



Nadia Magnenat Thalmann - Short CV (2009-2019)

Degrees

1977	Ph.D. in Quantum Physics (summa cum laude) “Visualization of approximate solutions of the Schrödinger wave equation”	University of Geneva, Switzerland
1977	Postgraduate Certificate in Computer Science and Mathematics	EPFL Lausanne, Switzerland
1975	Postgraduate Certificate in Statistics and Computer Science	University of Geneva, Switzerland
1972	Diploma in Biochemistry (Msc)	University of Geneva, Switzerland
1966	Licence in Psychology (Bs)	University of Geneva, Switzerland

Positions

2009 – Present	Visiting Professor at the School of Computer Science and Engineering (SCE) in Nanyang Technological University (NTU), Singapore Director of the Institute for Media Innovation (IMI), NTU, Singapore
2003 – 2006	Vice-Rector, University of Geneva, Switzerland
2002 – 2006	Director of CUI (Computer Research Center), University of Geneva, Switzerland
1989 – Present	Founder and Director of MIRALab, CUI, University of Geneva, Switzerland
1989 – 2009	Professor in Computer Science, University of Geneva, Switzerland

Honors and Awards

2018	Second Best Paper Award for Time scaled interactive object driven Multi-party VR , The 35 th Computer Graphics International (CGI) 2018, Nirwana Resort Hotel, Bintan, Indonesia, June 11 – 14, 2018 (with N. Jain, A. Wydra, W. Hai, N. Magnenat-Thalmann and D. Thalmann) (https://www.dropbox.com/s/jah9fr8ri342nrb/Second%20Best%20Paper%20Award_CGI%202018.pdf?dl=0)
2018	Best Paper Award Runner-Up for Automated Lexical Analysis of Interviews with Schizophrenic Patients , The 9 th International Workshop on Spoken Dialogue Systems Technology (IWSDS 2018), HUONE Singapore, Singapore, May 14 – 16, 2018 (with S. Xu, Z. Yang, D. Chakraborty, Y. Tahir, T. Maszczyk, C.Y.H. Victoria, J. Dauwels, D. Thalmann, N. Magnenat-Thalmann, B.L. Tan, and J.L.C Keong) (https://www.dropbox.com/s/iljf3uih7jitqpm/Best%20Paper%20Award%20Runner-Up_IWSDS%202018.pdf?dl=0)

- 2017 **Best Paper Award at 2017 ICCM for Object-Level Image Segmentation Using Low Level Cues**, The First Annual Meeting of International Consortium of Chinese Mathematicians (ICCM 2017), Zhujiang Hotel, Guangzhou, China, December 27 – 29, 2017 (with H. Zhu, J. Zheng and J. Cai)
(https://www.dropbox.com/s/dh6ciet8cajs8t5/Best%20Paper%20Award_ICCM%202017.pdf?dl=0)
- 2014 **Best Overall Paper Award at IEEE BIBM 2014 for Muscle Tissue Labeling of Human Lower Extremities in Multi-Channel mDixon MR Imaging: Concepts and Applications**, 2014 IEEE International Conference on Bioinformatics and Biomedicine (BIBM 2014), Belfast, UK, November 2 – 5, 2014 (with M. Becker)
(https://www.dropbox.com/s/j6z9trmaodhduou/Best%20Overall%20Paper%20Award_IEEE%20BIBM%202014.pdf?dl=0)
- 2014 **Best Paper Award at MICCAI 2014 for A Collective Approach for Reconstructing 3D Fiber Arrangements in Virtual Musculoskeletal Soft Tissue Models**, Computational Biomechanics for Medicine IX workshop (MICCAI 2014), MIT, Boston, USA, September 14, 2014 (with H.F. Choi, and A. Chincisan)
- 2013 **Awarded Guest Professor at the University of Xiamen by the President of the University**
October 2013 to September 2016
(https://www.dropbox.com/s/nifi7mq8pqcznqv/Awarded%20Guest%20Professor_University%20of%20Xiamen.pdf?dl=0)
- 2013 **CGI Career Achievement Award**
Computer Graphics International 2013, Germany, 2013
(https://www.dropbox.com/s/wo3b0cj6515i3r6/CGI%20Achievement%20Award_CGI%202013.pdf?dl=0)
- 2012 **Humboldt Research Award**
Alexander von Humboldt Foundation, Germany, 2012
(https://www.dropbox.com/s/1kv34qg558659iz/Humboldt%20Research%20Award_Humboldt.pdf?dl=0)
- 2012 **The Canadian Human Computer Communications Society Achievement Award**, Canadian Human Computer Communications Society, Canada, 2012
(<https://www.dropbox.com/s/5irvj9qn4xyjkte/The%20Canadian%20Human%20Computer%20Communications%20Society%20Achievement%20Award%202012.pdf?dl=0>)
- 2012 **'Best Student Video' Award**
AAAI 2012 Video Competition, "The Illusion of Intelligence", Toronto, Canada, July 22 – 26, 2012 (with Karolina Zawieska, Bart Kevelham and Maher Ben Moussa)
(https://www.dropbox.com/s/y8d66uaddjim46j/Best%20Student%20Video_AAAI%202012.pdf?dl=0)
(<https://youtu.be/ToO7WizIM88>)
- 2010 **Honorary Doctorate** from the University of Ottawa, Canada, June 04, 2010
(https://www.dropbox.com/s/cixzz6r5jd8rgam/Honorary%20Doctorate_University%20of%20Ottawa.pdf?dl=0)
(<http://www.youtube.com/watch?v=KnNfGkxKYac>)
- 2010 **Eurographics Distinguished Career Award 2010** at the opening session of EG2010, Linköping University, May 2010
(https://www.dropbox.com/s/o8e7e7gylfyi7x1/Eurographics%20Distinguished%20Career%20Award_EG%202010.pdf?dl=0)
- 2009 **Dr. Honoris Causa in Natural Sciences** from the Leibniz University of Hannover, Hannover, January 22, 2009
(https://www.dropbox.com/s/q7s2rbns1ay0vx4/Dr.%20Honoris%20Causa%20in%20Natural%20Sciences_Leibniz%20University%20of%20Hannover.pdf?dl=0)

- 2009 **First Medical Prize for its innovative use of computer graphics for anatomical and patient specific modeling**, Eurographics 2009, April 01, 2009
https://www.dropbox.com/s/pod94nqi6iu6pbf/First%20Medical%20Prize_Eurographics%202009.pdf?dl=0

Invited Talks and Keynotes

1. Keynote speech at the Trescon Global's World AI Show, "**Smart humanoids: Past, Present, Future**", Marina Bay Sands, Singapore, July 24, 2019
https://www.dropbox.com/s/rbsugkrw0lptvo/Keynote_Trescon%20Global%E2%80%99s%20World%20AI%20Show%202019.pdf?dl=0
2. Invited speaker at the Future Smart Future Workforce Learning Festival, "**Humanoid Robots: What For, What Next?**", OCBC Campus, Singapore, July 08, 2019
<https://www.youtube.com/watch?v=wGaZw69zUQ>
3. Keynote speech at the 7th International Symposium of Chinese CHI (Chinese CHI 2019), "**Humanoid social robots: What can they do? What are their limitations? What is their future?**", Xiamen University, Xiamen, China, June 27 – 30, 2019
https://www.dropbox.com/s/14qksx30ovs4gn3/Keynote_Chinese%20CHI%202019.pdf?dl=0
4. Keynote speech at the 36th Annual Conference in Computer Graphics International (CGI 2019), "**Social Humanoid Robots: What for, What next?**", University of Calgary, Calgary, Alberta, Canada, June 17 – 20, 2019
https://www.dropbox.com/s/8xe33qvurls7a04/Keynote_CGI%202019.pdf?dl=0
5. Invited speaker at the Disrupt @ The Bay, Education Disrupt 2019 presented by DBS BusinessClass, "**AI and social robotics – from dream to reality and its impact on society**", DBS Auditorium, L3 Marina Bay Financial Centre Tower 3, Singapore, May 16, 2019
https://www.dropbox.com/s/605u6up8rgsucrj/Invited%20Speaker_DBS%20Disrupt%20%40%20The%20Bay.pdf?dl=0
6. Invited talk at Clariden Global's 2nd Applying Artificial Intelligence and Deep Learning for Enterprises Conference, "**The Intersect of Artificial Intelligence with Robotics: Latest Advances**", Pan Pacific Singapore, Singapore, May 15, 2019
https://www.dropbox.com/s/2q2xvcn8yyiq4zw/Invited%20Speaker_Clariden%20Global%202nd%20Applying%20Artificial%20Intelligence%20and%20Deep%20Learning%20for%20Enterprises%20Conference.pdf?dl=0
7. Keynote speech at the 7th China (Shanghai) International Technology Fair (CSITF), "**AI and social Robotics: a global view**", Shanghai World Expo Exhibition & Convention Center, Shanghai, China, April 18 – 20, 2019
https://www.dropbox.com/s/9gusr52gof39v3t/Keynote_CSITF%202019.pdf?dl=0
8. Invited speaker at the Rendez-vous de Casablanca de l'Assurance 2019, "**la robotique, l'intelligence artificielle, où allons-nous?**", Hyatt Regency Hotel, Casablanca, Maroc, April 03 – 04, 2019
https://www.dropbox.com/s/5vnmn9zgid24fgz/Invited%20Speaker_Rendez-vous%20de%20Casablanca%20de%20l%27Assurance%202019.pdf?dl=0
9. Invited talk at the 9th ACADEMIA SUPERIOR PLENUM, Surprise Factors Symposium 2019, "**Predictive Futures: Measuring the Future**", Gmunden, Austria, March 30, 2019
https://www.dropbox.com/s/7r7uwgxi2t4arz7/Invited%20Speaker_9th%20ACADEMIA%20SUPERIOR%20PLENUM.pdf?dl=0
<https://www.instagram.com/p/BunuFifBEA0/>
10. Keynote speech at the ICAT-EGVE 2018 conference, "**Mixed populated realities**", Limassol, Cyprus, November 07 – 09, 2018

(https://www.dropbox.com/s/n17ewnhzfa18ove/Keynote_ICA-EGVE%202018.pdf?dl=0)

11. Invited talk at the 2018 World Conference on VR Industry (2018 WCVRI), "**Mixed populated realities**", Nanchang, China, October 19 – 21, 2018
 (https://www.dropbox.com/s/lwfy8j44zulsmx/Invited%20Speaker_2018%20WCVRI.pdf?dl=0)
 (<http://tv.people.com.cn/n1/2018/1019/c222296-30351714.html>)
 (<http://tv.cctv.com/2018/10/28/VIDEzfDa62MBUgOuVw4CLQ5M181028.shtml>)
12. Invited talk at the 7th Moscow International Forum, "**Human and Robotic Interaction**", Skolkovo Innovation Center, Moscow, Russia, October 15 – 17, 2018
 (https://www.dropbox.com/s/ilzttcegm1elquz/Invited%20Speaker_7th%20Moscow%20International%20Forum.pdf?dl=0)
 (<https://openinnovations.ru/en/video>)
13. Invited talk at Slush 2018, "**Morality in Robots**", Zepp@BIGBOX, Singapore, September 14, 2018
 (https://www.dropbox.com/s/a3y3tehzo6rlgg9/Invited%20Speaker_Slush%202018.pdf?dl=0)
14. Invited talk at the fifth annual Milken Institute Asia Summit 2018, "**Artificial Intelligence, Real Impact**", Four Seasons, Singapore, September 13 – 14, 2018
 (https://www.dropbox.com/s/ufbvfyoz4xrmms6/Invited%20Speaker_Milken%20Institute%20Asia%20Summit%202018.pdf?dl=0)
15. Invited talk at the L'Échappée Volée, "**THE HUMANOÏD ROBOT CREATOR**", À LA SEINE MUSICALE, France, July 04 – 05, 2018
 (https://www.dropbox.com/s/6npjxepirjgqrm/Invited%20Speaker_L%27%C3%89chapp%C3%A9e%20Vol%C3%A9e.pdf?dl=0)
16. Invited talk at the 2018 CAUX Forum - Leadership éthique dans le business 2018, "**Favoriser l'innovation et la résilience dans le monde des entreprises et la société**", The Caux Palace: Conference and Seminar Center, Switzerland, June 28 – July 01, 2018
 (https://www.dropbox.com/s/104nytk3td6j9sb/Invited%20Speaker_2018%20CAUX%20Forum%20-%20Leadership%20%C3%A9thique%20dans%20le%20business%202018.pdf?dl=0)
17. Invited talk at Deutsche Bank - 9th Annual dbAccess Asia Conference, "**Which professions will be affected by Artificial Intelligence (AI) in the near future? And what will happen in the long run once Artificial Intelligences (AIs) are smarter than humans?**", Marina Bay Sands, Singapore, May 14 – 18, 2018
 (https://www.dropbox.com/s/gj7s13tr9kilx9w/Invited%20Speaker_9th%20Annual%20dbAccess%20Asia%20Conference.pdf?dl=0)
18. Invited talk at Credit Suisse Global Megatrends Conference 2018, "**Session One: Technology At The Service Of Humans – What Does It Mean For Investors**", Fairmont Singapore, Singapore, April 22, 2018
 (https://www.dropbox.com/s/wbqdk0udg8xbp5b/Invited%20Speaker_Credit%20Suisse%20Global%20Megatrends%20Conference%202018.pdf?dl=0)
19. Invited talk at Dentsu Aegis Network Conference 2018, "**Embracing Disruption**", Marina Bay Sands, Singapore, March 22, 2018
 (https://www.dropbox.com/s/rdrq4o7xaykn86s/Invited%20Speaker_Dentsu%20Aegis%20Network%20Conference%202018.pdf?dl=0)
20. Invited talk at the 7th Congreso del Futuro 2018, "**CONVERSATORIO: UN MUNDO CYBORG**", Santiago, Chile, January 15 – 18, 2018
 (https://www.dropbox.com/s/cd3vtojaw7lbujk/Invited%20Speaker_7th%20Congreso%20del%20Futuro%202018.pdf?dl=0)

