future of Survey Interviews". November 4-6, Ann Arbor, Michigan.
35. Cassell, J., Stone, M., Traum, D. (2005) "Computational Pragmatics for Face-to-Face Dialogue." One week advanced course taught at ESSLLI (European Summer School in Logic, Language and Information), August 8-12, Edinburgh, Scotland.
36. (2005) Invited talk at Workshop on the Affective Sciences. January 28-30, Kyoto, Japan.
37. (2004) Invitation-only workshop on Cyberlearning: Modeling, Simulation and Gaming Technologies Applied to Education, co-sponsored by the Computing Research Association (CRA) & the International Society of the Learning Sciences. Sept. 27-29, Washington, D.C.
38. (2004) "A Short History of Embodied Conversational Agents" at invited workshop "Accelerating Progress in Virtual Humans. April 9-11, Marina del Mar, CA.
39. (2004) "The Ones that Got Away: Evaluation of Embodied Conversational Agents" Schloss Dagstuhl International Conference and Research Center for Computer Science, Workshop on Evaluation of

- Embodied Conversational Agents. Invitation-only workshop. Catherine Pelachaud, Lewis Johnson, Zsofi Ruttkay (organizers). March 15-19, Saarbrucken, Germany.
40. (2003) "Logic or Looks: The Goals of Embodiment in Mechanical and Virtual AI Systems." Conference on History and Philosophy of AI. October 2-3. Stanford University, CA.
 41. (2003) Panel of learning researchers, at Workshop on Games2Learn. September 18-19. Stanford University, Palo Alto CA.
 42. (2003) Invited Organizer & Speaker, Panel on Play and Technology. Invitees: Edith Ackermann, Sandra Calvert, Yvonne Rogers, Erik Strommen. Piaget Society. 5-7 June 2003, Chicago, IL.
 43. (2002) "Digital Dialogues: Technology and the Hand." September 25-29. Haystack Mountain School of Craft, Deer Isle, ME.
 44. (2001) "Conversational Agents". Standards in Research on Virtual Humans. E. André, N. Badler, J. (Gratch & J. Rickel (program committee). March 1-3, Marina del Ray, CA.
 45. (2001) Schloss Dagstuhl International Conference and Research Center for Computer Science, Workshop on Coordination and Fusion in Multimodal Interaction. Invitation-only workshop. Mark Maybury & Wolfgang Wahlster (organizers). October 28-November 2, Saarbrucken, Germany.
 46. (2001) NSF Talk Bank Workshop on Gestural Data. Invitation-only workshop. Brian MacWhinney (organizer). October 26-28, Pittsburgh, PA.
 47. (2001) NSF Talk Bank Workshop on Oral Discourse Data. Invitation-only workshop. Art Graesser & Brian MacWhinney (organizers). July 14-15, Santa Barbara, CA.
 48. Cassell, J., Wartella, E., O'Keefe, B., Scantlin, R., Funk, J., Turow, J., Jennings, N., Pasnik, S. (2001) Panel: Growing up in a Digital World: Children and Interactive Media. SRCD (Society for Research in Child Development). April 19-22, Minneapolis, MN.
 49. Cassell, J., Schwe, H., Druin, H., Singer, D., Taylor, M. (2001) Panel: How Technology is Changing Children's Play. SRCD (Society for Research in Child Development). April 19-22, Minneapolis, MN.
 50. Cassell, J., Roschelle, J., Schorr, R., Hasselbring, T. (2001) Invited Panel: Are Computers Changing the Way Children Learn? Joint Conference by the Institute of Medicine, National Research Council and the National Academy of Sciences: Board on Children, Youth, and Families. January 23, Washington, DC.
 51. (2000) Experts Conference on Digital Childhood: An Agenda for Research on Human Development & Technology. American Psychological Association & Society for Research in Child Development, October 23, Washington, DC.
 52. (2000) Invited Talk. "Story Listening Systems: Encouraging Narrative for Later Literacy." Workshop on "Designing tomorrow's classrooms today - Collaborative technologies for early literacy" for the European Esprit Project on Experimental School Environments, May, Duisberg, Germany.
 53. (1999) Experts Conference on Children and Interactive Media: Setting a National Research Agenda. Markle Foundation, November 28-29, Austin Texas.
 54. (1999). "Technologies for Listening to Children's Voices." Invited Panel session, "The Emperor's New Clothes - Children Shaping the Future," at the European Information Societies Technology Conference, November 22-24, Helsinki, Finland.
 55. (1999). "Technologies to Listen to Children's Stories." National Science Foundation: Workshop on Social Norms, Personal Values, and the Use of Interactive Information Technologies by Young People, September 17-18, Eugene, OR.

