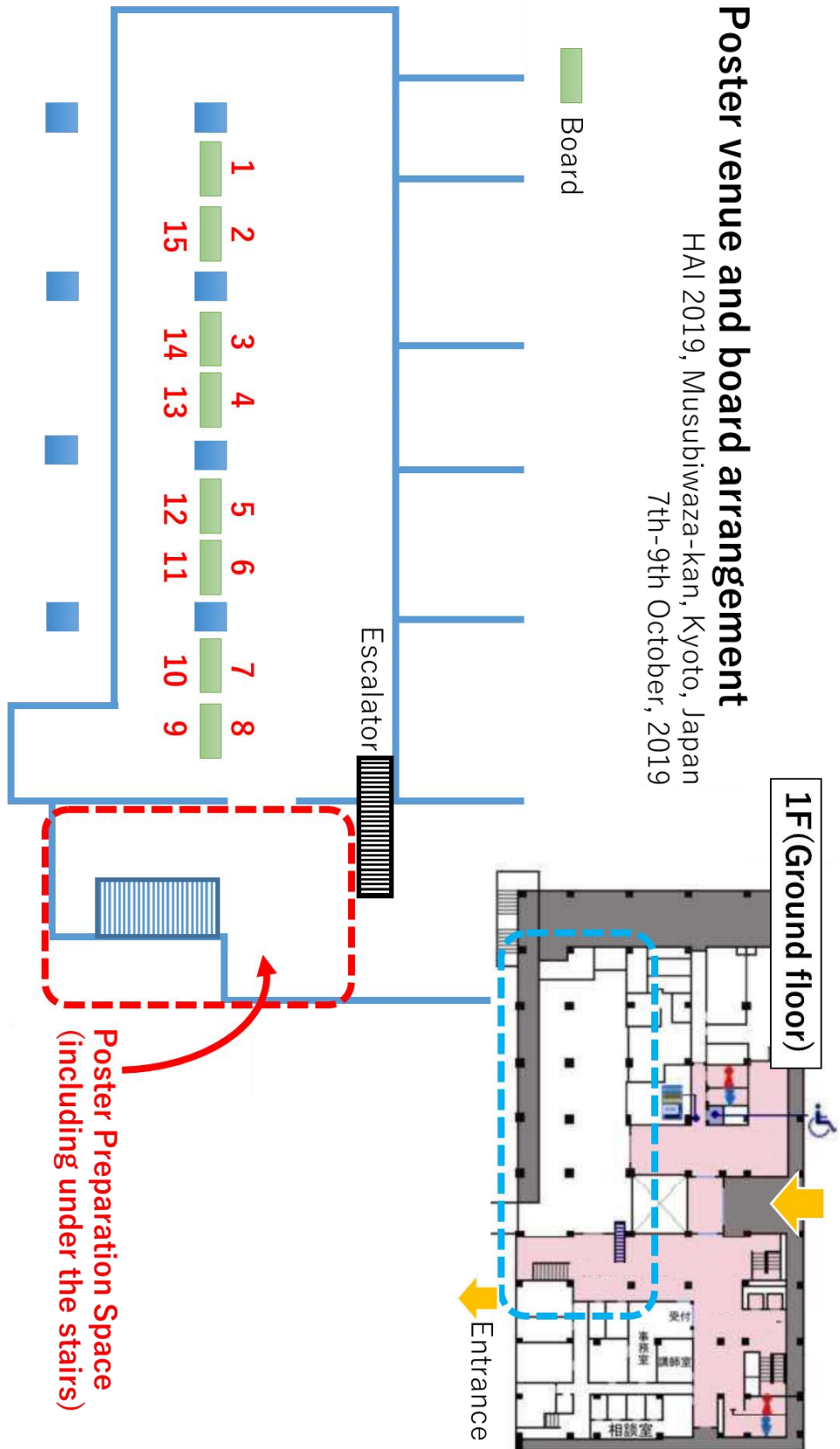


*** Poster Number List**

The number (with the first letter of the day) indicates the place of the poster panel on the floor plan of HAI 2019 poster session map (see below).