21. Invited talk at the Global Ageing Network & Curaviva Global Ageing Conference 2017, "**Social robots: Our Future Companions in Old Age**", Stravinski Auditorium, Montreux, Switzerland, September 20, 2017
(https://www.dropbox.com/s/vhj90zuguqbluzkht/Invited%20Speaker_Global%20Ageing%20Network%20%26%20Curaviva%20Global%20Ageing%20Conference%202017.pdf?dl=0)
22. Invited talk at the Jubilee symposium to celebrate Knut and Alice Wallenberg Foundation's 100 years anniversary, "**Social Robots – Our Next Companions?**", Linköping University, Campus Norrköping, Linköping, Sweden, September 13, 2017
(https://www.dropbox.com/s/87n0iv621vrhe8x/Invited%20speaker_Knut%20and%20Alice%20Wallenberg%20Foundation%27s%20100%20Years%20Anniversary.pdf?dl=0)
23. Invited talk at the 13th China (Nanjing) International Software Product & Information Service Trade Fair 2017, "**Ongoing Research: Modelling Virtual and Physical Articulated Hands for Nadine**", Nanjing International Expo Center, Nanjing, China, September 06, 2017
(https://www.dropbox.com/s/84z690zt260itd/Invited%20Speaker_13th%20China%20%28Nanjing%29%20International%20Software%20Product%20%26%20Information%20Service%20Trade%20Fair%202017.pdf?dl=0)
24. Invited talk at the Oral Health ACP Annual Scientific Meeting 2017, "**The Dream Of Social Robots: From The Antiquity To The Social Robot Nadine**", Marina Mandarin Singapore, Singapore, May 27, 2017
(https://www.dropbox.com/s/ji0jwrvojz1j2w3/Invited%20Speaker_Oral%20Health%20ACP%20Annual%20Scientific%20Meeting%202017.pdf?dl=0)
25. Invited talk at the 7th WIEF-UiTM Global Discourse on Artificial Intelligence, "**A.I and Social Robots**", Kuala Lumpur Convention Centre, Kuala Lumpur, Malaysia, May 15, 2017
(https://www.dropbox.com/s/48jev4usgjz13c8/Invited%20Speaker_7th%20WIEF-UiTM%20Global%20Discourse%20on%20Artificial%20Intelligence.pdf?dl=0)
26. Invited talk at the 6th Puerto de Ideas Valparaíso, "**Robots social partners of the future?**", Antofagasta, Chile, April 07-09, 2017
(https://www.dropbox.com/s/dw8sna6q0nhikwz/Invited%20Speaker_6th%20Puerto%20de%20Ideas%20Valpara%C3%ADso.pdf?dl=0)
27. Invited talk at the International Conference on Nextgen Electronic Technologies: Silicon to Software, Imaging and Computer Graphics Theory and Applications (ICNETS²), "**Social robotics: Who are they and what are their applications? Case study with NTU Nadine robot**", VIT University, Chennai Campus, India, March 23 – 25, 2017
(https://www.dropbox.com/s/f5h3hruow6zlrk/Invited%20Speaker_ICNETS2.pdf?dl=0)
28. Invited talk at the 12th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications (VISIGRAPP 2017), "**The Future of Social Robots - A Case Study with Nadine Humanoid Robot**", Porto, Portugal, February 27 – March 01, 2017
(https://www.dropbox.com/s/xpsz9apizepp8i6/Invited%20Speaker_VISIGRAPP%202017.pdf?dl=0)
29. Invited talk at the Second edition of iMagination Week 2017: Shaping the City of Tomorrow, "**Social Robots as companions of real people**", ESSEC Business School, Singapore, January 10, 2017
(https://www.dropbox.com/s/5mctfxkgy40fiw/Invited%20Speaker_iMagination%20Week%202017.pdf?dl=0)
30. Invited talk at the 15th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI 2016), "**Social robotics: new avenues of research with Nadine humanoid robot Abstract**", Zhuhai, China, December 03 – 04, 2016
(https://www.dropbox.com/s/fpjwpczo0j9dape/Invited%20Speaker_VRCAI%202016.pdf?dl=0)

31. Invited talk at the 2016 IAES International Conference on Electrical Engineering, Computer Science and Informatics (EECSI 2016), "**Virtual Humans and Social Robots from both sides: on the creative and technical challenges**", Semarang, Indonesia, November 23 – 25, 2016
(https://www.dropbox.com/s/htx20f87wfxncj/Invited%20Speaker_EECSI%202016.pdf?dl=0)
32. Invited talk at the 22nd ACM Symposium on Virtual Reality Software and Technology (VRST 2016), "**Seeing Through Virtual Humans in motion: from the skin to the molecules**", Munich, Germany, November 02 – 04, 2016
(https://www.dropbox.com/s/b6xs6w76704wu73/Invited%20Speaker_VRST%202016.pdf?dl=0)
33. Invited talk at the 38th International Conference of Data Protection and Privacy Commissioners (ICDPPC), "**In-depth Discussion: Robotics and Artificial Intelligence**", Marrakesh, Morocco, October 16 – 21, 2016
(https://www.dropbox.com/s/36hinc3y7160ay1/Invited%20Speaker_ICDPPC.pdf?dl=0)
34. Invited talk at the International Social Security Conference 2016 (ISSC 2016), "**High Tech Ageing: Improving Lives Today**", Kuala Lumpur, Malaysia, August 10 – 11, 2016
(https://www.dropbox.com/s/9pv0dg1mm81w2ih/Invited%20Speaker_ISSC%202016.pdf?dl=0)
35. Keynote speech at the International Society For Photogrammetry and Remote Sensing (ISPRS 2016), "**Automatic modelling of Virtual Humans**", Prague, Czech Republic, July 12 – 19, 2016
(https://www.dropbox.com/s/uc2jbgcbbcjujgc/Keynote_ISPRS%202016.pdf?dl=0)
36. Keynote speech at the 33rd Annual Conference in Computer Graphics International (CGI 2016), "**Nadine: A Human-like sociable and emotional Robot that remembers facts and people**", Heraklion, Crete, Greece, June 28 – July 01, 2016
(https://www.dropbox.com/s/zba8oqm6u8uxrm2/Keynote_CGI%202016.pdf?dl=0)
37. Invited talk at Zeppelin Museum Friedrichshafen, "**Der humanoide Roboter Nadine: Ein Begleiter für Bürger?**", Friedrichshafen, Germany, May 19, 2016
(https://www.dropbox.com/s/hy25nsjuvwmuavz/Invited%20Speaker_Zeppelin%20Museum%20Friedrichshafen.pdf?dl=0)
38. Invited talk at University of Oxford, "**Modelling Behaviour for Virtual Humans and Social Robots: recent developments and what next?**", University of Oxford, Oxford, UK, April 26, 2016
(https://www.dropbox.com/s/6zvr8g1ort05yqs/Invited%20Speaker_University%20of%20Oxford.pdf?dl=0)
39. Invited talk at Heinz Nixdorf Museums Forum, "**The humanoid robot Nadine: A companion for citizens**", Paderborn, Germany, April 21, 2016
(https://www.dropbox.com/s/6nfuyk5s8r811af/Invited%20Speaker_Heinz%20Nixdorf%20Museums%20Forum.pdf?dl=0)
40. Invited talk at Leibniz University Hannover, "**Social Robotics: What is new Case study with Nadine a social robot?**", School of Electrical Engineering and Computer Science, Leibniz University Hannover, Hannover, Germany, April 20, 2016
(https://www.dropbox.com/s/mbjed22m2pkfus2/Invited%20Speaker_Leibniz%20University%20Hannover.pdf?dl=0)
41. Invited talk at ShanghaiTech University, "**Modelling the Human Body: from its External Appearance to the Hidden Multiscale Level**", School of Information Science and Technology, ShanghaiTech University, Shanghai, China, November 13, 2015
(https://www.dropbox.com/s/a357w142anymmgg/Invited%20Speaker_ShanghaiTech%20University.pdf?dl=0)
42. Invited talk at Ada Lovelace Festival, "**Virtual Humans and Social Robots: What are the Challenges, What they can Do?**", Berlin, Germany, October 28, 2015
(https://www.dropbox.com/s/thyth98oaa5ssi7/Invited%20Speaker_Ada%20Lovelace%20Festival.pdf?dl=0)

43. Invited talk at the Photogrammetric Week 2015, "**Image-based 3D Avatar for Virtual Try-on Applications**", Institute for Photogrammetry, University of Stuttgart, Germany, September 10, 2015
(https://www.dropbox.com/s/yjkch9hyf6j6rsg/Invited%20Speaker_Photogrammetric%20Week%202015.pdf?dl=0)
44. Invited talk at Visual Computing Summer School, "**Social Robots & Virtual Humans: State of the Art and What is Next?**", Shandong University, Qingdao, China, July 20, 2015
45. Keynote speech at Computer Assisted Radiology and Surgery (CARS 2015), "**Modelling Human Joints: 20 Years of Research and Beyond**", Barcelona, Spain, June 24 – 27, 2015
(https://www.dropbox.com/s/hchxth6t75gh87k/Keynote_CARS%202015.pdf?dl=0)
46. Invited talk at a Workshop on Hightech NTU Day, "**The Humanoid Social Robot Nadine: a Social Companion?**", Research Techno Plaza (RTP), NTU, Singapore, May 11, 2015
(https://www.dropbox.com/s/2gy00tl9z3tnv0n/Invited%20Speaker_Hightech%20NTU%20Day.pdf?dl=0)
47. Invited talk to a Conference on Smart Nation Innovations: Our Future Now, "**Interaction with Virtual Characters and Social Robots**", Hotel Fort Canning, Singapore, April 22, 2015
48. Invited talk at Workshop on Visual Computing for Social and Cognitive Robots (CVM 2015), "**Interacting with Virtual Humans and Social Robots**", Tsinghua University, Beijing, China, April 15, 2015
(https://www.dropbox.com/s/xmhdbucyc68tvr/Invited%20Speaker_CVM%202015.pdf?dl=0)
49. Keynote speech at International Workshop in SIGGRAPH Asia 2014, "**Modelling Awareness and Social Behaviour of Virtual Humans and Social Robots**", Shenzhen, China, December 03, 2014
(https://www.dropbox.com/s/x5gy3qforwx2pqy/Keynote_SIGGRAPH%20Asia%202014.pdf?dl=0)
50. Keynote speech at 5th International Conference on Digital Home (ICDH 2014), "**Social Robots and Virtual Humans as Assistive Tools for Improving Our Quality of Life**", Guangzhou, China, November 28 – 30, 2014
(https://www.dropbox.com/s/gwsfq73fqwova9k/Keynote_ICDH%202014.pdf?dl=0)
51. Keynote speech at International Conference on Contemporary Computing and Informatics (IC3I 2014), "**Assistive Social Robots for People with Special needs**", Mysore, India, November 27 – 29, 2014
(https://www.dropbox.com/s/j43tjroiqlie7gch/Keynote_IC3I%202014.pdf?dl=0)
52. Overview talk at 2014 IEEE International Workshop on Multimedia Signal Processing (MMSP 2014), "**Autonomous Virtual Humans and Social Robots in Telepresence**", Jakarta, Indonesia, September 22, 2014
(https://www.dropbox.com/s/xfq72iqdd873x6s/Overview_MMSP%202014.pdf?dl=0)
53. Invited talk at the 31st Computer Graphics International (CGI 2014), "**The digital Patient: from the modelling to the simulation of patient specific articulations**", Sydney, Australia, June 11, 2014
(https://www.dropbox.com/s/9p4t53losiqyq5i/Invited%20Speaker_CGI%202014.pdf?dl=0)
54. Invited talk at International Symposium on Human-centered Interaction for Coexistence, "**New trends in 3D Telepresence: BeingThere through Social Robots and Virtual Humans**", CHIC FORUM 2014, Korea Institute of Science and Technology, Korea, May 16, 2014
55. Invited talk at ADSC/I2R Workshop on Immersive Telepresence and Adaptive Streaming, "**Past, Present and Future of Immersive Telepresence : Case studies with “Anyone for Tennis” and the BeingThere Centre**", A*Star Institute for Infocomm Research, Fusionopolis, Singapore, March 18, 2014

56. Invited talk at The 2nd EMBO Conference on Visualizing Biological Data (VIZBI 2014), "**Human Anatomy**", Heidelberg, Germany, March 07, 2014
57. Invited talk at American Association for the Advancement of Science - AAAS 2014 Annual Meeting, "**Predicting Hip Deformations Through Computer Modeling and Simulation**", Chicago, USA, February 14, 2014 (https://www.dropbox.com/s/4q8e6nl0wxr7ycf/Invited%20Speaker_AAAS%202014%20Annual%20Meeting.pdf?dl=0)
58. Keynote speech at Xiamen University, "**Cloth Simulation, Virtual Try On and Fashion Show**", Xiamen University, China, October 14, 2013
59. Invited talk at Virtual Humans and Cognitive Modeling Workshop, "**Interacting with Virtual Characters and Social Robots**", Institute for Media Innovation, Singapore, April 26, 2013
60. Invited talk at Workshop on 3D Displays and Related Technologies, "**Interacting with Social Robots and Virtual Humans**", Nanyang Executive Centre Auditorium, Singapore, February 04, 2013
61. Invited talk at International Conference on Wireless Algorithms, Systems, and Applications (WASA 2012), "**Modelling Multiscale Human: A Marie Curie European Project**", Singapore, November 27, 2012 (https://www.dropbox.com/s/59auih7vsv2svqx/Invited%20Speaker_WASA%202012.pdf?dl=0)
62. Keynote speech at iKNOW: Advancement in Innovation and Technology, "**Virtual Humans & Social Robots**", Manila, Philippines, November 24, 2012
63. Invited talk at Computational Visual Media Conference, Tsinghua University, "**Visualization of 3D Garments : Problems and Solutions**", Beijing, China, November 08 – 10, 2012
64. Invited talk at Workshop on 3D Virtual Patients, Nanyang Technological University, "**The 3D Patient: A Study of the Lower Leg**", Singapore, November 05, 2012
65. Keynote speech at the 4th International Euro-Mediterranean Conference (EUROMED 2012), "**Cultural Heritage in Fashion: Preserving Ancient Dresses through 3D Simulation**", Lemesos, Cyprus, October 29 – November 03, 2012 (https://www.dropbox.com/s/a8qiy6w1ri31q2r/Keynote_EUROMED%202012.pdf?dl=0)
66. Invited talk at Graduate School of Computer Technology, KAIST, "**The 3D Virtual Patient**", Korea, November 01, 2012
67. Invited talk at Festival Della Scienza Bellezza, "**Digital Atlases of The Human Body**", Genova, Italy, October 26, 2012
68. Invited talk at Marie Curie Actions shaping the European Research and Innovation Landscape, "**Should I Stay or Should I Go?**", Flagey Theatre, Brussels, Belgium, July 03 – 04, 2012 (https://www.dropbox.com/s/ahz62f85j93ldxx/Invited%20Speaker_Marie%20Curie%20Actions%20Shaping%20the%20European%20Research%20and%20Innovation%20Landscape.pdf?dl=0)
69. Keynote speech at Graphics Interface 2012, "**The Physiological Virtual Human**", Toronto, Ontario, Canada, May 28 – 30, 2012 (https://www.dropbox.com/s/t44ydceirct5bc9/Keynote_Graphics%20Interface%202012.pdf?dl=0)
70. Invited talk at CoE Seminar Series on New Media, Nanyang Technological University, "Defining Personality, Mood and Emotions for Social Robots", Singapore, May 22, 2012