56. Cassell, J., Rickel, J., Badler, N., Hayes-Roth, B., and Lester, J. (1999). "Tutorial on Smart(er) Animated Agents." SIGGRAPH'99, August 8-13, Los Angeles, CA.
57. (1999). "Tutorial on Computational Approaches to Gesture and Natural Language." Association for Computational Linguistics Annual Meeting (ACL), June 20-25, Baltimore, MD.
58. (1999). "Narratives of the Self: Technology as Good Enough Listener" Interactive Frictions Conference, June 5-6, University of Southern California, Los Angeles, CA.
59. (1998). "Technologies for Listening to Children." Ensuring a Quality Children's Media Culture in the Digital Age, Center for Media Education, October 22-23, Washington, DC.
60. (1998). "Junior Summit '98: Technologies to Support Children's Voices around the World." ITU (International Telecommunications Union), Developing Nations Sector, April, Malta.
61. Cassell, J., Kolomyjec, B., Williamson, M., and Kafai, Y. (1997). "Deconstructing Play: Theory and Practice." SIGGRAPH '97, August 3-8, Los Angeles, CA.
62. (1997). "Storytelling as the Nexus of Change in the Relationship between Gender and Technology." From Barbie to Mortal Kombat: A Conference on Gender and Computer Games, April 5, Massachusetts Institute of Technology, Cambridge, MA.
63. (1996). "Feminist Approaches to Software Design: Building Interactive Story Systems for Girls." Small Computers in the Arts Network '96, November, Philadelphia, PA.
64. (1996). "Why Put an Agent in a Body: The Importance of Communicative Feedback in Human-Humanoid Dialogue." Lifelike Computer Characters '96, October 8-11, Snowbird, UT.
65. (1996). "What You Need to Know about Natural Gesture." Keynote Address. 2nd Intl. Conference on Automatic Face and Gesture Recognition, October 13-16, Killington, VT.
66. (1996). "A Framework For Gesture Generation And Interpretation." Workshop on Human-Computer Interaction, European Conference on Computer Vision, April, Cambridge, UK.
67. (1995). "Beaux Gestes: Looking at Conversation among the Cyborgs." Panel entitled, "Signs of the Cyborg: Assembling the Human at the Edges of Cyberspace." American Anthropological Association Annual Meeting, November, Washington, DC.
68. Pelachaud, C., Cassell, J., Badler, N., Steedman, M., Prevost, S., and Stone, M. (1995). "Synthesizing Cooperative Conversation." Cooperative Multimodal Communication, May, Eindhoven.
69. (1994). "Femme Chauffeur ou Chauffeuse: Linguistic and Social Categorization of Gender in French." First Lisbon Meeting on Child Language with Special Reference to Romance Languages, July, Lisbon, Portugal.
70. (1994). "The Role of the Visual in the Analysis of the Verbal: Gesture in Children's Narrative." First Lisbon Meeting on Child Language with special reference to Romance Languages, July, Lisbon, Portugal.
71. Cassell, J., Michael, E., and Short, R. (1994). "The Social and Linguistic Category of Gender." Workshop entitled "Gender as a Social Category: Origins, Development, and Consequences," International Society of Social and Behavioral Development annual meeting, July, Amsterdam, Netherlands.
72. (1993). "Calling it the Way You See It: French Children's Labels and Schemas for Gender Information." SRCDD (Society for Research in Child Development) bi-annual meeting, April, New Orleans, LA.