** MONDAY, 7th October

M1. Study on Acceptability of and Distraction by Driving Support Agent in Actual Car Environment

Takahiro Tanaka, Kazuhiro Fujikake, Yuki Yoshihara, Nihan Karatas, Hirofumi Aoki, Hitoshi Kanamori

M2. Communicating Emotional State and Personality with Eye-color and Light Intensity

Betty Tärning, Trond A. Tjøstheim, Birger Johansson

M3. Agent's Desire State Expression by Combining Tactile Heartbeat and Visible Behaviors

Naoto Yoshida, Kaede Ueno, Tomoko Yonezawa

M4. Should Speech Dialogue System Use Honorific Expression? Comparative Study on Understanding Impressions of Different Politeness Utterances

Subaru Ouchi, Kazuki Mizumaru, Daisuke Sakamoto, Tetsuo Ono

M5. Factors Influencing Empathic Behaviors for Virtual Agents -Examining about the Effect of Embodiment-

Yuna Kano, Junya Morita

M6. Relationship of Speech Activity to Subjective Ratings and Performance during a Convergent Creative Problem Solving Task Involving Communication Among Three People

Takashi Numata, Sae Kondo, Taichi Miyamae, Hiroyuki Sekikawa, Karen Sasagawa, Shiori Onodera, Masaaki Kuzuya, Kotaro Onishi, Hiroko Ohno, Masako Maeda, Chikako Goto, Hideki Koizumi

M7. Interaction Design and Field Study of a Forgetful Social Robot, "Talking-Bones"

Shinpei Onoda, Yusaku Nishiwaki, Michio Okada

M8. Analysis of the Influence of Mothers' Temperaments and Behaviors on Children's Conversational Play with an Utterance-output Device

Kazuhiro Mitsukuni, Jun Ichikawa, Yukari Hori, Yuta Ikeno, Leblanc Alexandre, Tetsukazu Kawamoto, Natsuki Oka, Yukiko Nishizaki

M9. Utterances in Social Robot Interactions — Correlation Analyses between Robot's Fluency and Participant's Impression

Koki Ijuin, Kristiina Jokinen

M10. Evaluation of Relationship between Stroke Pace and Speech Rate for Touch-Care Robot

Suguru Honda, Taishi Sawabe, Shogo Nishimura, Sato Wataru, Yuichiro Fujimoto, Alexander Plopsi, Masayuki Kanbara, Hirokazu Kato

M11. Towards Digitally-Mediated Sign Language Communication

Kalin Stefanov, Mayumi Bono

M12. How to Enhance Social Robots' Heartwarming Interaction in Service Encounters

Junya Nakanishi, Jun Baba, Itaru Kuramoto

M13. Evaluation of Pacing for Dialog Robots to Build Trust Relationships with Human Users

Shogo Nishimura, Takuya Nakamura, Masayuki Kanbara, Sato Wataru, Norihiro Hagita

M14. Designing a Data Corpus of Collaborative Group Tasks with the Members from Unbalanced Cultural Backgrounds

Kaiyuan Ding, Hung-Hsuan Huang, Nicolas Berberich, Mineya Kaseda, Kazuhiro Kuwabara, Toyoaki Nishida

M15. Desired Agent Embodiment in Various Smart House Tasks

Lei Ma

** TUESDAY, 8th October

T1. A Visual Sensing Platform for Robot Teachers

Yuyuan Shi, Yin Chen, Liz Rincon Ardila, Gentiane Venture, Marie-Luce Bourguet

T2. Virtual Humans in Augmented Reality: A First Step towards Real-World Embedded Virtual Roleplayers

Arno Hartholt, Sharon Mozgai, Albert Rizzo

T3. Are We Having Fun Yet? Designing for Fun in Artificial Intelligence That Is Multicultural and Multiplatform

Jennifer Zamora

T4. Dialogue Systems for the Assessment of Language Learners' Productive Vocabulary

Dolça Tellols, Hitoshi Nishikawa, Takenobu Tokunaga

T5. Gender Differences in Allocation of Attention and Read Time in an Educational History Game

Betty Tärning, Trond A. Tjøstheim

T6. Effects of Turn-Taking Dynamics Without Contingency: A Visual Interaction Experiment

Ryo Irie, Takeshi Konno

T7. Agent-based Completion for Collecting Medical Note Parameters

lukman heryawan, Purnomo Husnul Khotimah, Goshiro Yamamoto, Osamu Sugiyama, Shusuke Hiragi, Kazuya Okamoto, Tomohiro Kuroda

T8. Construction of a Behavioral Model Based on Cognitive Apprenticeship Theory with an Educational Support Robot

Ryo Yoshizawa, Felix Jimenez, Kazuhito Murakami

T9. Effect of an Educational Support Robot Displaying Utterance Contents on a Learning System