71. Keynote speech at ATIP/A*CRC Workshop on Accelerator Technologies for High Performance Computing: Does Asia Lead the Way?, “**Virtual Try On: An Application that Needs GPU Acceleration**”, Singapore, May 07 – 10, 2012
72. Invited talk at Workshop on Interactive Digital Media, Nanyang Technological University, “**The Physiological Human: A Challenge for the 21st Century**”, Singapore, March 12 – 13, 2012
(https://www.dropbox.com/s/lhuxao5g0bq17yq/Invited%20Speaker_Workshop%20on%20Interactive%20Digital%20Media.pdf?dl=0)
73. Invited talk at Ritsumeikan University, “**Videocapturing for Medical Applications**”, Japan, January 21, 2012
74. Invited speech at University of North Carolina, “**Next Generation of Virtual Humans and Social Robots**”, Chapel Hill, USA, November 18, 2011
75. Keynote speech at University of Ottawa, “**Virtual Humans and Social Robots: Our Upcoming Partners**”, Canada, November 15, 2011
(https://www.dropbox.com/s/640kjqgnbr9pwos/Keynote_University%20of%20Ottawa.pdf?dl=0)
76. Keynote speech at CIDE’2011 Conference, “**The Making of 3D Garments and Virtual Try On**”, Hangzhou, China, November 6-8, 2011
77. Keynote speech at the CTIT conference “**Modelling and Simulating Our Own Avatars to be Part of Virtual Groups and Crowds**”, Dubai, College of Engineering, Dubai, United Emirates, October 26 – 27, 2011
78. Keynote speech at World Conference on Innovation and Software Development, “**Autonomous Virtual Human as Substitute in 3D Video Telepresence**”, Istanbul, Turkey, September 2 – 3, 2011
79. Keynote speech at Future Internet Assembly under the Auspices of the European Commission in the session, “**Interactive Future Media Experience**”, Budapest, May 18, 2011
80. Keynote speech at the 1st International Symposium on “**Virtual Reality Innovations**”, SUNTEC Convention Centre, Singapore, March 19 – 20, 2011
81. Keynote speech at the 1st International Symposium on Virtual Reality Innovation, ISVRI, “**Haptic Interaction of Hair and Textiles**”, Singapore, March 19, 2011
82. Keynote speech at the prestigious lectures series of the University of Bournemouth, “**Simulating the Complexity of Human Bodies**”, Bournemouth, UK, March 16, 2011
83. Invited talk at the First Sino-American Wireless Sensor Network and Technology Transfer Conference, (SASTTC), “**The Internet of Things : The Project InterMedia**”, Wuxi, China, November 13, 2010
84. Invited talk at A*Research Agency, “**Interacting with Virtual Humans and Social Robots**”, Singapore, November 2, 2010
85. Invited talk at Wee Kim Wee School of Communications and Information at NTU, “**Creating some awareness for Virtual Humans and Social Robots**”, Singapore, October 27, 2010
86. Keynote speech at CYBERWORLDS 2010, “**A Comprehensive Methodology to Visualize Articulations for the Physiological Human**”, Singapore, October 20, 2010
(https://www.dropbox.com/s/m0mtc6ol74cityn/Keynote_CYBERWORLDS%202010.pdf?dl=0)

87. Keynote speech at ASIM 2010 conference, "**Haptic interaction with Virtual Worlds**", Karlsruhe, Germany, October 7, 2010
88. Keynote speech at ICME 2010, organized by IEEE, "**Interacting with Virtual Characters and Social Robots: What is Missing? What is Next?**", Singapore, July 21, 2010
89. Keynote speech at CAD'10, (2010 International CAD Conference and Exhibition), "**3D Web Interaction of Modeling 3D Garments**", Dubai, United Arab Emirates, June 21, 2010
90. Invited speech at Nicograph International 2010, "**Simulating Virtual Humans: Past, Present, Future**", Singapore, June 19, 2010
91. Plenary speech at MELECON 2010 (Mediterranean Electrotechnical Conference), organized by IEEE, Valetta, Malta, "**From Scanned Data Towards Individual Simulation of Anatomy-Based Hip Motion**", Valetta, Malta, April 27, 2010
92. Keynote speech at VRCAI (Virtual-Reality Continuum and its applications in Industry) organized by ACM SIGGRAPH, "**Modelling Socially Intelligent Virtual Humans**", Yokohama, Japan, December 14, 2009
93. Keynote speech at UCMEDIA09 (User Centric Media) organized by ICT, "**Towards truly-Centric Convergence of Multimedia**", Venice, Italy, December 09, 2009
94. Keynote speech at MIG09 (Motion in Games Conference), organized by University of Twente, "**Emotional Humans and Social Robots for Interactive Games applications**", Zeist, Holland, November 22, 2009
95. Keynote speech at VRIPHYS 2009, "**Hair, Cloth and Soft Tissues: The influence of Mechanical Properties on the Real-time Dynamics of Deformable Objects**", Karlsruhe, Germany, November 05, 2009 (https://www.dropbox.com/s/lsmybva2s0kmbne/Keynote_VRIPHYS%202009.pdf?dl=0)
96. Keynote speech at Cyberworlds Conference, organized by IEEE, "**Virtual Humans in Serious Games**", Bradford, England, September 07, 2009
97. Keynote speech at CAD/Graphics 2009 Conference,(computer-Aided Design and Computer Graphics), organized by IEEE, "**Physical Behavior of Deformable Hair and Clothes : What is Common?**", in Yellow Mountain, China, August 19, 2009
98. Invited panelist in Darmstadt, Fraunhofer Institute, at the workshop on "**Wireless Sensor Networks and Cooperating Objects**", Germany, March 13, 2009
99. Invited talk at the University of Geneva Hospital, "**L'infographie à la découverte du corps humain**", Geneva, Switzerland, February 03, 2009
100. Invited talk at the University of Hanover "**Virtual Humans and Virtual Worlds : Past, Present, Future, Presentation During the Ceremony of the Doctor Honoris Causa in Natural Sciences**", Hanover, Germany, January 13, 2009
101. Keynote speech at Multimedia Modeling (MMM 2009), talk on the "**INTERMEDIA PROJECT: Avenues of Research**", Sofia Antipolis, January 09, 2009 (https://www.dropbox.com/s/gszd6escz6lhka2/Keynote_MMM%202009.pdf?dl=0)

Publications

A. Refereed Papers in International Journals

1. M. Ramanathan, W.-Y. Yau, N. Magnenat Thalmann and E. K. Teoh, **Mutually reinforcing motion-pose framework for pose invariant action recognition**, International Journal of Biometrics, DOI: 10.1504/IJBM.2019.099014, Vol. 11, No. 2, March 21, 2019
2. Y. Tahir, Z. Yang, D. Chakraborty, N. Thalmann, D. Thalmann, Y. Maniam, Nur Amirah binte Abdul Rashid, B.-L. Tan, J. L. C. Keong and J. Dauwels, **Non-verbal speech cues as objective measures for negative symptoms in patients with schizophrenia**, PLOS ONE, DOI: 10.1371/journal.pone.0214314, April 09, 2019
3. Y. Cai, Y. Zhang, X. Wu, Y. Chen, B. Tan, B. Yang, T. Liu, J. Zheng and N. Thalmann, **Madam Snake White: A Case Study on Virtual Reality Continuum Applications for Singaporean Culture and Heritage at Haw Par Villa**, Presence: Teleoperators and Virtual Environments, Vol. 26, Issue 4, pp. 378 – 388, DOI: 10.1162/PRES_a_00303, August 14, 2018
4. 4N. Jain, A. Wydra, W. Hai, N. Magnenat-Thalmann and D. Thalmann, **Time scaled interactive object driven Multi-party VR**, The Visual Computer, DOI: 10.1007/s00371-018-1539-1, Vol 34, Issue 6-8, pp. 887 – 897, May 04, 2018 (2nd Best Paper Award of CGI Conference 2018)
5. J. Zhang, J. Zheng and N. Magnenat Thalmann, **MCAEM: Mixed-Correlation-Analysis based Episodic Memory for Companion-User Interactions**, The Visual Computer, DOI: 10.1007/s00371-018-1537-3, Vol. 34, Issue 6 – 8, pp. 1129 – 1141, May 10, 2018
6. L. Tian, N. Magnenat Thalmann, D. Thalmann and J. Zheng, **The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand**, Frontiers in Robotics and AI, DOI: 10.3389/frobt.2017.00065, pp. 65, December 04, 2017
7. W. Gu, G. Seet and N. Magnenat Thalmann, **Perception-Link Behavior Model: Supporting a Novel Operator Interface for a Customizable Anthropomorphic Telepresence Robot**, Robotics, Vol. 6, Issue 3, pp. 16, DOI: 10.3390/robotics6030016, July 20, 2017
8. S. Stüvel, N. Magnenat-Thalmann, D. Thalmann, F. van der Stappen and A. Egges, **Torso Crowds**, IEEE Transactions on Visualization and Computer Graphics, (IP:1.4), Vol. 23, Issue. 7, pp. 1823 – 1837, DOI: 10.1109/TVCG.2016.2545670, July 2017
9. J. Hou, L.P. Chau, N. Magnenat Thalmann and Y. He, **Sparse Low-Rank Matrix Approximation for Data Compression**, IEEE Transactions on Circuits and Systems for Video Technology, (IF: 2.254), Vol. 27, Issue 5, pp. 1043 – 1054, DOI: 10.1109/TCSVT.2015.2513698, May 2017
10. H. Xu, S. Guo, J. Yao and N. Magnenat Thalmann, **Approximating Interior Bounded Box of 3D Character Mesh Model based on Its Skeleton and Symmetry**, International Journal of Intelligent Computing and Cybernetics (IJICC) (IF: 2.254), Vol. 10, Issue 3, pp. 332 – 347, DOI: 10.1108/IJICC-01-2017-0003, March 2017
11. S. Guo, H. Xu, N. Magnenat Thalmann, J. Yao, **Customization and fabrication of the appearance for humanoid robot**, The Visual Computer, (IP: 1.09), Vol 33 (1), pp. 63 – 74, 2017
12. J. Ren, X. Jiang, J. Yuan and N. Magnenat Thalmann, **Sound-Event Classification Using Robust Texture Features for Robot Hearing**, IEEE Transactions on Multimedia (TMM), Vol. PP, Issue 99, pp.1, DOI: 10.1109/TMM.2016.2618218, October 2016

13. L. Assassi and N. Magnenat Thalmann, **Assessment of cartilage contact pressure and loading in the hip joint during split posture**, International journal of computer assisted radiology and surgery (IJCARS) (IF: 1.827), Vol. 11, Issue 5, pp.745 – 756, DOI: 10.1007/s11548-015-1303-1, May 2016
14. S. Senecal, L. Cuel, A. Aristidou and N. Magnenat Thalmann, **Continuous body emotion recognition system during theater performances**, Computer Animation and Virtual Worlds (IF: 0.548), Vol. 27, Issue 3 – 4, pp.311 – 320, DOI: 10.1002/cav.1714, May 2016
15. M. Pitikakis, A. Chincisan, N. Magnenat Thalmann, L. Cesario, P. Parascandolo, L. Vosilla and G. Viano, **Automatic measurement and visualization of focal femoral cartilage thickness in stress-based regions of interest using three-dimensional knee models**, International journal of computer assisted radiology and surgery, Vol. 11, Issue 5, pp.721 – 732, May 2016
16. S. Stüvel, N. Magnenat Thalmann, D. Thalmann, A.F. van der Stappen and A. Egges, **Torso Crowds**, IEEE Transactions on Visualization and Computer Graphics (IEEE T-VCG) (IF: 1.4), Vol. PP, Issue 99, DOI 10.1109/TVCG.2016.2545670, March 2016
17. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, **Low-latency Compression of Mocap Data using Learned Spatial Decorrelation Transform**, Computer Aided Geometric Design (CAGD) (IF: 1.639), DOI: 10.1016/j.cagd.2016.02.002, February 2016
18. J. Hou, L.-P. Chau, N. Magnenat Thalmann, Y. He, **SLRMA: Sparse Low-Rank Matrix Approximation for Data Compression**, IEEE Transactions on Circuits and Systems for Video Technology (TCSVT) (IF: 2.259), Vol. PP, Issue 99, pp. 1, DOI: 10.1109/TCSVT.2015.2513698, December 2015
19. Z. Zhang, A. Beck and N. Magnenat Thalmann, **Human-Like Behavior Generation Based on Head-Arms Model for Tracking External Targets and Body Parts**, IEEE Transactions on Cybernetics (IF: 3.469), Vol. 45, Issue 8, August 2015
20. A. Chincisan, K. Tecante, M. Becker, N. Magnenat Thalmann, C. Hurschler, H.F. Choi, **A Computational Approach to Calculate Personalized Pennation Angle based on MRI: Effect on Motion Analysis**, Journal of Computer Assisted Radiology and Surgery (IF: 1.66), DOI: 10.1007/s11548-015-1251-9, July 2015
21. M. Pitikakis, A. Chincisan, N. Magnenat Thalmann, L. Cesario and P. Parascandolo, L. Vosilla and G. Viano, **Automatic Measurement and Visualization of Focal Femoral Cartilage Thickness in Stress-based Regions of Interest using Three-dimensional Knee Models**, Journal of Computer Assisted Radiology and Surgery (IF: 1.66), DOI: 10.1007/s11548-015-1257-3, July 2015
22. M. Becker, N. Nijdam and N. Magnenat Thalmann, **Coupling Strategies for Multi-resolution Deformable Meshes: Expanding the Pyramid Approach beyond its One-way Nature**, Journal of Computer Assisted Radiology and Surgery (IF: 1.66), DOI: 10.1007/s11548-015-1241-y, June 2015
23. J. Zhang, J. Zheng and N. Magnenat Thalmann, **PCMD: Personality-characterized Mood Dynamics Model Toward Personalized Virtual Characters**, Computer Animation and Virtual Worlds (IF: 0.463), Vol. 26, Issue 3 – 4, pp. 237 – 245, April 29, 2015
24. Z.P. Bian, J. Hou, L.-P. Chau, and N. Magnenat Thalmann, **Facial Position and Expression Based Human Computer Interface for Persons with Tetraplegia**, IEEE Transactions on Information Technology in Biomedicine (IEEE T-ITB) (IF: 2.072), March 2015

25. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, **Human Motion Capture Data Tailored Transform Coding**, IEEE Transactions on Visualization and Computer Graphics (IEEE T-VCG) (IF: 1.919), 25(1): 51 – 62, February 2015
26. X. Shao, Z. Zhou, N. Magnenat Thalmann, W. Wu, **Stable and Fast Fluid–solid Coupling for Incompressible SPH**, Computer Graphics Forum (IF: 1.595), Vol. 34, No. 1, pp. 191 – 204, February 2015
27. J. Hou, L.-P. Chau, N. Magnenat Thalmann, Y. He, **Compressing 3-D Human Motions via Keyframe-Based Geometry Videos**, IEEE Transactions on Circuits and Systems for Video Technology (TCSVT) (IF: 2.259), Vol 25, Issue 1, pp. 51 – 62, DOI:10.1109/TCSVT.2014.2329376, January 2015
28. H. Fang, J. Zhang, M. Sensoy and N. Magnenat Thalmann, **Reputation Mechanism for E-commerce in Virtual Reality Environments**, Electronic Commerce Research and Applications (IF: 1.304), Vol. 13, Issue 6, pp. 409 – 422, December 2014
29. Y. Zhang, J. Zheng, N. Magnenat Thalmann, **Example-guided Anthropometric Human Body Modeling**, The Visual Computer (IF: 1.073), DOI: 10.1007/s00371-014-1043-1, October 2014
30. Z. Zhang, A. Beck, and N. Magnenat Thalmann, **Human-like Behavior Generation based on Head-arms Model for Robot Tracking External Targets and Body Parts**, IEEE Transaction on Cybernetics (IF: 3.236), Vol. 10, No. 2, September 2014
31. S. Stüvel, N. Magnenat Thalmann, D. Thalmann, A. Egges and F. van der Stappen, **Hierarchical Structures for Collision Checking between Virtual Characters**, Computer Animation and Virtual Worlds Journal (IF: 0.422), Vol. 25, Issue 3 – 4, pp. 331 – 340, August 2014
32. Z. Yumak, J. Ren, N. Magnenat Thalmann, and J. Yuan, **Modelling Multi-party Interactions among Virtual Characters, Robots and Humans**, MIT Presence: Tele-operators and Virtual Environments (Presence) (IF: 0.912), Vol. 23, No. 2, August 2014
33. S. Tárrega, A.B. Fagundo, S. Jiménez-Murcia, R. Granero, C. Giner-Bartolomé, L. Forcano, I. Sánchez, J.J. Santamaría, M. Ben-Moussa, N. Magnenat Thalmann, D. Konstantas, M. Lucas, J. Nielsen, R.G. Bults, T. Lam, T. Kostoulas, N. Fakotakis, N. Riesco, I. Wolz, J. Comín-Colet, V. Cardi, J. Treasure, J.A. Fernández-Formoso, J.M. Menchón and F. Fernández-Aranda, **Explicit and Implicit Emotional Expression in Bulimia Nervosa in the Acute State and after Recovery**, PLoS ONE (IF: 3.53), Vol. 9, No. 7, pp. 1 – 7, July 2014
34. H. F. Choi, A. Chincisan, M. Becker and N. Magnenat Thalmann, **Multimodal Composition of the Digital Patient: a Strategy for the Knee Articulation**, The Visual Computer (IF: 1.073), Vol. 30, No. 6 – 8, pp. 739 – 749, June 2014
35. M. Elgendi, F. Picon, N. Magnenat Thalmann and D. Abbott, **Arm Movement Speed Assessment via a Kinect Camera: A Preliminary Study in Healthy Subjects**, BioMedical Engineering OnLine 2014 (IF: 1.746), DOI:10.1186/1475-925X-13-88, June 27, 2014
36. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, **Compressing 3D Human Motions via Keyframe based Geometry Videos (KGVs)**, IEEE Transactions on Circuits and Systems for Video Technology (IF: 2.259), May 13, 2014
37. Z.P. Bian, J. Hou, L.P. Chau, and N. Magnenat Thalmann, **Fall Detection Based on Body Part Tracking Using a Depth Camera**, IEEE Journal of Biomedical and Health Informatics (IF: 2.072), April 2014

