

10th International Conference on Human-Agent Interaction
5-8 December 2022
University of Canterbury, New Zealand.



WiFi Network for the conference:

WiFi Name: UCvisitor
Login: uc7654
Password: 415101

Monday, December 5th: HAI Workshop Day

Information about the workshops is available at
<https://sites.google.com/view/chai-workshop22>

Tuesday, December 6th

Time	Session	Location	Authors
08:30	Conference Opening		
09:00	Keynote: Who would you like to deliver your healthcare?	Rehua 102	Elizabeth Broadbent
10:00	Break	Rehua 103	
10:45 – 11:45	Session 1: Applications and Human Perceptions <i>Chair: Friederike Eyssel</i>	Rehua 102	
10:45	Older Adults' Perception of the Furhat Robot	Rehua 102	Sofia Thunberg Maria Arnelid Tom Ziemke
11:05	Does media format matter? Investigating the toxicity, sentiment and topic of audio versus text social media messages	Rehua 102	Jamy Li Karen KP Penaranda Valdivia
11:25	Students' Views on Intelligent Agents as Assistive Tools for Dealing With Stress and Anxiety in Social Situations	Rehua 102	Samira Rasouli Moojan Ghafurian Kerstin Dautenhahn
11:45	Lunch	Rehua 103	
13:30 – 14:50	Session 2: Assistants and Dialogue <i>Chair: Yugo Takeuchi and Divesh Lala</i>	Rehua 102	
13:30	Perceptions of the Helpfulness of Unexpected Agent Assistance	Rehua 102	Kate Candon Zoe Hsu Yoony Kim Jesse Bin Chen Nathan Tsoi Marynel Vázquez
13:50	The Effect of the Repetitive Utterances Complexity on User's Desire to Continue Dialogue by a Chat-oriented Spoken Dialogue System	Rehua 102	Jie Yang Hirofumi Kikuchi Takatsugu Uegaki Kaito Moriki Hideaki Kikuchi
14:10	Don't Take it Personally: Resistance to Individually Targeted Recommendations from Conversational Recommender Agents	Rehua 102	Guy Laban Theo Araujo
14:30	Mixed-Cultural Speech for Intelligent Virtual Agents – the Impact of different Non-Native Accents using Natural or Synthetic Speech in the English Language	Rehua 102	David Obremski Paula Friedrich Helena Babette Hering Birgit Lugrin
14:50	Poster Teasers – Session 1 & 2		
15:30	Posters Session 1 – with Coffee (first half until 16:15, posters of the Tech Session, second half, posters of the User Qualities)	Rehua 103	
17:00	Reception	Rehua 103	

Wednesday, December 7th

09:00	Keynote: A very simple design for a very intelligent machine (but with a catch)	Rehua 102	Doug Campbell
10:00	Break	Rehua 103	
10:20 – 12:00	Session 3: Frameworks, Models, and Decisions <i>Chair: Marynel Vazquez and Daisuke Katagami</i>	Rehua 102	
10:20	User Involvement in Training Smart Home Agents	Rehua 102	Leonie Nora Sieger, Julia Hermann, Astrid Schomäcker Stefan Heindorf, Christian Meske, Celine-Chiara, Hey Aysegül Dogangün
10:40	Let's Play Against Each Other! The Influence of Human-Agent Competition and Collaboration on Agent Learning and Human Perception	Rehua 102	Ornnalin Phaijit Claude Sammut Wafa Johal
11:00	Advantage Mapping: Learning Operation Mapping for User-Preferred Manipulation by Extracting Scenes with Advantage Function	Rehua 102	Rintaro Hasegawa Yosuke Fukuchi Kohei Okuoka Michita Imai
11:20	A Decision Support Design Framework for Selecting a Robotic Interface	Rehua 102	Shreepriya Gonzalez-Jimenez Danilo Gallo Ricardo Sosa Eduardo Benitez Sandoval Tommaso Colombino Antonietta Maria Grasso
11:40	Backchannel generation model for a third party listening agent	Rehua 102	Divesh Lala Koji Inoue Kei Sawada Tatsuya Kawahara
12:00	Lunch	Rehua 103	
13:30 – 14:30	Session 4: Empathy, Trust and Culture <i>Chair: Eduardo B. Sandoval and Tomoko Koda</i>	Rehua 102	
13:30	Exploring Factors Affecting User Trust Across Different Human-Robot Interaction Settings and Cultures	Rehua 102	Muneeb Ahmad Abdullah Alzahrani Simon Robinson
13:50	Effects of self-experience and situational awareness on empathic help to virtual agents	Rehua 102	Junya Morita Yuna Kano
14:10	Study on the Perception of Implicit Indication When Collaborating with an Artificial Agent	Rehua 102	Lena Guinot
14:30	Prepare for Poster Teaser Session	Rehua 102	Aldo Chavez Gonzalez Marlena Fraune Ricarda Wullenkord
14:45	Poster Teasers – Session 3 & 4		
15:50	Posters Session 2 – with Coffee (first half until 16:35, posters of the Empathy Session, second half, posters of the Art & Children Session)	Rehua 103	
17:00	Reception	Rehua 103	