Shunsuke Shibata, Felix Jimenez, Kazuhito Murakami

T10. Young and Elderly Users' Emotion Recognition of Dynamically Formed Expressions Made by a Non-Human Virtual Agent

Takashi Numata, Yasuhiro Asa, Tomohiro Kitagaki, Takaaki Hashimoto, Kaori Karasawa

T11. Understanding Dialogue Acts by Bayesian Inference and Reinforcement Learning

Akane Matsushima, Natsuki Oka, Chie Fukada, Kazuaki Tanaka

T12. Development of Tsunami Evacuation Simulation System for Disaster Prevention Plan in Urban Space

Yasuo Kawai, Yurie Kaizu

T13. Elderly Users' Interaction with Conversational Agent

Kyungjin Chung, Young Hoon Oh, Da Young Ju

T14. A Human-Agent Interaction System to Motivate the User to Keep Doing an Exercise

Ryosuke Fujita, Yu Shibuya

T15. Development of a Prototype of Face-to-Face Conversational Holographic Agent for Encouraging Co-regulation of Learning

Ayane Hisatomi, Yutaka Ishii, Toshio Mochizuki, Hironori Egi, Yoshihiko Kubota, Hiroshi Kato

** WEDNESDAY, 9th October

W1. Mako-no-te: Investigating Intersubjectivity with Side-by-Side Walking Robot
Komei Hasegawa, Michio Okada

W2. Pocketable-Bones: A Portable Robot Sharing Interests with User in the Breast Pocket
Ryosuke Mayumi, Naoki Ohshima, Michio Okada

W3. Design of Cooperative Interaction between Humans and AI Creatures through Reinforcement Learning
Ryosuke Takata, Yugo Takeuchi

W4. Trainability Leads to Animacy: A Case of a Toy Drone
Yuta Watanabe, Yuya Onishi, Kazuaki Tanaka, Hideyuki Nakanishi

W5. Rock Your Story: Effects of Adapting Personality Behavior through Body Movement on Story Recall
Maha Elgarf, Christopher Peters

W6. Effect of Grasping Uniformity on Estimation of Grasping Region from Gaze Data
Pimwalun Witchawanitchanun, Zeynep Yucel, Akito Monden, Pattara Leelaprute

W7. Surface Recognition Using a Composite Augmented Reality Marker
Daichi Shirata, Kiyotaka Izumi, Takeshi Tsujimura

W8. Human-Robot Interaction and Collaborative Manipulation with Multimodal Perception Interface for Human
Shouren Huang, Masatoshi Ishikawa, Yuji Yamakawa

W9. Preliminary Investigation of Pre-Touch Reaction Distances toward Virtual Agents
Aoba Sato, Mitsuhiro Kimoto, Takamasa Iio, Katsunori Shimohara, Masahiro Shiomi

W10. Improving Virtual World Experience by Using Behavior Propagation to Crowd Agents
Yoshimasa Ohmoto, Shin Fujiwara, Toyoaki Nishida

W11. Human-Robot Dichotomy
Karolina Zawieska, Jessica Sorenson, Cathrine Hasse, Sebastian Madsen, Kate Davis, Alejandra Gomez

W12. A Speech Promotion System by Using Embodied Entrainment Objects of Spoken Words and a Listener Character for Joint Attention
Masakatsu Kubota, Tomio Watanabe, Yutaka Ishii

W13. Sales Talk of a Robot at a Flanking Position Gives Positive Impressions to a Human Customer
Shoto Fukui, Mia Hamada, Taiki Kusano, Shohei Koderu, Rikimaru Tanigo, Kazuaki Tanaka, Natsuki Oka, Yukiko Nishizaki

W14. Cognitive Modeling of Intrinsic Motivation for Long-Term Interaction
Kazuma Nagashima, Junya Morita, Yugo Takeuchi, Yoshimasa Ohmoto

W15. Tentative Formalization of Human-Agent Interaction for Model-Based Interaction Design
Takafumi Sakamoto, Yugo Takeuchi

** General Information for poster session (already announced)

- Poster set-up starts from 10:30 am at the "poster preparation space" on the map.
- Each poster board has its own number at the top-left of the board.
- Poster boards are moved at around 13:00 from the preparation place to the actual presentation site.

** Core time:

- The presenter who has odd number: 14:00-14:45
- The presenter who has even number: 14:45-15:30