38. J. Hou, L.-P. Chau, N. Magnenat Thalmann and Y. He, **Scalable and Compact Representation for Motion Capture Data Using Tensor Decomposition**, IEEE Signal Processing Letters (IF: 1.639), Vol. 21, No. 3, March 2014
39. J. Hou, L.-P. Chau, M. Zhang, N. Magnenat Thalmann and Y. He, **A Highly Efficient Compression Framework for Time-Varying 3D Facial Expressions**, IEEE Transactions on Circuits and Systems for Video Technology (TCSVT) (IF: 2.259), February 2014
40. A. B. Fagundo, J.J. Santamaría, L. Forcano, C. Giner-Bartolomé, S. Jiménez-Murcia, I. Sánchez, R. Granero, M. Ben-Moussa, N. Magnenat Thalmann, D. Konstantas, T. Lam, M. Lucas, J. Nielsen, R.G A. Bults, S. Tarrega, J.M.Menchón, R.D.L. Torre, V. Cardí, J. Treasure and F. Fernández-Aranda, **Video Game Therapy for Emotional Regulation and Impulsivity Control in a Series of Treated Cases with Bulimia Nervosa**, Wiley Online Library, European Eating Disorders Review (IF: 2.252), Vol. 21, Issue 6, pp. 493 – 499, DOI: 10.1002/erv.2259, November 2013
41. H. Zhu, J. Zheng, J. Cai, and N. Magnenat Thalmann, **Object-level Image Segmentation Using Low Level Cues**, IEEE Transactions on Image Processing (TIP) (IF: 3.111), October 2013
42. M. B. Moussa, N. Magnenat Thalmann, **Towards Socially Responsible Agents: Integrating, Attachment and Learning in Emotional Decision-making**, Computer Animation and Virtual Worlds (IF: 0.422), Vol. 24, Issue 3-4, pp. 327 – 334, August 2013
43. F.C. Kolo, C. Charbonnier, C.W. Pfirrmann, S.R. Duc, A. Lubbeke, V. B Duthon, N. Magnenat Thalmann, P. Hoffmeyer, J. Menetrey, C.D. Becker, **Extreme Hip Motion in Professional Ballet Dancers: Dynamic and Morphological Evaluation Based on Magnetic Resonance Imaging**, Skeletal radiology (IF: 1.743), Vol. 42, Issue 5, pp. 689 – 698, May 2013
44. Y.B. Wang, R. Dubey, N. Magnenat Thalmann and D. Thalmann, **An Immersive Multi-agent System for Interactive Applications**, The Visual Computer (IF: 1.073), Vol. 29, Issue 5, pp. 323 – 332, May 2013
45. G.D. Liu, S. Choudhary, J.Z. Zhang and N. Magnenat Thalmann, **Let's Keep in Touch Online: A Facebook Aware Virtual Human Interface**, The Visual Computer (IF: 1.073), May 2013
46. Y.Y. Cai, N.K.H Chia, D. Thalmann, N.K.N Kee, J. Zheng and N. Magnenat Thalmann, **Design and Development of a Virtual Dolphinarium for Children With Autism**, IEEE transactions on neural systems and rehabilitation engineering: a publication of the IEEE Engineering in Medicine and Biology Society (IF: 2.821), Vol. 21 , No. 2, pp. 208 – 217, March 2013
47. J. Hou, L.P. Chau, Y. He, M. Zhang and N. Magnenat Thalmann, **Rate-distortion Model Based Bit Allocation for 3-D Facial Compression Using Geometry Video**, IEEE Transactions on Circuits and Systems for Video Technology (IF: 2.259), No. 99, February 25, 2013
48. Z. Yasseen, A. H. Nasri, W. Boukaram, P. Volino, N. Magnenat Thalmann, **Sketch-based Garment Design with Quad Meshes**, Computer-Aided Design (IF: 1.515), Vol. 45, Issue 2, pp. 562 – 567, February 2013
49. V.B. Duthon, C. Charbonnier, F.C. Kolo, N. Magnenat Thalmann, C.D. Becker, C. Bouvet, E. Coppens, P. Hoffmeyer and J. Menetrey, **Correlation of Clinical and Magnetic Resonance Imaging Findings in Hips of Elite Female Ballet Dancers**, Arthroscopy - The Journal of Arthroscopic and Related Surgery (IF: 3.191), DOI:10.1016, 18 January 2013

50. L. Claes, S. Jiménez-Murcia, J.J. Santamaría, M.B. Moussa, I. Sánchez, L. Forcano, N. Magnenat Thalmann, D. Konstantas, M. L. Overby, J. Nielsen, R. G. A. Bults, T. Lam, E. Kalapanidas and F. Fernández-Aranda, **Facial Anger and Joy Expression in Eating Disorders and Healthy Controls: A pilot Study with a Computerized Technique**, *European Eating Disorders Review* (IF: 2.252), Special Issue on Emotions and Eating disorders, Wiley, October 2012
51. L. Claes, S. Jiménez-Murcia, J.J. Santamaría, M.B. Moussa, I. Sánchez, L. Forcano, N. Magnenat Thalmann, D. Konstantas, M. L. Overby, J. Nielsen, R.G.A. Bults, R. Granero, T. Lam, E. Kalapanidas, J. Treasure and F. Fernández-Aranda, **The Facial and Subjective Emotional Reaction in Response to a Video Game Designed to Train Emotional Regulation (Playmancer)**, *European Eating Disorders Review* (IF: 2.252), DOI: 10.1002/erv.2212, Vol. 20, Issue 6, pp. 484 – 489, November 2012
52. Brian F. Allen, N. Magnenat Thalmann and D. Thalmann, **Politeness Improves Interactivity in Dense Crowds**, *Computer Animation and Virtual Worlds* (IF: 0.422), Published Online, June 29, 2012
53. Z. Kasap and N. Magnenat Thalmann, **Building Long-term Relationships with Virtual and Robotic Characters: The Role of Remembering**, *The Visual Computer* (IF: 1.073), Vol. 28, No. 1, pp. 87 – 97, January 2012
54. Y. J. Chen, N. Magnenat Thalmann and Brian F. Allen, **Physical Simulation of Wet Clothing for Virtual Human**, *The Visual Computer* (IF: 1.073), Vol. 28, pp. 765 – 774, April 2012
55. P. Chiang, J.M. Zheng, K.H. Mak and N. Magnenat Thalmann, and Y.Y. Cai, **Progressive Surface Reconstruction for Heart Mapping Procedure**, *Computer-aided Design*, Elsevier (IF: 1.515), Vol. 44, Issue 4, pp. 289 – 299, April 2012
56. V. B. Duthon, F.K. Christophe, C. Charbonnier, S. Duc, C. W. Pfirrmann, N. Magnenat Thalmann, Christoph D. Becker, Pierre Hoffmeyer and Jacques Ménétrey, **Correlation of Clinical and MRI findings in Professional Dancers' Hip: A New Femoroacetabular Impingement?**, *Arthroscopy - The Journal of Arthroscopic and Related Surgery* (IF: 3.191), Vol. 28, Issue 6, Pp e53, June 2012
57. Y.B. Wang, R. Dubey, N. Magnenat Thalmann and D. Thalmann, **An Immersive Multi-agent System for Interactive Applications**, *The Visual Computer* (IF: 1.073), Springer, DOI: 10.1007/s00371-012-0735-7, June 2012
58. E. Arbabi, J. Schmid, R. Boulic, D. Thalmann and N. Magnenat Thalmann, **Sensitivity of Hip Tissues Contact Evaluation to the Methods used for Estimating the Hip Joint Center of Rotation**, *Journal of Medical & Biological Engineering & Computing* (IF: 1.5), June 2012
59. M. Kasap and N. Magnenat Thalmann, **Skeleton-Aware Size Variations in Digital Mannequins**. *The Visual Computer* (IF: 1.073), Springer, Vol.27, No.4, pp.263 – 274, April 2011
60. C. Charbonnier, F.C. Kolo, V.B. Duthon, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer, and J. Menetrey, **Assessment of Congruence and Impingement of the Hip Joint in Professional Ballet Dancers- A Motion Capture Study**, *American Journal of Sports Medicine* (IF: 4.699), Vol. 39, pp.557 – 566, March 2011
61. J. Schmid, J. Kim and N. Magnenat Thalmann, **Robust Statistical Shape Models for MRI Bone Segmentation in Presence of Small Field of View**, *Medical Image Analysis* (IF: 3.681), Elsevier, Vol. 15, pp. 155 – 168, February 2011

62. J. Schmid, J.A. Iglesias Guitián, E. Gobbetti, and N. Magnenat Thalmann, **A GPU Framework for Parallel Segmentation of Vol.etric Images Using Discrete Deformable Models**. The Visual Computer (IF: 1.073), Springer, Vol. 27, No. 2, pp. 85 – 95, February 2011
63. F. Chung, J. Schmid, N. Magnenat Thalmann, and H. Delingette, **Comparison of Statistical Models Performance in Case of Segmentation Using a Small Amount of Training Datasets**, The Visual Computer (IF: 1.073), Springer, Vol. 27, No. 2, pp. 141 – 151, February 2011
64. M. Lim, B. Kevelham, N. Nijdam and N. Magnenat Thalmann, **Rapid Development of Distributed Applications Using High-level Communication Support**, Journal of Network and Computer Applications (IF: 1.772), Elsevier, Vol. 34, Issue 1, pp. 172 – 182, January 2011
65. C. Charbonnier, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, **An Integrated Platform for Hip Joint Osteoarthritis Analysis: Design, Implementation and Results**, International Journal of Computer Assisted Radiology and Surgery (IF: 1.659), Springer-Verlag, Vol. 5, No. 4, pp. 351 – 358, July 2010
66. S. Han, N. Nijdam, J. Schmid, J. Kim, and N. Magnenat Thalmann, **Collaborative Telemedicine for Interactive Multiuser Segmentation of Vol.etric Medical Images**, The Visual Computer (IF: 1.073), Springer, Vol. 26, No. 6, pp. 639 – 648, June 2010
67. A.E. Foni, G. Papagiannakis and N. Magnenat Thalmann, **A Taxonomy of Visualization Strategies for Cultural Heritage Applications**, Journal on Computing and Cultural Heritage (IF: 1.111), Vol. 3 Issue 1, Article No. 1, June 2010
68. J. Schmid, J. Kim and N. Magnenat Thalmann, **Extreme Leg Motion Analysis of Professional Ballet Dancers via MRI Segmentation of Multiple Leg Postures**, International Journal of Computer Assisted Radiology and Surgery (IF: 1.659), Springer, Vol. 6, No.1, pp.45 – 57, May 2010
69. B. Gilles and N. Magnenat Thalmann, **Musculoskeletal MRI Segmentation Using Multi-resolution Simplex Meshes with Medial Representations**, Medical Image Analysis (IF: 3.681), Elsevier, Vol.14, pp. 291 – 302, June 2010
70. U. Bonanni, P. Knoch and N. Magnenat Thalmann, **Interaction Metaphors for Modeling Hair using Haptic Interfaces**, International Journal of CAD/CAM (IF: 1.667), Society of CAD/CAM Engineers, Vol. 9, No.1, pp. 93 – 102, 2009
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3. H. Ding, X. Jiang, A. Liu, N. Thalmann and G. Wang, **“Boundary-Aware Feature Propagation for Scene Segmentation”**, International Conference on Computer Vision, (ICCV’19), Seoul, South Korea, accepted on July 22, 2019
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96. M.B. Moussa, Z. Kasap, N. Magnenat Thalmann, K. Chandramouli, S. N. H. Mirza, Q. Zhang, E. Izquierdo, I. Biperis, P. Daras, **Towards an Expressive Virtual Tutor: An Implementation of a Virtual Tutor Based on**

- an Empirical Study of Non-verbal Behaviour**, Proceedings of the 2010 ACM workshop on Surreal media and virtual cloning, pp. 39 – 44, ACM, October 29, 2010
97. N. Magnenat Thalmann, J. Schmid, L. Assassi and P. Volino, **A Comprehensive Methodology to Visualize Articulations for the Physiological Human**, Cyberworlds, IEEE Computer Society, October 2010
 98. S. Han, N.A. Nijdam and N. Magnenat Thalmann, **An Application Framework for Seamless Synchronous Collaboration Support in Ubiquitous Computing Environments**, UCMEDIA, September 2010
 99. N. Magnenat Thalmann and J. Schmid, **3D Anatomical Functional Models for the Human Musculoskeletal System**, Virtual Physiological Human (VPH) 2010, September 2010
 100. I. Ciuciu, H. Kang, R. Meersman, J. Schmid, N. Magnenat Thalmann, J.A. Iglesias Guitian, and E. Gobbetti, **Collaborative Semantic Content Management: an Ongoing Case Study for Imaging Applications**, 11th European Conference on Knowledge Management (ECKM 2010), September 2010
 101. J. Schmid, J. Kim and N. Magnenat Thalmann, **Coupled Registration-Segmentation: Application to Femur Analysis with Intra-subject Multiple Levels of Detail MRI Data**, MICCAI, Springer, LNCS, Vol. 6362, pp. 562 – 569, September 2010
 102. P. Volino, N. Magnenat Thalmann and F. Faure, **A Simple Approach to Non Linear Tensile Stiffness for Accurate Cloth Simulation**, SIGGRAPH 2010, Los Angeles, August 2010
 103. Z. Kasap and N. Magnenat Thalmann, **Towards Episodic Memory Based Long-term Affective Interaction with a Human-like Robot**, IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN 2010), 2010
 104. T. Kostoulas, O. Kocsis, T. Ganchev, F. Fernandez-Aranda, J.S. Lorenzo, S. Jimenez-Murcia, M.B. Moussa, N. Magnenat Thalmann and N. Fakotakis, **The PlayMancer Database: A Multimodal Affect Database in Support of Research and Development Activities in Serious Game Environment**, 7th International Conference on Language Resources and Evaluation, LREC, May 2010
 105. L. Assassi, A. Sandholm, N. Pronost, P. Volino, D. Thalmann and N. Magnenat Thalmann, **Biomechanical Analysis of Dancer's Hip Joint During Extreme Motions**, 3D Anatomical Human Summer School, Chania, Crete, Greece, pp. 26 – 27, May 2010
 106. N. A. Nijdam, S. Han, and N. Magnenat Thalmann, **A Context-Aware Adaptive Rendering System for User-Centric Pervasive Computing Environments**, the 15th IEEE Mediterranean Electrotechnical Conference, Springer, pp. 790 – 795, April 2010
 107. V.B. Duthon, F. Kolo-Christophe, C. Charbonnier, N. Magnenat Thalmann, S.R. Duc, C.W.A. Pfirmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, **Correlation of Clinical and MRI Findings in Professional Dancers' Hip: A New Femoro-acetabular Impingement?**, Trans Orthop Res Soc, New Orleans, Louisiana, USA, March 2010
 108. C. Charbonnier, F. Kolo-Christophe, V.B. Duthon, N. Magnenat Thalmann, C.D. Becker, P. Hoffmeyer and J. Menetrey, **Professional Dancer's Hip: A Motion Capture Study**, Trans Orthop Res Soc, New Orleans, Louisiana, USA, March 2010
 109. N. Magnenat Thalmann, Z. Kasap and M. Ben Moussa. **Affective Interaction with an Expressive Robot**, Poster session of the 4th International Conference on Cognitive Systems, 2010