73. Cassell, J., and McNeill, D. (1993). "Experimental Mismatches of Gestures and Speech." Panel entitled, "Is Gesture Communicative?" International Communication Association annual meeting, May, Washington, DC.
74. (1991). "Verbal and Non-Verbal Construals of Narrative Event." Society for Research in Child Development bi-annual meeting, April, Seattle, WA.
75. (1991). "Interaction between Verbal and Non-Verbal Devices in Discourse." Workshop on the Analysis of Language and Discourse, Second Conference on Current Thinking and Research in Psychological Anthropology, October, Chicago, IL.
76. McNeill, D., Cassell, J., and Levy, E. (1990). "Pointing during Narrative Discourse." 12th Annual International Summer Institute for Semiotic and Structural Studies, June, Toronto, Canada..
77. (1990). "Metapragmatics in Language Development: Evidence from Speech and Gesture." Budapest Symposium on Metapragmatic Terms, July, Budapest, Hungary.
78. Cassell, J., and Eigstei, I. (1990). "The Development of Narrative Event." 15th Annual Boston University Conference on Language Development, October, Boston, MA.
79. Cassell, J., and Roy, S. (1989). "The Development of Metanarrative Speech and Gesture in Children's Storytelling." SRCD (Society for Research in Child Development) biennial meeting, April, Kansas City, MO.

Invited Colloquia at Universities and Research Institute:

1. Distinguished Lecture, School of Computing, KAIST, Korea. August 2017
2. Distinguished Lecture at the Max Planck Institute for Human Development, August 2016
3. Distinguished Lecture in Informatics (and associated workshop), University of Edinburgh, May 2016
4. Distinguished Seminars in Computing, Imperial College London, May 2016
5. Distinguished Colloquium, Computer Science, University College London, May 2016
6. Invited Lecture at the School of Computer Science and Engineering (SCSE), Nanyang Technological University (NTU), Singapore. April 2016
7. Distinguished Colloquium, Psychology Department, Georgetown University. March 2016.
8. Distinguished Colloquium, Center for Affective Sciences, University of Geneva. January 2016.
9. Shantou University, Shantou, China. September 2015.
10. Dean's Lecture Series, CMU-Q, Doha Qatar. September 2014.
11. Tsinghua University, Beijing China. November 2013
12. University of Twente Center for Media and Interaction Distinguished Lecture Series, Twente, the Netherlands. June 2013.
13. University of California at Irvine Trends in Society and Information Technology Lecture Series. February 2013
14. University of Pennsylvania CIS Grace Hopper Distinguished Lecture. November, 2012.
15. University of California at Berkeley EECS Distinguished Colloquium. February 2012
16. University of British Columbia Computer Science Colloquium. May 2011
17. Washington University Computer Science Engineering Colloquium. April 2011

18. Union College Computer Science Colloquium. February 2011
19. Edinburgh University 40th Anniversary of Epistemics / Cognitive Science. May 2010
20. Columbia University Yahoo-CCLS Distinguished Lecture series. April 2010
21. University of Pittsburgh, Psychology Department. January 2010.
22. ENST-Paris (Ecole Nationale des Sciences du Telecom). November 2009
23. ACM Distinguished Lecturer “Hot Topics in Computer Science” tour of China (Tsinghua, Huzhong, SCUT - Guangzhou). April 2009
24. Carnegie Mellon University, HCI Institute. Nov. 2008.
25. Stanford University, HCI Colloquium. Nov. 2008.
26. National University of Singapore, Interactive and Digital Media Institute. Sept. 2008.
27. National Technical University of Singapore, Internet Studies Institute. Sept 2008.
28. University of Queensland, School of Information Technology and Electrical Engineering. Sept. 2008.
29. Rutgers University Distinguished Colloquium Series in Mind and Culture. December 2007.
30. University of Minnesota Science and Technology Innovators Lecture. February 2007.
31. Twente University Center for Media and Interaction (Netherlands). Invited Colloquium. July 2006.
32. Saarbrucken University (Germany). Distinguished Colloquium Series in Computational Linguistics. July 2006.
33. Harvard University. Distinguished Colloquium Series in Technology, Innovation and Education. Cambridge, MA. March 2006.
34. Princeton University. /@rts Lecture Series. Princeton, NJ. April 2005.
35. Stanford University Future of Learning Lecture Series. Palo Alto, CA. November 2004.
36. University of Southern California Computer Science Distinguished Lecture Series. Los Angeles. November 2004.
37. Cornell University Colloquium in Information Science. Ithaca. September 2004.
38. University of Michigan. Depts. of Linguistics and Computer Science. Ann Arbor. March 2004.
39. ITC- Centre for Scientific and Technological Research. Trento, Italy. October, 2002.
40. Northwestern University. Department of Communication Studies. Chicago. March, 2002.
41. Columbia University. Distinguished Lecture Series in Computer Science. NY. November, 2001.
42. Stanford University. The Symbolic Systems Forum. Palo Alto, CA. April, 2001.
43. University of Tokyo, Department of Information and Communication Engineering Distinguished Lecture Series. Tokyo, Japan. December, 2000.
44. University of Toronto, Department of Computer Science Distinguished Colloquia Series. Toronto, Canada. November, 2000.
45. University of Maryland, Department of Computer Science. College Park, MD. October, 2000.
46. University of Maryland, Center for Women and Technology. Baltimore, MD. October, 2000.
47. Tufts, Computer Science and Engineering Distinguished Lecture. Boston, MA. September, 2000.