Thursday, December 8th

09:00	Keynote: The Heuristic of Sufficient Explanation: Implications for Human-Agent Interaction	Rehua 102	Andrew Vonasch
10:00	Break	Rehua 103	
10:30 – 11:50	Session 5: Motion and Gestures <i>Chair: Tetsuo Ono and Jamy Li</i>	Rehua 102	
10:30	Effect of repetitive motion intervention on self- avatar on the sense of self-individuality	Rehua 102	Tetsunari Inamura, Shinichirou Eitoku, Iwaki Toshima, Shinya Shimizu, Atsushi Fukayama, Shiro Ozawa, Takao Nakamura
10:50	Enabling Shared Attention with Customers Strengthens a Sales Robot's Social Presence	Rehua 102	Masaya Iwasaki Kosuke Ogawa Akiko Abe Yamazaki Keiichi Yamazaki Yuji Miyazaki Tatsuyuki Kawamura Hideyuki Nakanishi
11:10	VISTURE: A System for Video-Based Gesture and Speech Generation by Robots	Rehua 102	Kaon Shimoyama, Kohei Okuoka, Mitsuhiko, Kimoto, Michita Imai
11:30	A User-Centered Evaluation of the Data-Driven Sign Language Avatar System: A Pilot Study	Rehua 102	Alfarabi Imashev Nurziya Oralbayeva Anara Sandygulova Vadim Kimmelman
12:00	Lunch		
13:30 – 14:40	Session 6: Non-verbal interaction <i>Chair: Richard Savery and Hirotaka Osawa</i>	Rehua 102	
13:30	Perception of Emotional Relationships by Observing Body Expressions between Multiple Robots	Rehua 102	Kazuki Mizumaru Daisuke Sakamoto Tetsuo Ono
13:50	What is the speed boundary between patting and slapping by a robot?	Rehua 102	Taichi Hirayama Yuka Okada Mitsuhiko Kimoto Takamasa Iio Katsunori Shimohara Masahiro Shiomi
14:10	Attributing social motivations to changes in agents' behavior and appearance	Rehua 102	Diogo Rato, Marta Couto, Rui Prada
14:30	Motion and Meaning: Data-Driven Analyses of The Relationship Between Gesture and Communicative Semantics	Rehua 102	Carolyn Saund Haley Matuszak Anna Weinstein Stacy Marsella
14:50	Closing		

Tech Session (Poster Session 1.1 – Tuesday)

1028	Interactive Perceptual Companion: Prototyping a digital perception for HAI	Haider Ali Akmal Jonathan Shaw Eduardo Benitez Sandoval
1029	Partners Who Grow Together: Collaborative Machine Learning in Video Game AI Design	Jibing Shi Richard J. Savery
1035	Survey of the Effect of Preference for a Lecturer Disguised as an Avatar on Desire to View Lecture Video	Nanami Kojima Yoshinari Takegawa Asuka Terai Keiji Hirata
1041	Mixed-Cultural Speech for Mixed-Cultural Users – Natural vs. Synthetic Speech for Virtual Agents	David Obremski Birgit Lugin
1046	Hype Drive: XR Live Performance System for Improving Passenger Comfort in Autonomous Driving	Takuto Akiyoshi Masashi Abe Yuki Shimizu Yusaku Takahama Koki Nagata Taishi Sawabe
1063	Modeling and understanding future action decisions of players during online gaming	Fabrizia Auletta Gaurav Patil Rachel W Kallen Mario di Bernardo Michael J. Richardson
1067	Towards a Smart Robot Model for Traffic Signal Management in Developing Countries	Harisha Prakash Igor Tchappi Amro Najaar Yazan Mualla