110. N. Magnenat Thalmann, U. Bonanni, G. Böttcher and F.-E. Wolter, **Manipulating Virtual Hair and Textiles**, Proc. 14th ASIM Dedicated Conference on Simulation in Production and Logistics, 2010
111. C. Cig, Z. Kasap, A. Egges and N. Magnenat Thalmann, **Realistic Emotional Gaze and Head Behavior Generation Based on Arousal and Dominance Factors**, The 3rd International Conference on Motion in Games 2010, Springer, 2010
112. M. Kasap and N. Magnenat Thalmann, **Customizing and Populating Animated Digital Mannequins for Real-Time Application**, Proceeding of International Conference on Cyberworlds (CW2010), IEEE Explore, pp. 368 – 374, October 20 – 22, 2010
113. N. Magnenat Thalmann, N. A. Nijdam, S. Han, and D. Protopsaltou, **InterMedia: Towards Truly User-Centric Convergence of Multimedia**, the 1st International ICST Conference on User Centric Media, Springer, pp. 3 – 10, November 2009
114. L. Assassi, P. Volino and N. Magnenat Thalmann, **Physically-based Simulation of Ballet Dancer's Hip**, SIGGRAPH ASIA 2009, Yokohama, Japan, December 16 – 19, 2009
115. M. Ben Moussa and N. Magnenat Thalmann, **Applying Affect Recognition in Serious Games: The PlayMancer Project**, The Second International Workshop on Motion in Games (MIG 2009), Lecture Notes in Computer Science, Springer, 5884, pp. 53 – 62, 2009
116. M. Kasap and N. Magnenat Thalmann, **Sizing Avatars from Skin Weights**, Proc. of the 16th ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM Digital Library, pp. 123 – 126, November 2009
117. J. Schmid, N. Nijdam, S. Han, J. Kim and N. Magnenat Thalmann, **Interactive Segmentation of Volumetric Medical Images for Collaborative Telemedicine**, Modelling the Physiological Human, Proc. 3D Physiological Human Workshop, Springer, 5903, pp. 13 – 24, December 2009
118. N. Magnenat Thalmann and Z. Kasap, **Virtual Humans in Serious Games**, International Conference on CyberWorlds, IEEE Computer Society, pp. 71 – 79, September 2009
119. U. Bonanni, P. Knoch and N. Magnenat Thalmann, **Haptic Interaction with One-Dimensional Structures**, Proc. of the 16th ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM, pp. 75 – 78, 2009
120. N. Magnenat Thalmann, U. Bonanni, P. Volino and L. Assassi, **Hair, Cloth and Soft Tissues: The Influence of Mechanical Properties on the Real-Time Dynamics of Deformable Objects**, Proceedings of the 6th Workshop on Virtual Reality Interaction and Physical Simulation (VRIPHYS 2009), The Eurographics Association, 2009
121. N. Magnenat Thalmann, U. Bonanni and P. Volino, **Physical Behavior of Deformable Hair and Clothes: What Is Common?**, Proc. of the 11th IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 12 – 18, 2009
122. P. Knoch, U. Bonanni and N. Magnenat Thalmann, **Hair Simulation Model for Real-Time Environments**, Proc. of the Computer Graphics International Conference (CGI 2009), ACM, pp. 05 – 12, 2009
123. U. Bonanni, P. Knoch and N. Magnenat Thalmann, **Tool-based Hairstyling Metaphors**, Proc. of the 11th IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 122 – 127, 2009

124. N. Magnenat Thalmann, J. Schmid, H. Delingette, M. Agus, and J. A. Iglesias Guitian, **3D Anatomical Modelling and Simulation Concepts**, Proceedings of EUROGRAPHICS 2009 (Tutorial Notes), Eurographics Association, pp. 241 – 247, June 2009
125. C. Charbonnier, J. Schmid, F. Kolo-Christophe, N. Magnenat Thalmann, C. Becker and P. Hoffmeyer, **Virtual Hip Joint: from Computer Graphics to Computer-Assisted Diagnosis**, Eurographics 2009, First Medical Prize, Munich, Germany, pp. 01 – 04, April 2009
126. J. Schmid, A. Sandholm, F. Chung, D. Thalmann, H. Delingette and N. Magnenat Thalmann, **Musculoskeletal Simulation Model Generation from MRI Datasets and Motion Capture Data**, Recent Advances in the 3D Physiological Human, Springer-Verlag, pp. 03 – 19, 2009

C. Books Published/Edited

1. J. Braz, N. Magnenat-Thalmann, P. Richard, L. Linsen, A. Telea, S. Battiato, F. Imai, **Computer Vision, Imaging and Computer Graphics Theory and Applications**, 11th International Joint Conference, VISIGRAPP 2016, Rome, Vol. 693, Springer, 1st Edition, XXI, 608 p., Hardcover, ISBN 978-3-319-64870-5, 2017
2. S.R.S. Prabakaran, N. Magnenat Thalmann, V.K. Bhaaskaran, **Frontiers in Electronic Technologies**, Springer, 161 p., Hardcover, ISBN 978-981-10-4235-5, 2017
3. J.K. Burgoon, N. Magnenat Thalmann, M. Pantic, A. Vinciarelli, **Social Signal Processing**, Cambridge University Press, 440 p., Hardcover, ISBN-10: 1107161266, ISBN-13: 978-1107161269, on press, 2017
4. M. Ioannides, N. Magnenat Thalmann, G. Papagiannakis, **Mixed Reality and Gamification for Cultural Heritage**, Springer, 1st Edition., 2017, 309 illus., 279 in color., Hardcover, ISBN: 978-3-319-49606-1, on press, 2017
5. N. Magnenat Thalmann, J. Yuan, D. Thalmann and B.-J. You (Eds.), **Context Aware Human-Robot and Human-Agent Interaction**, Springer, XIII, 298 p. 143 illus., 2015
6. M. Ioannides, N. Magnenat Thalmann, E. Fink, R. Žarnić, A.-Y Yen, E. Quak (Eds.), **Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection**, 5th International Conference, EuroMed 2014 Proceedings, Vol. 8740, Springer, 2014
7. N. Magnenat Thalmann, O. Ratib, H.F. Choi (Eds.), **3D Multiscale Physiological Human**, Springer, XII, 316 p. 110 illus., 2014
8. N. Magnenat Thalmann, **Modeling and Simulating Bodies and Garments**, Springer, 1st Edition., 2010, XVIII, 186 p. 142 illus., 22 in color., Hardcover, ISBN: 978-1-84996-262-9, 2010
9. N. Magnenat Thalmann, **Modelling the Physiological Human**, 229 pages, Springer, 2009
10. N. Magnenat Thalmann, David Feng and Jian Zhang, **Recent Advances in the 3D Physiological Human**, 225 pages, Springer, 2009

D. Chapters in Books

1. N. Magnenat Thalmann, **Les robots sociaux humanoïdes : une réalité imminente**, Le Goût d'imaginer sa vie, Manitoba Editions, ISBN-13: 978-2376150541, pp. 237-247, Paris, France, 2018
2. M. Becker, and N. Magnenat Thalmann, **Muscle Tissue Labeling of Human Lower Limb in Multi-Channel mDixon MR Imaging: Concepts and Applications**, IEEE/ACM Transactions on Computational Biology and Bioinformatics, IEEE publisher, DOI: 10.1109/TCBB.2015.2459679, pp. 290 – 299, 2017
3. N. Magnenat Thalmann, L. Tian and F. Yao, **Nadine: A Social Robot that Can Localize Objects and Grasp Them in a Human Way**, Frontiers in Electronic Technologies, Springer, pp. 1 – 23, 2017
4. J. Lee, N. Magnenat Thalmann and D. Thalmann, **Shared Object Manipulation**, Context Aware Human-Robot and Human-Agent Interaction, Springer International Publishing, pp. 191 – 207, 2015
5. J. Zhang, J. Zheng and N. Magnenat Thalmann, **Modeling Personality, Mood, and Emotions**, Context Aware Human-Robot and Human-Agent Interaction, Springer International Publishing, pp. 211 – 236, 2015
6. A. Beck, Z. Zhang and N. Magnenat Thalmann, **Motion Control for Social Behaviors**, Context Aware Human-Robot and Human-Agent Interaction, Springer International Publishing, pp. 237 – 256, 2015
7. Z. Yumak and N. Magnenat Thalmann, **Multimodal and Multi-party Social Interactions**, Context Aware Human-Robot and Human-Agent Interaction, Springer International Publishing, pp. 275 – 298, 2015
8. M. Becker, and N. Magnenat Thalmann, **Deformable Models in Medical Image Segmentation**, 3D Multiscale Physiological Human, DOI: 10.1007/978-1-4471-6275-9_4, Springer-Verlag, London, 2014
9. S. Sarda, M. Constable, J. Dauwels, S. Dauwels (Okutsu), M. Elgendi, Z. Mengyu, U. Rasheed, Y. Tahir, D. Thalmann, N. Magnenat Thalmann, **Natural Interaction with Robots, Knowbots and Smartphones**, pp 375 – 387, Springer, 2014
10. L. Assassi and N. Magnenat Thalmann, **Biomechanical Approach for Dynamic Hip Joint Analysis**, Workshop on 3D Physiological Human (3DPH), the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Springer Verlag, May 2012
11. Z. Kasap and N. Magnenat Thalmann, **Interacting with Emotion and Memory enabled Virtual Characters and Social Robots**, In T. Nishida, C. Faucher and L. C. Jain (eds.), Modelling Machine Emotions for Realizing Intelligence: Foundations and Applications, Springer, Germany, pp. 240, 2010
12. M.B. Moussa and Nadia Magnenat Thalmann, **Applying Affect Recognition in Serious Games: The PlayMancer Project**, pp 53-62 , Springer Berlin Heidelberg, January 01, 2009
13. J. Schmid, A. Sandholm, F. Chung, D. Thalmann, H. Delingette and N. Magnenat Thalmann, **Musculoskeletal Simulation Model Generation from MRI Datasets and Motion Capture Data**, Recent Advances in the 3D Physiological Human, Springer-Verlag, pp. 03 – 19, 2009

Editorial Responsibilities

1. 2000 – Present, Editor-in-Chief of the Journal **The Visual Computer** published by Springer Verlag, Germany

2. 1990 – Present, Co-Founder and Co-Editor-in-Chief, Journal of **Computer Animation and Virtual Worlds**, John Wiley & Sons
3. 2010 – Present, Editorial Adviser of the journal of **Graphical Models** published by Elsevier
4. 2000 – Present, Editor of the Journal of **Computational Geometry** published by Elsevier, Holland
5. 2014 – Present, Associate Editor, **Frontiers in Robotics**, Nature Publisher
6. 2007 – 2010, Associate Editor of the Journal **IEEE Transactions on Multimedia**

Expertise in International and National Advisory Boards

- | | |
|-------------|--|
| 2019 | Member of the Advisory Board for the ANA Avatar XPRIZE |
| 2018 | Member of the Scientific Advisory Board of the CRI (Centre for Research and Interdisciplinarity), Paris, France |
| 2013 – 2017 | Member of the Scientific Council of the Institute of Mines-Telecom, Paris, France |
| 2016 – 2019 | Member of the IAB Committee of the Computer Science Dpt of Technical University of Vienna |
| 2013 – 2020 | Expert on the advanced grant panel (Computer Science) of the European Research Council (ERC) |
| 2013 | Expert for the French Research Agency, Paris (COMINT) |
| 2007 – 2020 | Expert and reviewer of the Seventh Framework Programme FP7, European Commission |
| 2012 | Member of External Advisory Committee, Graduate School of Computer Technology, GSCT KAIST, South Korea |
| 2012 | Expert Committee Review for the Canada Foundation for Innovation, Toronto, Canada |
| 2012 | Participation in the Canada Excellence Research Chairs Review Panel, Ottawa, Canada |
| 2011 | Member of the evaluation committee of ANR (French National Research Agency), Paris, France |
| 2011 | Member of the evaluation committee of the ENSAIT Textile Institute , Roubaix, France |
| 2010 | Member of the international advisory board for the computer science department, Tsinghua University, Beijing, China, August 19 – 20, 2010 |
| 2009 | Member of the Evaluation Interdisciplinary Committee of Government of Quebec, (CEM), February 05 – 06, 2009, Quebec City, Canada |
| 2007 – 2009 | Independent expert for evaluation and research proposals, European Commission, Information Society and Media, Directorate General, Brussels, Belgium |
| 2007 – 2009 | Invited in the Group of User Centric Media, European Commission, Information Society and Media |