48. University of Vermont, Women's Studies Program. Burlington, VT. February, 2000.
49. MIT IAP Invited Lecture Series: Sparking the 21st Century. Cambridge, MA. January, 2000.
50. MIT *Technology Review* Invited Panel on Convergence. Cambridge, MA. November, 1999.
51. Rutgers University, Center for Cognitive Science, New Brunswick, NJ, October 1999.
52. MIT, Research Lab in Electronics (Speech Group), Cambridge, MA, September 1999.
53. Rutgers University, Department of Computer Science, New Brunswick, NJ, April 1999.
54. Santa Clara University, Center for Science, Technology and Society, San Jose, CA, February 1999.
55. University of Dhaka and LEARN Foundation, Dhaka, Bangladesh, August 1998.
56. Stanford University, Human-Computer Interaction Lecture Series, Palo Alto, CA, May 1998.
57. University of Rochester, Department of Computer Science & Department of Brain and Cognitive Science, Rochester, NY, October 1997.
58. Oregon Graduate Institute of Science & Technology, Distinguished Lecturer Series on the Future of Human-Computer Interaction, Portland, OR, May 1997.
59. Boston College, English Department, Boston, MA, February 1996.
60. Tel Aviv University, Women's Studies Program, Tel Aviv, Israel, January 1996.
61. LIMSI (Laboratoire d'Informatique pour la Mecanique et les Sciences de l'Ingenieur) - CNRS, Université Paris XI, Paris, France, January 1996.
62. MIT, AI Laboratory, Cambridge, MA, December 1995.
63. MIT, RTG Seminar/Linguistics Department, Cambridge, MA, April 1995.
64. University of Singapore, Institute of Systems Science, Singapore, March 1995.
65. Université de Montpellier, Seminaire de Psychologie Génétique, Montpellier, December 1994.
66. INRIA (Institut National de Recherche en Informatique et en Automatique), Paris, October 1994.
67. University of Delaware and A.I. DuPont Institute, Human-Computer Interaction Lecture Series, Newark, DE, October 1993.
68. University of Pennsylvania, Linguistics Department, Philadelphia, September 1993.
69. Brandeis University, Program in Linguistics and Cognitive Science, Waltham, MA, February 1993.
70. Cornell University, Department of Modern Languages and Linguistics, Ithaca, NY, February 1993.
71. Univ. of Pennsylvania, Institute for Research in Cognitive Science, Philadelphia, PA, April 1992.
72. CNRS (Centre National de Recherches Scientifiques), Developmental Psychology Section, Paris, France, January 1992.
73. Univ. of Pennsylvania. Institute for Research in Cognitive Science, Philadelphia, PA, Nov. 1991.
74. Cleveland State University, Linguistics Program, Cleveland, OH, February 1991.
75. Max Planck Institute for Psycholinguistics, Nijmegen, NL, February 1984.

Invited Colloquia at Industry Research Labs:

