An Embodied Conversational Agent for the Web

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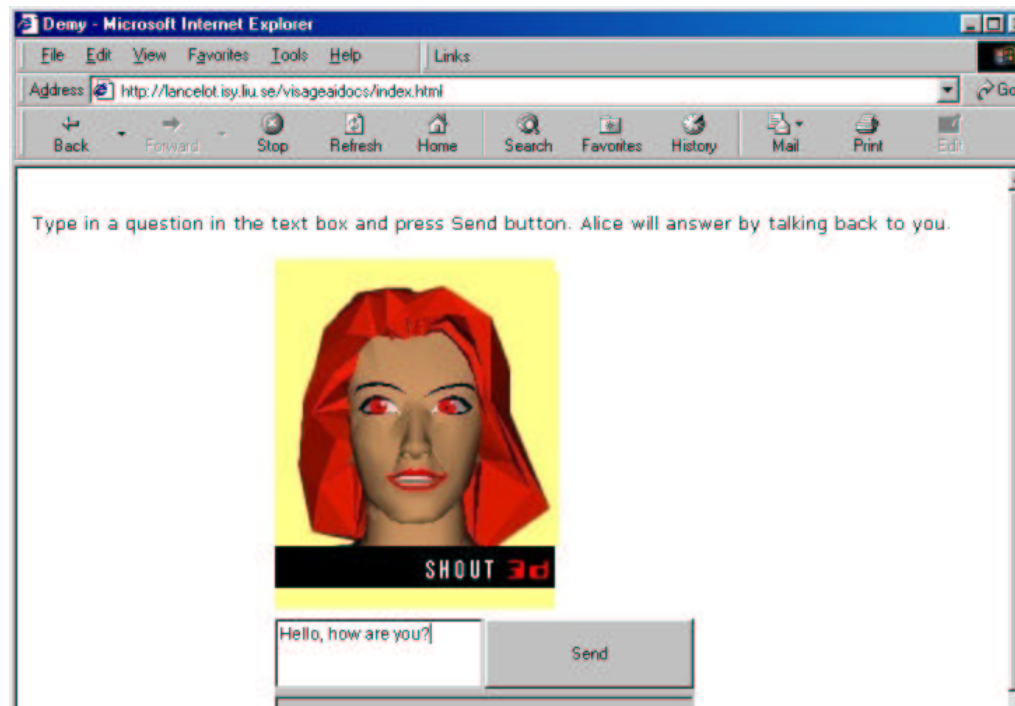**Faculty of Electrical Engineering and Computing**

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System Purpose

- **Animated talking virtual agent capable of involvement in a fairly meaningful conversation with the user who types in the input.**

Project Constraints

- Architecture is aimed specifically at the Web.
- It does not require plug-ins and runs in standard browsers (Internet Explorer, Netscape).
- Works normaly on low bandwidth (56k modem connection)
- Client software must be "lightweight".

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System Architecture
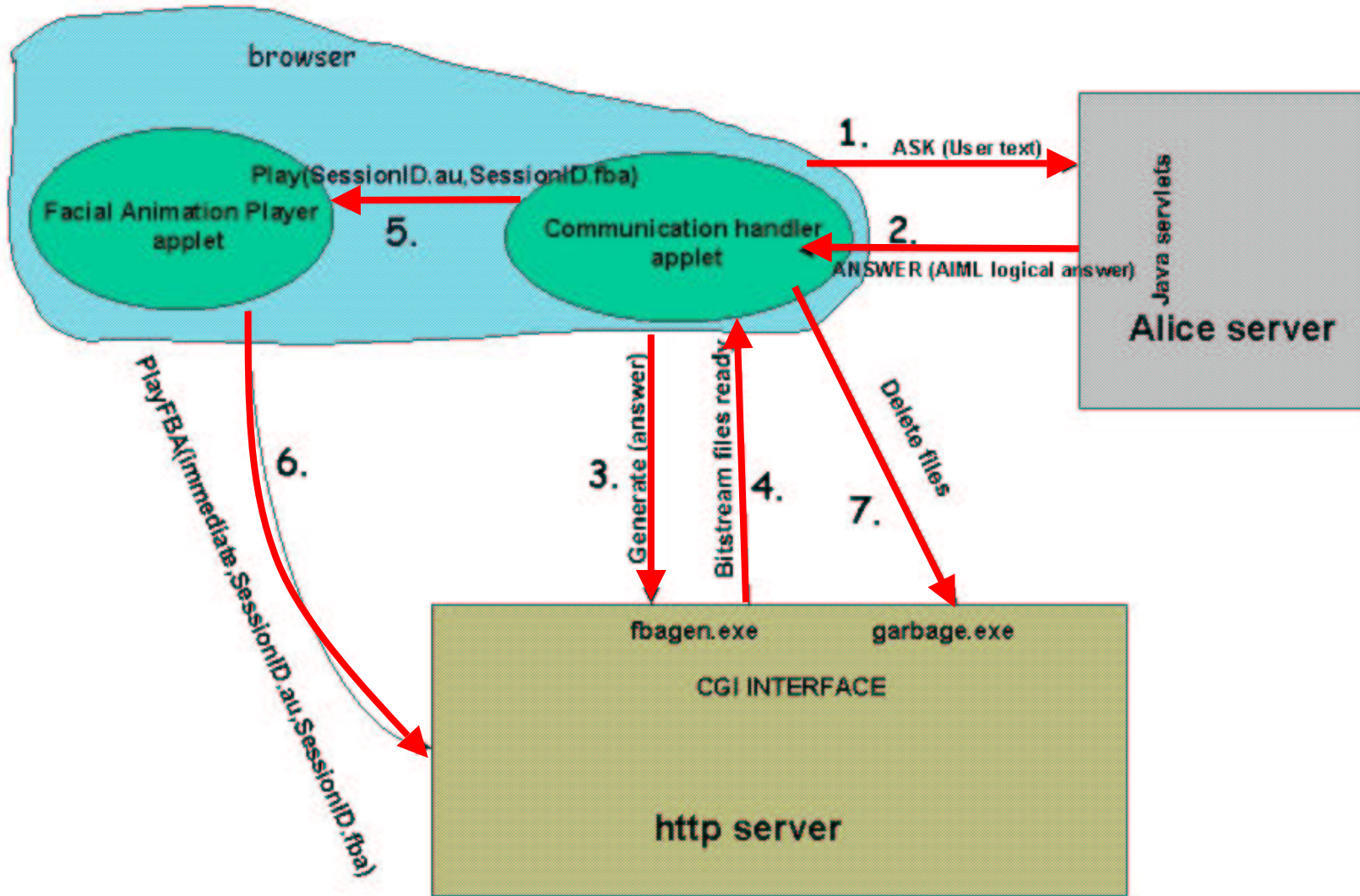
System Performance

- **Size of the client software <=200kB (Applets + Character model).**

- **Average answer time is 3 seconds on the Internet environment using 56k modem connection (tested with server in Sweden and client in Croatia).**

- **Rendering >10 fps on PIII/600**

Future Work

- **Advance user interface with voice recognition**
- **Implement Embodied Agent's speech intonation**
- **Embodied agent needs body**
- **Audio generation and streaming on-the-fly**
- **Believable non-verbal communication (gestures, facial expresions, turn taking)**
- **Agents eyes should be alive**
- **AIML database**