Tutorials, Panels and Workshops

1. 36th Computer Graphics International (CGI 2019), panel on "**The Future of Computer Graphics in the Age of AI and Social Media**", University of Calgary, Calgary, Alberta, Canada, June 17 – 20, 2019 (https://www.dropbox.com/s/jeuq98q2xiagt16/Panelist_CGI%202019.pdf?dl=0)
2. 4GAMECHANGERS FESTIVAL 2019, panel on "**Generation AI: Taking The Next Step In Human Evolution. Can Imperfect Humans Create Perfect Intelligence?**", MARX HALLE, Austria, April 11, 2019 (https://www.puls4.com/4GAMECHANGERS/Videos/4GAMECHANGERS/Session-Generation-AI-Taking-the-next-step-in-human-evolution.-Can-imperfect-humans-create-perfect-intelligence?utm_campaign=4gamechangers&utm_content=20190411_4GC_SESSION_GENERATION_AI&utm_medium=social&utm_source=facebook&utm_term=social_post)
3. 35th Computer Graphics International (CGI 2018), tutorial given on "**Social Intelligent interactive robots: Our research on NTU Social robot Nadine**", Bintan, Indonesia, June 11 – 14, 2018 (https://www.dropbox.com/s/ieatxy2zdseu6x/Tutorial_CGI%202018.pdf?dl=0)
4. 31st International Conference on Computer Animation and Social Agents (CASA 2018), tutorial given on "**See-through Anatomical Virtual Humans: past and future experiences**", Institute of Software, Chinese Academy of Sciences, Beijing, China, May 21 – 23, 2018 (https://www.dropbox.com/s/c2xhm7h0yuazfls/Tutorial_CASA%202018.pdf?dl=0)
5. Singapore Business Leaders Programme 2019, Human Capital Leadership Institute (HCLI), panel on "**Role of Humans in the new world**", Capella Hotel, Singapore, May 09, 2019 (https://www.dropbox.com/s/vx981n8t4aw6wfr/Panelist_HCLI%20Singapore%20Business%20Leaders%20Programme%202019.pdf?dl=0)
6. Lombard Odier - 30th Asia Anniversary Celebration, panel on "**Rethinking the Future**", JW Marriott Hotel, Singapore, November 02, 2017 (https://www.dropbox.com/s/r6t98mu1q3ztly8/Panelist_Lombard%20Odier%20-%2030th%20Asia%20Anniversary%20Celebration.pdf?dl=0)
7. The Economist, panel on "**The Internet of Things (IoT), Virtual and Augmented Reality (VR/AR), and Artificial Intelligence (AI)**", Gilmour Room, Singapore Cricket Club, Connaught Drive, July 21, 2017
8. 30th International Conference on Computer Animation and Social Agents (CASA 2017), tutorial given on "**Modelling realistic Virtual Humans (VH) and Social robots and user interaction**", K-Hotel Seoul, Seoul, South Korea, May 22 – 24, 2017 (https://www.dropbox.com/s/trc1s9a7pg7uln5/Tutorial_CASA%202017.pdf?dl=0)
9. Conversations: Future Sapiens, workshop on "**Nadine Our Next Social Companion**", ArtScience Museum, Expression Gallery, Level 4, Singapore, May 20, 2017
10. 12th Asia Conference on Healthcare and Health Insurance, panel on "**Roles of the Different Players in the Healthcare Ecosystem in Ensuring Affordability, Accessibility and Sustainability**", Mandarin Orchard Hotel, Singapore, March 20 – 21, 2017 (https://www.dropbox.com/s/jill0lveot3vw52/Panelist_12th%20Asia%20Conference%20on%20Healthcare%20and%20Health%20Insurance.pdf?dl=0)

11. 9th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia (SIGGRAPH Asia 2016), course on "**Modeling Behavior for Social Robots and Virtual Humans**", The Venetian Macao, Macao, December 05 – 08, 2016
(https://www.dropbox.com/s/gfx0ughlyinpag6/Course_SIGGRAPH%20Asia%202016.pdf?dl=0)
12. 29th International Conference on Computer Animation and Social Agents (CASA 2016), tutorial given on "**The social robot Nadine**", Campus BIOTECH, University of Geneva, Switzerland, May 23, 2016
(https://www.dropbox.com/s/6tkyvoqfyagg0t9/Tutorials%20and%20Workshops_CASA%202016.pdf?dl=0)
13. 29th International Conference on Computer Animation and Social Agents (CASA 2016), workshop on Digital Cultural Heritage Documentation, "**Modelling and Simulation of Heritage Dresses**", Campus BIOTECH, University of Geneva, Switzerland, May 23, 2016
(https://www.dropbox.com/s/6tkyvoqfyagg0t9/Tutorials%20and%20Workshops_CASA%202016.pdf?dl=0)
14. 29th International Conference on Computer Animation and Social Agents (CASA 2016), tutorial given on "**Modelling Human Joints: 20 Years of Research**", Campus BIOTECH, University of Geneva, Switzerland, May 23, 2016
(https://www.dropbox.com/s/6tkyvoqfyagg0t9/Tutorials%20and%20Workshops_CASA%202016.pdf?dl=0)
15. 29th International Conference on Computer Animation and Social Agents (CASA 2016), workshop for EU IRSES project "AniNex" on "**Modelling 3D Avatar for Virtual Try On**", Campus BIOTECH, University of Geneva, Switzerland, May 23, 2016
(https://www.dropbox.com/s/6tkyvoqfyagg0t9/Tutorials%20and%20Workshops_CASA%202016.pdf?dl=0)
16. SIGGRAPH ASIA 2015, course on "**Multimodal Human-Machine Interaction including Virtual Humans or Social Robots**", Kobe, Japan, November 03, 2015
(https://www.dropbox.com/s/079ndrt3zqcqgrw/Course_SIGGRAPH%20Asia%202015.pdf?dl=0)
17. University of Modena, lecture on "**Computer Graphics and 3D Reconstruction**", Emilia-Romagna, Italy, September 21 – 24, 2015
(https://www.dropbox.com/s/23fjwmodpcadvx/Lecture_University%20of%20Modena.pdf?dl=0)
18. FT-ACI Smarter World Summit - Showing businesses how to engage with emerging technologies, panel on "**Robots in a Commercial Environment**", InterContinental Singapore, Singapore, October 08, 2015
(https://www.dropbox.com/s/5mu2f7bfizwqvep/Panelist_FT-ACI%20Smarter%20World%20Summit.pdf?dl=0)
19. Computer Assisted Radiology and Surgery (CARS 2015) - Workshop on Multiscale Digital Patient (MDP), "**Problems and Solutions to the Multiscale Approach**", Barcelona, Spain, June 24 – 27, 2015
20. Conference on the Future of the Doctorate, European Commission, Invited panelist on "**Supervision and Quality Assurance**", Riga, Latvia, May 28 – 29, 2015
(https://www.dropbox.com/s/znepzqc77one76b/Panelist_Conference%20on%20the%20Future%20of%20the%20Doctorate.pdf?dl=0)
21. ACM SIGGRAPH ASIA 2014, course on "**Multimodal Human-Machine Interaction including Virtual Humans and Social Robots**", Shenzhen, China, December 04, 2014
22. Computational Visual Media Conference (CVM 2012), tutorial given in "**Modelling Awareness for Social Robots and Virtual Humans**", Tsinghua University, Beijing, China, November 08 – 10, 2012
(https://www.dropbox.com/s/c268wid9tyv66wm/Tutorial_CVM%202012.pdf?dl=0)

23. Panelist on the Cluster Thematic Oversight Committee, Infocomm, Media and Computing, Singapore, 2012
24. 11th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI 2012), tutorial given in "**Social Robots and Virtual Humans in 3D TelePresence**", Nanyang Executive Centre, Singapore, December 02 – 04, 2012
(https://www.dropbox.com/s/e8qzf5420dc6idy/Tutorial_VRCAI%202012.pdf?dl=0)
25. 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), chair of panel on "**What Are The Next Big Topics in The Coming Future?**", Nanyang Executive Centre, Singapore, May 09 – 11, 2012
(https://www.dropbox.com/s/wkivwa6ip9iw5nc/Panel%20Chair_CASA%202012.pdf?dl=0)
26. IEEE Virtual Reality 2011, tutorial given in "**Virtual Humans in Virtual Reality**", SUNTEC Convention Centre Singapore, March 19 – 23, 2011
27. Eurographics 2009, tutorial given in "**Real-Time Individualized Virtual Humans**", Muenchen, Monday 30, 2009
28. Eurographics 2009, tutorial organized and given in "**3D Anatomical Modelling and Simulation Concepts**", Muenchen, Tuesday 31, 2009

Conference / Program Chair and Festival Chair

- | | |
|----------|---|
| Jun 2019 | Conference Co-Chair, 36 th Annual International Computer Graphics International (CGI 2019), Calgary, Alberta, Canada |
| Jun 2018 | Conference Chair, 35 th International Conference on Computer Animation and Social Agents (CGI 2018), Bintan, Indonesia |
| May 2018 | Conference Co-Chair, 31 st International Conference on Computer Animation and Social Agents (CASA 2018), Beijing, China |
| May 2017 | Conference Chair, 30 th International Conference on Computer Animation and Social Agents (CASA 2017), Seoul, South Korea |
| Feb 2016 | Program Co-Chair, 11 th International Conference on Computer Graphics Theory and Applications (GRAPP 2016), Rome, Italy |
| May 2016 | Conference Chair, 29 th International Conference on Computer Animation and Social Agents (CASA 2016), Switzerland |
| Oct 2015 | Conference Co-Chair, 14 th ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry (VRCAI 2015), Kobe, Japan |
| Jun 2015 | Program Chair, 32 nd Computer Graphics International (CGI 2015), Strasbourg, France |
| May 2015 | Conference Chair, 28 th International Conference on Computer Animation and Social Agents (CASA 2015), Singapore |
| Apr 2015 | Conference Chair, 3 rd International Conference on Computational Visual Media (CVM 2015), Beijing, China |
| Dec 2014 | Course Organizer, SIGGRAPH ASIA 2014, Shenzhen, China |

May 2014	Conference Co-chair, 27th International Conference on Computer Animation and Social Agents (CASA 2014), Houston, Texas, USA
Nov 2013	General Chair, 12th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and Its Applications in Industry (VRCAI 2013), Hong Kong
Oct 2013	Conference Co-chair, 19th ACM Symposium on Virtual Reality Software and Technology (VRST 2013), Singapore
Sep 2013	Program Chair, 4th Workshop on 3D Physiological Human (3DPH2013), Switzerland
Jun 2013	Program Chair, 30th Computer Graphics International (CGI 2013), Hannover, Germany
Apr 2013	Conference Chair, 26th International Conference on Computer Animation and Social Agents (CASA 2013), Istanbul, Turkey
Dec 2012	Program Chair, 11th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and Its Applications in Industry (VRCAI 2012), Singapore
Dec 2012	Computer Animation Festival Chair, 5 th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore
Sep 2012	Award Chair, 18 th International Conference on Virtual Systems and Multimedia, VSMM 2012, Italy
Jul 2012	Jury Review Chair, 5 th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore
May 2012	Program and Conference Chair, 25 th Annual Conference on Computer Animation and Social Agents, CASA 2012, Singapore
Jun 2011	Conference and Program Co-chair, Computer Graphics International 2011, Ottawa, Canada
Apr 2011	Chair of the Virtual Human Workshop, Singapore
Sep 2010	Chair, ENGAGE Summer School, Switzerland
Jun 2010	Conference and Program Co-chair, Computer Graphics International 2010, Singapore
May 2010	Chair of Intermedia Café, Athens, Greece
May 2010	Chair of Intermedia summer school, Crete, Greece
May 2010	Chair of 3DAnatomical Human, Summer School, Crete, Greece
Dec 2009	Program Co-chair, ACM VRCAI 2009, Yokohama, Japan
Mar 2009	Program Co-Chair, Workshop Serious games, 3 ^{ème} cycle romand d'informatique, Villars-sur-Ollon, Switzerland

Member of Conference Program Committees

1. **ICCV 2017**, International Conference on Computer Vision 2017, Venice, Italy, October 22 – 29, 2017
2. **IEEE-ICCT 2017**, 17th IEEE International Conference on Communication Technology, Chengdu, China, October 2017

3. **CYBERWORLDS 2017**, Chester, UK, September 2017
4. **CASA 2017**, the 30th International Conference on Computer Animation and Social Agents, Seoul, South Korea, May 2017
5. **MMEDIA 2017**, the Ninth International Conferences on Advances in Multimedia, Venice, Italy, April 2017
6. **VISIGRAPP 2017**, Porto, Portugal, February 2017
7. **Cyberworlds 2016**, Chongqing, China, September 2016
8. **ICINCO 2016**, 13th International Conference on Informatics in Control, Automation and Robotics, Lisbon, Portugal, September 2016
9. **ICAS 2016**, the Twelfth International Conference on Autonomic and Autonomous Systems, Lisbon, Portugal, June 2016
10. **WACAI 2016**, Workshop Affect, Companion Artificial, Interaction 2016, France, June 2016
11. **CVM 2016**, the 4th International Conference on Computational Visual Media, Cardiff, UK, April 2016
12. **ICAART 2016**, the 8th International Conference on Agents and Artificial Intelligence, Rome, Italy, February 2016
13. **CGI 2016**, Computer Graphics International 2016, Heraklion, Crete, Greece, February 2016
14. **VRST 2015**, the 21st ACM Symposium on Virtual Reality Software and Technology, Beijing, China, November 2015
15. **ICACCI-2015, the 4th International Conference on Advances in Computing, Communications and Informatics**, Kerala, India, August 2015
16. **CGI 2015**, Computer Graphics International 2015, Strasbourg, France, June 2015
17. **ICAART 2015, The 7th International Conference on Agents and Artificial Intelligence**, Lisbon, Portugal, January 2015
18. **SGAVH 2014, SIGGRAPH ASIA 2014 International Workshop on Autonomous Virtual Humans and Social Robot for Tele-presence**, Shenzhen, China, December 2014
19. **VRST 2014, the 20th ACM Symposium on Virtual Reality Software and Technology**, The University of Edinburgh, UK, November 2014
20. **ICMI 2014, the 16th ACM International Conference on Multimodal Interaction**, Istanbul, Turkey, November 2014
21. **MIG 2014, the 7th International ACM SIGGRAPH Conference on Motion in Games 2014**, Los Angeles, USA, November 2014
22. **ICIP 2014, IEEE International Conference on Image Processing**, Paris, France, October 2014

23. **CW 2014, International Conference on Cyberworlds 2014**, Santander, Spain, October 2014
24. **ICDVRAT 2014, the 10th International Conference on Disability, Virtual Reality and Associated Technologies**, Gothenburg, Sweden, September 2014
25. **RO-MAN 2014, the 23rd IEEE International Symposium on Robot and Human Interactive Communication**, Scotland, UK, August 2014
26. **U-Media 2014, the 7th IET International Conference on Ubi-media Computing**, Ulaanbaatar, Mongolia, July 2014
27. **BioVis 2014, the 4th Symposium on Biological Data Visualization**, Boston, USA, July 2014
28. **WACAI 2014, Workshop Affect, Companion Artificial, Interaction 2014**, France, June 2016
29. **CGI 2014, Computer Graphics International 2014**, Sydney, Australia, June 2014
30. **ISMICT 2014, the 8th International Symposium on Medical Information and Communication Technology**, Florence, Italy, April 2014
31. **ICAART 2014, the 6th International Conference on Agents and Artificial Intelligence**, Angers, France, March 2014
32. **GRAPP 2014, the 9th International Conference on Computer Graphics Theory and Applications**, Lisbon, Portugal, January 2014
33. **MMM 2014, the 20th Anniversary International Conference on MultiMedia Modeling Dublin**, Ireland, January 2014
34. **JVRC 2013, the 5th Joint Virtual Reality Conference**, Campus Paris Saclay, France, December 2013
35. **ISVC 2014, the 10th International Symposium on Visual Computing**, Las Vegas, USA, December 2013
36. **iCAST 2013 & UMEDIA 2013, 2013 International Joint Conference on Awareness Science and Technology & Ubi-Media Computing**, Japan, November 2013
37. **VRCAI 2013, 12th ACM International Conference on Virtual Reality Continuum and Its Applications**, Hong Kong, November 2013
38. **Digital Heritage 2013**, Marseille, France, October 2013
39. **CW 2013, International Conference on CYBERWORLDS 2013**, Yokohama, Japan, October 2013
40. **INTERACT 2013, the 14th IFIP TC13 Conference on Human-Computer Interaction**, Cape Town, South Africa, September 2013
41. **IEEE ICMA 2013, the 2013 IEEE ICMA 2013**, Takamatsu, Japan, August 2013
42. **IEEE IVMSP 2013, the 11th IEEE IVMSP Workshop: 3D Image/Video Technologies and Applications**, Seoul, South Korea, June 2013