1. Microsoft Faculty Summit, Bellevue, WA, July 2017
2. Financial Times Tech Summit, Ningbo, China, June 2017
3. Alibaba Smart Buildings Summit, Hangzhou, March 2017
4. Alibaba Research Retreat, Beijing, January 2017
5. Yahoo Research Labs, Sunnyvale, CA. September, 2016
6. NLP Group @ Google London, May 2016
7. Yahoo Research Labs, Sunnyvale, CA. July, 2014.
8. Microsoft Faculty Summit, Redmond, WA. July 2011
9. Google Tech Talk. Mountain View, CA. January 2011.
10. Facebook Tech Talk. Palo Alto, CA. January 2011
11. Disney Research Tech Talk. Los Angeles, CA. January 2011
12. Microsoft Research Tech Talk. Bellevue, WA. January 2011
13. France Telecom Laboratoire de Sociologie, Paris, France. September 2009
14. Ford Motor, Detroit, MI. March 2007.
15. Intel, Portland, OR. July 2006.
16. Fisher Price, Aurora, NY. (3 times during 2004-2005).
17. Motorola, Schaumburg, IL, June 2005.
18. Lucent, Murray Hill, NJ, July 2000.
19. Mattel, Los Angeles, CA, June 2000.
20. France Telecom Research Labs, Paris, France, March 2000.
21. AT&T Labs Human-Computer Interface Research Department, Florham Park, NJ, November 1999.
22. Mattel, Los Angeles, CA, August 1999.
23. Philips Design, Plenary to launch the European Union Pogo Project, Eindhoven, NL, February 1999.
24. IBM Research's Executive Workshop on Women and Technology, Yorktown Heights, NY, November 1998.
25. Xerox PARC, Lecture Series, Palo Alto, CA, December 1997.
26. Swatch, Neuchatel, Switzerland, June 1997.
27. LEGO, Billund, Denmark, June 1997.
28. Nike, Portland, OR, May 1997.
29. Kodansha, Tokyo, Japan, March 1996.
30. Toshiba, Tokyo, Japan, March 1996.
31. ATR, Kyoto, Japan, March 1996.
32. Singapore Digital Media Consortium, Singapore, February 1996.
33. Mattel, Los Angeles, CA, May 1995.

Invited Talks at General Audience Conferences & Other:

1. TopCEO, Jeddah, Saudi Arabia, April, 2017
2. Global Economic Skills Forum (GESF), Dubai, March, 2017. Panel on “Educational Technology: The White Elephant in the Room.” Debate on “Resolved: The House wishes Robots’ Role to Rise in the Classroom.” Dubai, March 2017
3. World Economic Forum Annual Meeting in Davos, Switzerland, Jan. 2017. Live demo of SARA: the Socially-Aware Robot Assistant (only demo in the Congress Center). Speaking roles in sessions: “Ask about: Virtual Humans,” “Will Teachers be Replaced by Robots,” “Shaping the Future of Work and Employment,” “The Science of Emotion,” “Redesigning the Human Body,” “Solving Inequality,”
4. Bloomberg Government 2016 Meeting on “Solving the AI Equation: Man Plus Machine Equals? Evolution in the Age of Machine Learning.” August 2016 in San Francisco, CA
5. World Economic Forum Annual Meeting of the New Champions, June. 2016, Tianjin, China. Speaking roles in sessions on “Redesigning Education,” “Navigating the New World of Work,” “What if our Virtual Life Overtakes our Physical Reality,” “The Future of Information,” “Science in Depth: from Biology to Robotics and Back,” “Education for a New Age.” Dedicated space for a 3-day live demo in the Works in Progress Programme Zone for “SARA: the Socially-Aware Robot Assistant.” Various curatorial talks about SARA.
6. The Makers Conference (“2016’s gathering brought the world’s most impactful leaders and innovators together for a 36-hour action plan”), February 2016. Los Angeles, CA.
7. World Economic Forum Annual Meeting in Davos, Switzerland, Jan. 2016. Live demo of rapport-building virtual personal assistant, *Media Briefing on Social AI*, Panelist in Closing Plenary entitled *Staying Human*, Workshop Leader, *Managing Disruption*, Workshop leader, *Technology and Human Dignity*, and other roles.
8. World Economic Forum Annual Meeting of the New Champions, Sept. 2015, Dalian, China (Opening keynote for *Experts Reception*, live demonstration of social robotics technology, participation in *Building an Intelligent Machine* panel, *Being Human* panel, *Robots without Borders* session, etc.
9. Dubai Museum of the Future Grand Opening, February 2015, Dubai, UAE.
10. Taiwan Commonwealth Economic Forum panel on future of robotics. January, 2014, Taiwan, China (invitation declined).
11. World Economic Forum, January 2015, Davos Switzerland (speaker on “Do the Risks Outweigh Opportunities in Advanced Robotics,” introduction of Peter Diamondis, session moderator of Social Cohesion in a Technology-Rich Future, moderator of closing session on Insights from Science, Technology, Industry and Innovation).
12. Singapore Minister of Defense Island Forum closed conversation on advances and possibilities in robotics and artificial intelligence. Nov, 2014, Singapore (invitation declined).
13. World Economic Forum Annual Meeting of the New Champions, Sept, 2014, Tianjin, China (Moderator of IdeasLab by HKUST, Introduction for Discover Session on Wearable Computing, Panelist on “Gender under the Microscope,” Debater in debate session on “Resolved: Smart Machines will Make Life Better for Workers”).