User qualities and perception (Poster session 1.2 – Tuesday)

1009	Robot Persuasiveness Depending on User Gender	Isabella Ågren Sofia Thunberg
1040	User experience of human-robot long-term interactions	Guy Laban Arvid Kappas Val Morrison Emily S. Cross
1020	Angel and Devil Robots: Personifying a Dilemma to Influence Willpower	Kento Goto Kazuki Mizumaru Daisuke Sakamoto Tetsuo Ono
1038	Would You Be Stressed If Anthropomorphic Agents Were Handing Out POCKET TISSUES Around Town? : Evaluation by VR Study	Daiki Fujishima Tomiki Miyamoto Daisuke Katagami
1052	Humanness is in the eye of the beholder: Role of predictability and theory of mind on anthropomorphism in human-computer interactions	Julia Apache Andrew M. Connor Stefan Marks Alexander Sumich Nadja Heym
1054	Can vicarious agents follow the intent of clients' orders in making risk judgments?	Yuri Sato Haruaki Fukuda Kazuhiro Ueda
1058	The Effect of Exaggerated Nonverbal Cues on the Perception of the Robot Pepper	Sarah Hanna Fischer Darja Stoeva Margrit Geläuts
1064	Evaluating Human-Artificial Agent Decision Congruence in a Coordinated Action Task	Gauriv Patil Phillip Bagala Patrick Nalepka Rachel W Kallen Michael J. Richardson

Empathy and trust (Poster session 2.1 – Wednesday)

1001	Perspective-taking of virtual agents for promoting prosocial behaviors	Chenlin Hang Tetsuo Ono Seiji Yamada
1004	Embodied Virtual Interactions: What Does Equity Mean to You? Preliminary Results for the Impact of Transgender Avatar Embodiment on Empathy	Cassandra L. Crone Grace Chamberlin Kyle Aspinall Gaurav Patil Michael J. Richardson Rachel W. Kallen
1011	A Bona Fide Turing Test	Sharon Temtsin Diane Proudfoot Christoph Bartneck
1030	What doesn't kill you, makes you stronger: Conceptualizing social robots' pain and consumers empathetic response through touch	Leila Mouzehkesh Pirborj Omar Kubin Michael Lwin Aila M Khan
1047	A Wizard or a Fool? Initial Assessment of a Wizard of Oz Agent Supporting Collaborative Virtual Environments	James Simpson Michael J. Richardson Deborah Richards
1049	Experimental Investigation of Trust in Anthropomorphic Agents as Task Partners	Akihiro Maehigashi Takahiro Tsumura Seiji Yamada
1061	Human-Social Robots Interaction: the blurred line between necessary anthropomorphization and manipulation.	Rachele Carli Amro Najjar Davide Calvaresi
1034	Measuring Subconscious Gender Biases against Male and Female Virtual Agents in Japan	Tomoko Koda Saori Tsuji Miki Takase

Children and art (Poster session 2.2 – Wednesday)

1003	Perceptions of Intelligence & Sentience Shape Children's Interactions with Robot Reading Companions: A Mixed Methods Study	Nathan Caruana Ryssa Moffat Aitor Miguel Blanco Emily S. Cross
1014	Robotic Arm Generative Painting Through Real-time Analysis of Music Performance	Richard J Savery Anna Savery Justin Baird
1018	XAI: Using Smart Photobooth for Explaining history of art	Amro Najjar Nina Hosseini-Kivanani Igor Tchappi Haman Yazan Mualla Egberdien van der Peijl Daniel Karpati Christoph Schommer
1036	Interaction in Remote Peddling Using Avatar Robot by People with Disabilities	Takashi Kanetsuna Kazuaki Takeuchi Hiroaki Kato Taichi Sono Hirotaka Osawa Kentaro Yoshifuji Yoichi Yamazaki
1053	A Computer Game-based Tangible Upper Limb Rehabilitation Device	Qinglei Bu Xiaoyi Cheng Fan Yang Jie Sun Limin Yu Ying Hou
1044	Neurodiverse Human-Machine Interaction and Collaborative Problem-Solving in Social VR	Patrick Nalepka Michael J Richardson
1027	Proposing a post-anthropocentric HAI through the perception of sentient entities as trans-objects	Haider Ali Akmal Eduardo Benitez Sandoval
1065	The Meeting: Volumetric Participatory Theater Play in Mixed Reality	Krzysztof Pietroszek Manuel Rebol Becky Łąkę