43. **SVR 2013, XV Symposium on Virtual and Augmented Reality**, Mato Grosso, Brasil, May 2013
44. **ICVWE2013, International Conference on Virtual Worlds and Education**, Ottawa, Canada, March 2013
45. **MIG 2012, the 5th International conference on Motion in Games**, Rennes, France, November 2012
46. **CW 2012, International Conference on CYBERWORLDS 2012**, Darmstadt, Germany, September 2012
47. **VSMM 2012, the 18th International Conference on Virtual Systems and Multimedia**, Milan, Italy, September 2012
48. **U-Media 2012, the 5th IET International Conference on Ubi-media Computing**, Xining, China, August 2012
49. **VW 2012, Virtual World 2012**, Paris, France, July 2012
50. **CGI 2012, Computer Graphics International 2012**, Poole, UK, June 2012
51. **GRAPP 2012, International Conference on Computer Graphics Theory and Applications**, Rome, Italy, February 2012
52. **ACHI 2012, the 5th International Conference on Advances in Computer-Human Interactions**, Valencia, Spain, February 2012
53. **MMM 2012, the 19th International Conference on MultiMedia Modeling**, Klagenfurt, Austria, January 2012
54. **VRCAI 2011, the 10th International Conference on Virtual Reality Continuum and Its Applications in Industry**, Hong Kong, China, December 2011
55. **MIG 2011, the 3rd International conference on Motion in Games**, Edinburgh, UK, November 2011
56. **ICVRV'11, International Conference on Virtual Reality and Visualization**, Beijing, China, November 2011
57. **MSVLC 2011, the 1st IEEE Workshop on Modeling, Simulation, and Visual Analysis of Large Crowds**, Barcelona, Spain, November 2011
58. **IVIC 2011, the 2nd International Visual Informatics Conference**, Bangi, Selangor, Malaysia, November 2011
59. **CW 2011, International Conference on CYBERWORLDS 2011**, Banff, Alberta, Canada, October 2011
60. **ADVCOMP 2011, the Fifth International Conference on Advanced Engineering Computing and Applications in Sciences**, Lisbon, Portugal, November 2011
61. **IRoA-11, IEEE International Conference on Intelligent Robotics, Automations and Applications**, Gwangju, South Korea, October 2011
62. **ACII 2011, The Fourth biannual International Conference on Affective Computing and Intelligent Interaction**, Memphis, Tennessee, USA, October 2011
63. **CONTENT 2011, the Third International Conference on Creative Content Technologies**, Rome, Italy, September 2011

64. **GRAPHICON 2011, Computer Graphics, Computer Vision, Image and Video processing**, Moscow, Russia, September 2011
65. **CAD/Graphics 2011**, Jinan, China, September 2011
66. **SISSI 2011, 2nd Workshop on Social Interaction in Spatially Separated Environments**, Beijing, China, September 2011
67. **ICINCO 2011, The 8th International Conference on Informatics in Control, Automation and Robotics**, Noordwijkerhout, The Netherlands, July 2011
68. **CGVCVIP 2011, Computer Graphics, Visualization, Computer Vision and Image Processing**, Rome, Italy, July 20 – 26, 2011
69. **Computer Graphics International 2011**, Ottawa, Canada, June 2011
70. **SMI 2011, Shape Modeling International**, Herzliya, Israel, June 2011
71. **CMSP'11. 2011 International Conference on Multimedia and Signal Processing**, Guilin, China, May 2011
72. **CIA 2011, Second International Workshop on Computer Image and its Applications**, Busan, South Korea, May 2011
73. **3DTV Conference 2011**, Antalya, Turkey, May 2011
74. **3IA'2011 Conference, the 14th International Conferenc On Computer Graphics And Artificial Intelligence**, Athens, Greece, May 2011
75. **Laval Virtual - VRIC11 International Conference**, Laval, France, April 2011
76. **SCCG 2011, the 27th Spring Conference on Computer Graphics**, Slovakia, April 2011
77. **GRAPP 2011, International Conference on Computer Graphics Theory and Applications**, Algarve, Portugal, March 2011
78. **ACHI 2011: The Fourth International Conference on Advances in Computer-Human Interactions**, Gosier, Guadeloupe, France, February 2011
79. **MMM 2011, the 17th Confernece on MultiMedia Modeling**, Taipei, Taiwan, January 2011
80. **VRCAI 2010, the 9th International Conference on VR Continuum and Its Applications in Industry**, Seoul, South Korea, December 2010
81. **ICVGIP10, the Seventh Indian Conference On Computer Vision, Graphics And Image Processing**, Chennai, India, December 2010
82. **MULGRAB 2010, International Conference on Multimedia, Computer Graphics and Broadcasting**, Jeju Island, South Korea, December 2010
83. **IITM 2010, International Conference on Intelligent Interactive Technologies and Multimedia**, India, December 2010

84. **MIG 2010, Third International conference on Motion in Games 2010**, Zeist, the Netherlands, November 2010
85. **CONTENT 2010, the Second International Conference on Creative Content Technologies**, Lisbon, Portugal, November 2010
86. **ADVCOMP 2010, Fourth International Conference on Advanced Engineering Computing and Applications in Sciences**, Florence, Italy, October 2010
87. **Graphicon 2010, the 20th International Conference on Computer Graphics and Vision**, St.Petersburg, Russia, September 2010
88. **VAST 2010 (Reviewing Deadline Postpone) International Symposium on Virtual Reality, Archaeology and Cultural Heritage**, Paris, France, September 2010
89. **JVRC 2010, Joint Virtual Reality Conference of EuroVR - EGVE - VEC**, Stuttgart, September 2010
90. **Web3D 2010, the 15th International Conference on 3D Web Technology**, July 2010, Los Angeles
91. **ICETE 2010, International Joint Conference on e-Business and Telecommunications**, Athens, Greece, July 2010
92. **FDG 2010, 5th Intern. Conf. on the Foundations of Digital Games**, Monterey, USA, July 2010
93. **AMDO 2010, VI Conference on Articulated Motion and Deformable Objects**, Andratx, Mallorca, July 07 – 09, 2010
94. **VCBM 2010, second Eurographics Workshop on Visual Computing for Biology and Medicine**, Leipzig, Germany, July 01 – 02, 2010
95. **ICINCO 2010, 8th International Conference on Informatics in Control, Automation and Robotics**, Madeira, Portugal, June 2010
96. **SMI'10, Shape Modeling International Conference**, Aix-en-Provence, France, June 2010
97. **GRAPP 2010, International Conference on Computer Graphics Theory and Applications**, Angers, France, May 2010
98. **3DOR2010, 3D Object Retrieval Workshop**, Norrkoping, Sweden, May 2010
99. **AAMAS 2010, 9th International Conference on Autonomous Agents and Multi-Agent Systems**, Toronto, Canada, May 2010
100. **ACHI 2010**, St. Maarten - Netherlands Antilles, February 2010
101. **ISBMS10, 5th Intern. Symposium on Biomedical Simulation**, Phoenix, USA, January 2010
102. **MIG2009, Motion in Games**, Utrecht, The Netherlands, November 2009
103. **VSM09, Conference on Virtual System and Multimedia Dedicated to Digital Heritage**, Limassol, Cyprus, October 20 – 25, 2009

104. **ADVCOMP 2009, International Conference on Advanced Engineering Computing and Applications in Sciences**, Sliema, Malta, October 11 – 16, 2009
105. **IVA'09, International Conference on Intelligent Virtual Agents**, Amsterdam, the Netherlands, September 14 – 16, 2009
106. **CW09, Cyberworld International Conference**, Bradford, UK, September 07 – 11, 2009
107. **KES2009, 13th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems**, Santiago, Chile, September 2009
108. **ACII 2009, Conference on Affective Computing and Intelligent Interaction**, The Netherlands, September 2009
109. **HCI International 2009**, San Diego, California, USA, July 19 – 24, 2009
110. **SIGMAP 2009, International Conference on Signal Processing and Multimedia Applications**, Milan, Italy, July 07 – 10, 2009
111. **ICINCO 2009, International Conference on Informatics in Control, Automation and Robotics**, Milan, Italy, July 02 – 05, 2009
112. **WEB3DW 2009, International Conference Web Virtual Reality and Three-Dimensional Worlds**, Algarve, Portugal, June 19 – 21, 2009
113. **SMI'09, Shape Modeling International**, Beijing, China, June 26 – 28, 2009
114. **CASA 2009, 22nd Annual Conference on Computer Animation and Social Agents**, Twente, The Netherlands, June 2009
115. **3IA'2009, International Conference on Computer Graphics and Artificial Intelligence**, Limoges, France, May 29 – 30, 2009
116. **CGGM 2009, Computer Graphics and Geometric Modeling**, Baton Rouge, Louisiana, USA, May 25 – 27, 2009
117. **CGI 2009, Computer Graphics International**, Victoria, British Columbia, Canada, May 26 – 29, 2009
118. **VRIC'09, Rencontre Internationales de la Réalité Virtuelle**, Laval, France, April 22 – 26, 2009
119. **SCCG 2009, Spring Conference on Computer Graphics**, April 23 – 25, 2009
120. **I3D 2009, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games**, Boston, USA, February 27 – March 01, 2009
121. **Second EG Workshop on 3D Object Retrieval**, Germany, March 2009
122. **ACHI 2009, Second International Conferences on Advances in Computer-Human Interactions**, Cancun, Mexico, February 2009
123. **WINVR09, World Conference on Innovative Virtual Reality**, Chalons-Sur-Saone, France, February 2009

124. **GRAPP 2009, Third International Conference on Computer Graphics Theory and Applications**, Lisboa, Portugal, February 2009
125. **MMM2009, 15th International MultiMedia Modeling Conference**, Sophia Antipolis, France, January 2009

Ongoing PhDs in NTU (as co-supervisor or mentor)

1. Anoop Kumar SINHA, Research Topic: Inferring Human Intentions in Human-Robot Interaction
2. LIU Tianrui, Research Topic: Building geometry reconstruction using UWB radar with deep learning approach
3. TIAN Li, Research Topic: Natural Grasping with the Humanoid Hand
4. ZHANG Zhijie, Research Topic: Multiparty Human-Robot Interaction
5. CAI Yujun, Research Topic: Understanding Human Behaviours using RGB-D Sensor

Past PhDs Students from NTU (under my co-supervision)

1. BIAN Zhenpeng, PhD, Research Topic: Motion Capture Processing
2. CHENG Peng, PhD, Research Topic: Modelling and Animating 3D Chinese Water Colour Paintings
3. FANG Hui, PhD, Research Topic: Behavior Modeling for Effective Decision Making in Virtual Worlds
4. YUAN Quan, PhD, Research Topic: Research on Multimedia Community-based Question Answering
5. ZHANG Wenjing, PhD, Research Topic: 3D Simulation of Articulation in Physiological Human
6. ZHANG Yuzhe, PhD, Research Topic: Automatic 3D Clothing: from 2D Pattern to Garment
7. ZHU Hongyuan, PhD, Research Topic: Interactive Image Segmentation
8. Athirai Aravazhi IRISSAPPANE, PhD, Research Topic: Developing a Testbed for Evaluating Trust Management Systems in Virtual Reality Environments
9. HOU Junhui, PhD, Research Topic: 3D Content Processing and Delivery over Communication Network
10. GU Yuanlong William, PhD, Research Topic: Social Robotics
11. ZHANG Juzheng, PhD, Research Topic: Modeling Virtual Human With Episodic Memory
12. GE Lihao, PhD, Research Topic: Hand Pose Estimation and Gesture Analysis
13. CHAKRABORTY Debsubhra, PhD, Research Topic: Real-time Feedback System for Monitoring and Enhancing Multi-party Discussions
14. DINH Quang Huy, PhD, Research Topic: Secure Multi-modal Interface with Augmented Reality
15. Subbarao Nikhil NARAYAN, PhD, Research Topic: Automated Thyroid Nodule Detection using 2D Ultrasound Images
16. LI Bingbing, PhD, Research Topic: Robotic Enhanced Communication

3D Films, Live Shows and Museum Exhibitions

1. **More than hundred films produced on Nadine social robot on YouTube**
(https://www.youtube.com/results?search_query=nadine+social+robot)
2. **Participation in the Special Exhibition**, "IT began with Ada. Women in computer history", Ada Lovelace, Computer Museum in Paderbon, Germany, September 02, 2015 to July 10, 2016
3. **3D Multiscale Soccer Player video**, MultiScale Human, European Research, 2015
(<https://www.youtube.com/watch?v=GLYCdXPGjdM>)
4. **Real-time Interaction with Nadine Humanoid Robot**, End of 2013 Party, Swissnex, Singapore, December 05, 2013
(<https://www.youtube.com/watch?v=wpJd3kV7wXl>)

5. **IMI Mixed Reality Fashion Show**, End of 2012 Party Swissnex, Singapore, December 06, 2012
(<https://www.youtube.com/watch?v=ysC1OAO-WQQ>)
6. **SIGGRAPH ASIA 2012 Fashion Show**, 5th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore, November 28 – December 01, 2012
(<https://www.youtube.com/watch?v=GEsbNvH4DOA>)
7. **The Illusion of Intelligence**, AAI Video Competition 2012, Best Student Video Award, July 2012
(<https://www.youtube.com/watch?v=6ZoHblnnvro>)
8. **Virtual and Live Fashion Show**, New Media Village @ IMI, Singapore, October 11 – 13, 2011
(https://www.youtube.com/watch?v=Wi7w_3bPxbk)
9. **High Fashion in Equations & Interactive 3D Virtual Try On**, Digital Nights 2010, A showcase of international & digital arts installations at Orchard Road, Singapore Art Museum and Sculpture Square, Singapore, September 17 – 26, 2010
10. **Virtual Hip Joint**, Eurographics Medical 1st Prize, 2009
(<https://www.youtube.com/watch?v=3bXWnwL-6Rc>)
11. **A Day in the Life of John Calvin**, Exhibition at the International Museum of the Reform at Geneva, Switzerland, April – October 2009

Press File and Media Productions

More than 150 press articles, video news releases, have been produced for social autonomous robot Nadine. Some of these articles which were published internationally were from: Fox News (US), Toronto Sun (Canada), Huffington Post, News Max (US), Reuters, The Daily Mail, Press Telegraph, Computer World, Asian Scientist, Newsweek, Market Business News, Wired, Charlotte Observer, CIO Today, Fox 5, WGN TV, nytimes, BBC World Service, Fortune, The Times Gazette, The Straits Times, ABC News, Sky News, Forbes, Nsnbc International, The Tribune, Times of India, Independent, abcNEWS, MTV, Daily Express, New York Post, Newsweek, The Financial Express, Tamil Murasu, The Daily Telegraph, The Sun, United Press International, International Business Times, MSN, Wired (UK), The Economic Times, Yahoo News, University Herald, The New Paper Online, United Press International, Daily Mail Online, etc.