14. World Economic Forum, January 2014, Davos, Switzerland (IdeasLab Talk on “Unlocking the Potential of Human Learning,” Betazone panel on “The Robot Revolution,” moderator of panel on the Future of Advanced Manufacturing).
15. World Economic Forum Annual Meeting of the New Champions, Sept, 2013, Dalian, China (Moderator of panel on “Strategic Shifts in the Digital Ecosystem”).
16. World Economic Forum, January 2013, Davos, Switzerland (Dinner panel on Man vs. Machines, Panel on the Role of the Arts and Design in STEM Entrepreneurship, Moderator of Panel on the Future of History, Live Interview).
17. World Economic Forum, January 2012, Davos, Switzerland (IdeasLab Talk on “Machines as Partners in Learning,” Dinner panel on “IQ to EQ,” Moderator of “Conversation with Paolo Coelho on the Future of Storytelling”).
18. TEDx Pittsburgh, 19-20 November, Nemaconlin.
19. World Economic Forum Annual Meeting of the New Champions, Sept, 2011, Dalian, China (IdeasLab talk, Panel on “New Frontiers in Robotics”)
20. Pittsburgh Post Gazette Technology Town Hall Panelist, along with Rich Jaroslovsky (*Bloomberg News*), Walt Mossberg (*The Wall Street Journal*), and Tom Petzinger (*Knopp Biosciences*). April 28, 2011
21. CRA-W Panel at Grace Hopper on “Growing your Research Program”. Oct 2009.
22. Panel at Grace Hopper on “Becoming an Academic Leader”. Oct. 2009.
23. L’Hommedieu Lecture – Douglass College, New Brunswick, NJ. March 2009
24. Keynote at Summit of K-12 Computer Science Educators. March 2007
25. Anita Borg Celebration: Panel on Powerful Women in Technology Fields. September, 2003
26. Boston Museum of Science. Opening lecture of the Series “2001: Are We There Yet.” October, 2001
27. Costa Rica Department of Education and Omar Dengo Foundation. 2-day workshop on Narrative, Technology & Literacy. San Jose, Costa Rica. November 22-24, 2000
28. Radcliffe. Opening Keynote Address, Radcliffe Alumnae Council 2000, Boston, MA, October, 2000.
29. Avignon 2000 (New technology component of Avignon Festival), Avignon, France, June 2000.
30. Mindfest, Boston, MA, October 1999.
31. Lucent Foundation Global Science Scholars Summit, Murray Hill, NJ, July 1999 & July 2000.
32. Embracing Complexity IV, Ernst and Young, Boston, MA, July 1999.
33. Tokyo Toy Fair, Tokyo, Japan, March 1999.
34. Belmont Day School Faculty Development Seminar, Boston, MA, March 1999.
35. Educating Women in Science and Math, Radcliffe, Cambridge, MA, November 1998.
36. The Secondary School Admission Test Board Annual Meeting, Boston, MA, September 1998.
37. Women & Leadership: Changing the World, Simmons Graduate School of Management 19th Annual Professional Development Conference, Boston, MA, May 1998.
38. GET ONLINE GIRL! Organized by *Teen Voices Magazine*, Cambridge, MA, November 1997.

Service: Selected Government and Other Outside Committees

Government Agencies & Foundations:

External Scientific Advisory Board, French SMART LabeX projects
Ongoing External Assessor, European Commission Projects
External Expert, European Commission
Atlantic Philanthropic Society (APS)
Cure Autism Now/Autism Speaks
Heinz Foundation
MacArthur Foundation
National Science Foundation: SBE, CISE & EHR Divisions
Spencer Foundation

Editorial Boards:

Associate Editor, Interaction Studies, 2003 – 2010
Editorial Board, International Journal of Human Computer Studies (IJHCS), 2009 - 2011
Editorial Board, International Journal of Learning and Media, 2007 - 2012
Editorial Board, International Journal of Dialogue Systems, 2006 - 2014
Editorial Board, Journal of Computer-Mediated Communication, 2003 - 2008
Editorial Board, Discourse Processes, 2002 - 2010
Editorial Board, Natural Language Engineering, 2002 - 2007
Editorial Board, Gesture (CUP), 2000 – present

Selected Ad-Hoc Journal Reviews:

ACM Transactions on Computer-Human Interaction (TOCHI); Applied Developmental Psychology;
Artificial Intelligence Journal; British Journal of Psychology; Computer Graphics and Applications;
Discourse Studies; IEEE Multimedia; International Journal of Artificial Intelligence in Education;
International Journal of Human – Computer Interaction; International Journal of Human – Computer Studies;
Journal of Humanoid Robotics; Universal Access in the Information Society; User Modeling and Adaptive Interfaces, etc.

Advisory Boards:

Co-chair of the World Economic Forum Global Future Council on the Future of Computing, 2016-present; International Council on AI and Robotics, 2014-2016; World Economic Forum Work Group on the Future of Education, 2015-present; World Economic Forum Global Agenda Council on AI and Robotics, 2011-2016; Madeira Interactive Technology Institute (M-ITI), 2011-2014; Joan Ganz Cooney Center Research Advisory Board, 2009-present; Reykjavik University Presidential Advisory Board, 2008 – 2009; Lifeboat Foundation, 2007 – present; National Center for Women & IT, 2003 - present; Anita Borg Institute for Women & Technology, 1998 - 2008; Research Network on New Media, Children & Youth, 2000 - 2005; ZOOM Children's Museum, Vienna Austria, 2000 - 2005; LEARN Foundation, Bangladesh, 1998 - 2008; Museum of Science, Boston, MA, 1995-2002

Program Chair, Conference Organizer or Director:

Advisor, Special Session on Dialogue in Personal Assistants, SIGDIAL 2016
Co-Organizer, SRCD Special Topics Conference on Technology and Media in Children's Development (SRCD TMCD) 2016
Doctoral Consortium and Junior Scholar Mentoring Chair, SRCD TMCD 2016
Doctoral Consortium co-chair, ICMI, 2014
Co-Program Chair, ICMI, 2012

Dialog and Multimodal Area Chair, COLING, 2010
Co-organizer and chair, 1st Technology Demo Session at IMFAR (International Society for Autism Research)
Conference Chair, Annual Conference on Interaction Design for Children (IDC), 2008
Conference Co-Chair, First Embodied Natural Language Workshop, held at ACL, 2007
Faculty Advisor, Student Research Workshop, ACL, 2004
Conference Chair, Thinking Outside the Toybox Symposium, 2001
Director, Junior Summit '98 (3062 young people, from 139 countries)
Conference Co-Chair, 1st Workshop on Embodied Conversational Characters, 1998
Program Co-Chair, AAAI Workshop on Representation for Multi-Modal HCI, 1998
Conference Co-Chair, From Barbie to Mortal Kombat: Gender and Computer Games, 1997
Director, Survival Skills for Women in Academia Workshop Series,
Linguistics Summer Institute, 1996, 1998; University of Pennsylvania, 1994
Conference Chair, NSF Workshop on the Acquisition of Temporal Structures in Discourse, 1986

Selected Conference Program Committees:

SIGdial Workshop on Discourse and Dialogue; Semantics and Pragmatics of Dialogue; Computer Animation and Social Agents; International Society of Gesture Studies Annual Conference; Intelligent Virtual Agents; Autonomous Agents; Intelligent User Interfaces (IUI); CELE-Twente Workshops on Natural Language Technology; ACM SIGCHI Conference on Universal Usability; Workshop: From Spoken Dialogue to Full Natural Interactive Dialogue; Theory, Empirical Analysis & Evaluation; LREC; Workshop on Conversational Systems; HLT-NAACL; AAAI Fall Symposium; International Gesture Workshop; Association for Computational Linguistics; IJCAI; Cognitive Science, Linguistics Society of America; International Conference on Automatic Face- and Gesture-Recognition; CVPR; International Conference on Multimodal Interface (ICMI); Computational Linguistics (COLING); SIGGRAPH

Current Organization Membership:

American Academy for the Advancement of Science (AAAS)
Association for Computational Linguistics (ACL)
Association for Computing Machinery (ACM)
Cognitive Science Society (CSS)
Linguistics Society of America (LSA)
Society for Research in Child Development (SRCD)

Specialized Training

ADI-R Autism Diagnosis Interview
ADOS Autism Diagnostic Observation Schedule