(http://imi.ntu.edu.sg/IMIRResearch/Research_Areas/Nadine/Pages/PressReleases.aspx)

(<https://www.youtube.com/playlist?list=PLoWgnh2xllkAD0LNCP31LEav4KGj0gYGF>)

2019

1. **World AI Leaders from Dell Technologies, Rolls-Royce and Kryon, among others, discuss AI Strategies in Singapore**, Retail News Asia, Aug 05, 2019
(https://www.dropbox.com/s/kz808omsaq4lcki/Retail%20News%20Asia_050819_World%20AI%20Leaders%20from%20Dell%20Technologies%2C%20Rolls-Royce%20and%20Kryon%2C%20among%20others%2C%20discuss%20AI%20Strategies%20in%20Singapore.pdf?dl=0)
2. **OCBC Bank co-designs programme to groom 200 data scientists and analysts**, HumanResources, Jul 09, 2019
(https://www.dropbox.com/s/yy80uhfglwp3egg/HumanResources_090719_OCBC%20Bank%20co-designs%20programme%20to%20groom%20200%20data%20scientists%20and%20analysts.pdf?dl=0)

3. **Nadine, el robot que muy pronto estará presente en residencias del mundo entero**, 65ymas.com, Jun 09, 2019, Spanish
(https://www.dropbox.com/s/1zm9b3h13zmozth/65ymas.com_090619_Nadine%2C%20el%20robot%20que%20muy%20pronto%20estar%C3%A1%20presente%20en%20residencias%20del%20mundo%20entero.pdf?dl=0)
4. **Wir Menschen brauchen Hilfe von Robotern**, Salzburger Nachrichten, Apr 10, 2019, German
(https://www.dropbox.com/s/lbj4yvykc1zyclv/Salzburger%20Nachrichten_100419_Wir%20Menschen%20brauchen%20Hilfe%20von%20Robotern.pdf?dl=0)
5. **Commentary: Countries are not responding well to automation**, Channel NewsAsia, Jan 28, 2019
(https://www.dropbox.com/s/wbi2hm98qst6lqn/Channel%20NewsAsia_280119_Commentary%20Countries%20are%20not%20responding%20well%20to%20automation.pdf?dl=0)
6. **Meet the trailblazing humanoid robots in AIA Singapore's customer service centres**, Singapore Business Review, Jan 22, 2019
(https://www.dropbox.com/s/Invnmk29v3qpw2y/Singapore%20Business%20Review_220119_Meet%20the%20trailblazing%20humanoid%20robots%20in%20AIA%20Singapore%27s%20customer%20service%20centres.pdf?dl=0)

2018

7. **Voici Nadine, une humanoïde qui va accueillir les clients d'une compagnie assurance de Singapour !**, LCI, October 15, 2018, French
(https://www.dropbox.com/s/gealpna0uo5co76/LCI_151018_Voici%20Nadine%2C%20une%20humano%C3%AFde%20qui%20va%20accueillir%20les%20clients%20d%27une%20compagnie%20assurance%20de%20Singapour%21.pdf?dl=0)
8. **Weltbürger**, Geo Perspektive 2018 Special Issue 13, October 05, 2018, German
(https://www.dropbox.com/s/2h81dpnzqoc4p0q/Geo%20Perspektive_081018_Weltb%C3%BCrger.pdf?dl=0)
9. **Commentary: A while more before robots and artificial intelligence run our lives for us**, Channel NewsAsia, Jun 13, 2018
(https://www.dropbox.com/s/e6s3ws8ktmj57q7/Channel%20NewsAsia_130618_Commentary%20A%20while%20more%20before%20robots%20and%20artificial%20intelligence%20run%20our%20lives%20for%20us.pdf?dl=0)
10. **Nadine a socially intelligent human looking robot**, stumagz, Jun 04, 2018
(https://www.dropbox.com/s/xgm0aabyqqnf5xn/stumagz_040618_Nadine%20a%20socially%20intelligent%20human%20looking%20robot.pdf?dl=0)
11. **Asia of cooperation will shape this century, says PM Modi in Singapore**, India Today, Jun 02, 2018
(https://www.dropbox.com/s/7e3ywasekac8gkv/India_Today_020618_Asia%20of%20cooperation%20will%20shape%20this%20century%2C%20says%20PM%20Modi%20in%20Singapore.pdf?dl=0)
12. **NTU strengthens partnerships in India during Modi visit**, Channel NewsAsia Singapore, Jun 01, 2018
(https://www.dropbox.com/s/pgv9la95q5w1aes/Channel_NewsAsia_010618_NTU%20strengthens%20partnerships%20in%20India%20during%20Modi%20visit.pdf?dl=0)
13. **21st century for Asians, PM Modi in Singapore**, DailyHunt, Jun 01, 2018

https://www.dropbox.com/s/kgwlhuvmxlfsow2/DailyHunt_010618_21st%20century%20for%20Asians%20CPM%20Modi%20in%20Singapore.pdf?dl=0

14. **Day 2 of PM Modi's visit to Singapore**, Connected to India, Jun 01, 2018
https://www.dropbox.com/s/v1910sw9s8kyn5j/Connected%20to%20India_010618_Day%20%20of%20PM%20Modi%27s%20visit%20to%20Singapore.pdf?dl=0
15. **El futuro ya está aquí, en la región de O'Higgins**, El Tipógrafo, May 25, 2018, Spanish
https://www.dropbox.com/s/n9fd5upl8ghw5td/EI%20Tip%C3%B3grafo_250518_EI%20futuro%20ya%20est%C3%A1%20aqu%C3%AD%2C%20en%20la%20regi%C3%B3n%20de%20O%2E%80%99Higgins.pdf?dl=0
16. **The Big Read: The rise of artificial intelligence and how lives will forever be changed**, Channel NewsAsia, May 08, 2018
https://www.dropbox.com/s/rnhhyejf6pb54ar/Channel%20NewsAsia_080518_The%20Big%20Read%20The%20rise%20of%20artificial%20intelligence%20and%20how%20lives%20will%20forever%20be%20changed.p df?dl=0
17. **Nadia Magnenat y los avances de la robótica en Singapur**, Biblioteca del Congreso Nacional de Chile (BCN), Feb 15, 2018, Spanish
https://www.dropbox.com/s/oquqqr14xs9bdx/Biblioteca%20del%20Congreso%20Nacional%20de%20Chile%20%28BCN%29_150218_Nadia%20Magnenat%20y%20los%20avances%20de%20la%20rob%C3%B3tica%20en%20Singapur.pdf?dl=0
18. **Nadia Thalmann: "En un plazo de diez o 20 años más, todo el mundo tendrá un robot social"**, AméricaEconomía, Jan 19, 2018, Spanish
https://www.dropbox.com/s/8iw1uyllucx83i1/Am%C3%A9ricaEconom%C3%ADa_190118_Nadia%20Thalman n%20En%20un%20plazo%20de%20diez%20o%2020%20a%C3%B1os%20m%C3%A1s%20todo%20el%20mundo%20tendr%C3%A1%20un%20robot%20social.pdf?dl=0
19. **Congreso Futuro: Desde la automatización y el transhumanismo al mundo cyborg**, El Mostrador, Jan 16, 2018, Spanish
https://www.dropbox.com/s/4i59sgdvr2e317h/EI%20Mostrador_160118_Congreso%20Futuro%20Desde%20 la%20automatizaci%C3%B3n%20y%20el%20transhumanismo%20al%20mundo%20cyborg.pdf?dl=0
20. **Una nueva revolución de la IA: Robots inteligentes y emocionales, el nuevo componente social**, El Mostrador, Jan 10, 2018, Spanish
https://www.dropbox.com/s/mcprpvka3wg37gu/EI%20Mostrador_100118_Una%20nueva%20revoluci%C3%B3n%20de%20la%20IA%20Robots%20inteligentes%20y%20emocionales%2C%20el%20nuevo%20compon ente%20social.pdf?dl=0
21. **La "toma de conciencia" es el tema principal del Congreso del Futuro 2018**, Innovación.cl, Jan 01, 2018, Spanish
https://www.dropbox.com/s/v9wvb8thxrhzwse/Innovaci%C3%B3n.cl_020118_La%20%2E%80%99Ctoma%20 de%20conciencia%2E%80%9D%20es%20el%20tema%20principal%20del%20Congreso%20del%20Futuro %202018.pdf?dl=0

2017

22. **'Human+' exhibit explores the future of humanity**, Nadine, CNET
https://www.dropbox.com/s/rr01rnf8290zq1b/CNET_%27Human%2B%27%20exhibit%20explores%20the%20ofuture%20of%20humanity%2C%20Nadine.pdf?dl=0

23. **HUMAN+ Showcases the Future of Our Species**, Indesign Live, May 30, 2017
(https://www.dropbox.com/s/qsvglxmvh63po7w/Indesign%20Live_300517_HUMAN%2B%20Showcases%20the%20Future%20of%20Our%20Species.pdf?dl=0)
24. **Chat With A Female Robot (Who's Made To Look Just Like Her Creator)**, 8 Days, May 27, 2017
(https://www.dropbox.com/s/pxu4fnol67il3ys/8_Days_270517_Chat%20With%20A%20Female%20Robot%20%28Who%27s%20Made%20To%20Look%20Just%20Like%20Her%20Creator%29.pdf?dl=0)
25. **The cyborgs have arrived!**, Rosette Media, May 22, 2017
(https://www.dropbox.com/s/g3z99lpohqx514z/Rosette_Media_220517_The%20cyborgs%20have%20arrived%21.pdf?dl=0)
26. **"Human+: The Future of Our Species" exhibition held in Singapore**, Xinhua News, May 18, 2017
(https://www.dropbox.com/s/w726vioyo0gr7h1/Xinhua_News_180517_Human%2B%20The%20Future%20of%20Our%20Species%20exhibition%20held%20in%20Singapore.pdf?dl=0)
27. **Conversation with a humanoid robot (Print Edition)**, The Straits Times, life weekend, May 19, 2017
(https://www.dropbox.com/s/72qi5kyaboul8d4/The_Straits_Times_life_190517_Conversation%20with%20a%20humanoid%20robot.pdf?dl=0)
28. **Conversation with a humanoid robot (Digital Edition)**, The Straits Times, lifestyle, May 19, 2017
(https://www.dropbox.com/s/4cnfkpz7mepolkj/The_Straits_Times_lifestyle_190517_Conversation%20with%20a%20humanoid%20robot.pdf?dl=0)
29. **Singapore's receptionist robot makes her public debut at ArtScience Museum's futuristic show**, Channel NewsAsia Singapore, May 19, 2017
(https://www.dropbox.com/s/b78p3w3k8jmejkr/Channel_NewsAsia_190517_Singapore%E2%80%99s%20receptionist%20robot%20makes%20her%20public%20debut%20at%20ArtScience%20Museum%E2%80%99s%20futuristic%20show.pdf?dl=0)
30. **Future babies**, The Global Times, May 18, 2017
(https://www.dropbox.com/s/rdccsp4kdpflvw3/The_Global_Times_180517_Future%20babies.pdf?dl=0)
31. **Staying In Focus with... Professor Nadia Thalmann**, In Focus, Apr 13, 2017
(https://www.dropbox.com/s/5amw1hklzwrht4/In%20Focus_130417_Staying%20In%20Focus%20with%20E2%80%A6%20Professor%20Nadia%20Thalmann.pdf?dl=0)
32. **Habla creadora de la humanoide que trabaja como recepcionista**, Las Últimas Noticias, Apr 09, 2017, Spanish
(https://www.dropbox.com/s/zm9hd7pt4fco55a/Las%20%20C3%9Altimas%20Noticias_090417_Habla%20creadora%20de%20la%20humanoide%20que%20trabaja%20como%20recepcionista.pdf?dl=0)
33. **Nadia Thalmann, la científica que creó el primer robot social en una versión más joven de si misma**, El Mostrador, Mar 28, 2017, Spanish
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Funded Research Projects

Social Robot Application Software and Installation for Demonstration and Learning at AIA

- Funding Support: Nanyang Technological University
- Period of Funding: 01 April 2018 – 20 August 2018

The project is a joint collaboration between AIA Singapore and NTU's Institute for Media Innovation and Cyber Security Research Centre @ NTU. The goal of the project is to develop a specific software dedicated to AIA applications, and to demonstrate the potential of a humanoid social robot using this specific software in a commercial setting.

Realistic Immersion with Virtual Humans (PLAY-IT)

- Funding Support: National Research Foundation under the NRF-NSFC Joint Research Grant Call (Data Science)
- Period of Funding: 01 January 2017 – 31 December 2019

The programme is a joint cooperation between China's Institute of Software, Chinese Academy of Sciences and NTU's Institute for Media Innovation. The goal of the programme is to introduce new realistic models of perception-attention-action process for virtual humans in order to improve the naturalness of their behaviour.

BeingTogether Centre (BTC Phase 2)

- Funding Support: National Research Foundation, Interactive Digital Media Programme Office (IDMPO) on 3D Telepresence Display including Virtual and Augmented Reality and Interactive Social Robot including Human-Like Perception/Animation
- Period of Funding: 01 October 2016 – 30 September 2020
- Centre Co-Directors: Prof Nadia MAGNENAT THALMANN, NTU, Singapore and Prof Henry FUCHS, UNC Chapel Hill, USA

BeingTogether Centre is an extension of International Research Centre into RIE2020 that is based mainly at the Institute for Media Innovation (IMI) in Nanyang Technological University (NTU), Singapore.

It is funded by the National Research Foundation with joint effort from UNC Chapel Hill (USA). The objective of the BeingTogether Centre is to enable real and virtual humans, social robots, real and virtual objects can simultaneously interact in a space that is a geometrically consistent blend of different remote real spaces and synthetic environments. The result will cause enormous impact on the ability to communicate anywhere and at any time with anyone.

BeingThere Centre (BTC Phase 1)

- Funding Support: Media Development Authority of Singapore on 3D Telepresence, including Virtual Humans and Social Robots
- Period of Funding: 15 December 2010 – 30 September 2016
- Centre Co-Directors: Prof Nadia MAGNENAT THALMANN, NTU, Singapore, Prof Henry FUCHS, UNC Chapel Hill, USA and Prof Markus GROSS, ETH Zurich, Switzerland

BeingThere Centre is an International Research Centre for Telepresence and Telecollaboration based mainly at the Institute for Media Innovation (IMI) in Nanyang Technological University (NTU), Singapore.

It is funded by Media Development Authority of Singapore with joint effort from ETH Zurich (Switzerland), UNC Chapel Hill (USA) and NTU (Singapore). The objective of the BeingThere Centre is to make major technological and systems-level advances leading to a 3D credible experience of Telepresence in a fitted room using a mobile platform. The result

will be a breakthrough in the quality of interpersonal communication at a distance allowing for eye contact and proper motion parallax among a group of users.

Augmented & Mixed Reality Seeing Through Project

- Funding Support: Lee Kong Chian School of Medicine, NTU
- Period of Funding: April 2015 – March 2016

The project “Seeing Through”: Immersive Real-time Display for Teaching Digital Rectal Examinations on a Bench-top Model, is a joint cooperation between Imperial College London, NTU’s Institute for Media Innovation and Lee Kong Chian School of Medicine. Its goal is to create a real-world-augmented simulation of a “DRE” procedure by utilizing latest technologies in 3D scanning, positional tracking and VR-visualization. The project goal is to allow medical students to perceive the procedure with additional information and feedback, which are not available in regular teaching process.

Virtual Pink Dolphin-Assisted Therapy for Children with Autism

- Funding Support: Temasek Trust Funded Singapore Millennium Foundation
- Period of Funding: 01 September 2013 – 31 August 2016

Recently, more media attention was drawn on the increase of autism with the international prevalence rate 0.6% applied across cultures. Research on autism and development of therapy for autism are of worldwide interest today. Several studies show dolphin-assisted-therapy (DAT) has positive effect to children-with-autism in terms of anxiety/stress relief, communication/learning improvement, and cognitive-performance/self-confidence increase. The intelligence and spontaneous play behavior of dolphins could be the distinguishing features helping enhance the therapeutic value of DAT.