



## Nadia Magnenat Thalmann - Short CV (2008-2018)

### Degrees

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

### Positions

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2009- Present	Visiting Professor at the School of Computer 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

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2018	<b>Second Best Paper Award for Time scaled interactive object driven Multi-party VR</b> , The 35 <sup>th</sup> 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) ( <a href="http://www.cgs-network.org/cgi18/#about">http://www.cgs-network.org/cgi18/#about</a> )
2018	<b>Best Paper Award Runner-up for Automated Lexical Analysis of Interviews with Schizophrenic Patients</b> , The 9 <sup>th</sup> 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) ( <a href="https://www.dropbox.com/s/fkhyd1979v0o47/IWSDS_Award_XSH.pdf?dl=0">https://www.dropbox.com/s/fkhyd1979v0o47/IWSDS_Award_XSH.pdf?dl=0</a> )

- 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/moooeosd25g4zty/Best%20Paper%20Award%20at%202017%20ICCM.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/vebs259o5vvionc/Best%20Overall%20Paper%20Award%20at%20IEEE%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/c15uav11bq398i0/Awarded%20Guest%20Professor%20at%20the%20University%20of%20Xiamen%20by%20the%20President%20of%20the%20University.pdf?dl=0>)
- 2013 **CGI Career Achievement Award**  
Computer Graphics International 2013, Germany, 2013  
(<http://cgi2013.welfenlab.de/>)
- 2012 **Humboldt Research Award**  
Alexander von Humboldt Foundation, Germany, 2012  
([https://www.dropbox.com/s/2rmodkodpqpomg7/Prix\\_Humboldt.pdf?dl=0](https://www.dropbox.com/s/2rmodkodpqpomg7/Prix_Humboldt.pdf?dl=0))
- 2012 **The Canadian Human Computer Communications Society Achievement Award**, Canadian Human Computer Communications Society, Canada, 2012  
(<http://www.cs.ubc.ca/~ksbooth/gi/archive/achvmnt2012-en.html>)
- 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)  
(<http://aivideocompetition.org/the-illusion-of-intelligence/>)
- 2010 **Honorary Doctorate** from the *University of Ottawa, Canada*, June 4, 2010  
(<http://www.uottawa.ca/president/bio/magnenat-thalmann-nadia>)  
(<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.eg.org/wp/eurographics-awards-programme/the-distinguished-career-award/distinguished-career-award-2010-nadiamagnenat-thalmann/>)
- 2009 **Dr. Honoris Causa in Natural Sciences** from the *Leibniz University of Hannover, Hannover* January 22, 2009  
(<https://www.uni-hannover.de/de/universitaet/profil/ehrunge/von-der-leibniz-universitaet-verliehene-auszeichnungen/ehrendoktoren/>)
- 2009 **First Medical Prize for its innovative use of computer graphics for anatomical and patient specific modeling**, *Eurographics 2009*, April 1, 2009  
(<http://www.eurographics2009.de/program/medprize>)

- 2007      **XIX International Forum Computer Space Film Competition Award**, Sofia, Bulgaria, for the film: "High Fashion in equations", 2007  
(<http://www.scas.acad.bg/cs2007/index.php?lang=2&section=131&id=2>)
- 2007      **CGI Film Festival Award** at *Computer Graphics International 2007*, Petrópolis, Brazil, for the film: "High Fashion in equations", 2007  
(<http://www.inf.ufrgs.br/cgi2007/vidfestival.html>)
- 2007      **Selected as one of the 100 leading personalities in the French region of Switzerland** by the magazine "L'Hebdo", May 2007

## Invited Talks and Keynotes

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1. Invited talk at The ICAT-EGVE 2018 conference, "**Mixed populated realities**", Limassol, Cyprus, November 07-09, 2018  
(<http://icat-egve2018.rise.org.cy/professor-nadia-magnenat-thalmann/>)
2. Invited talk at The 2018 World Conference on VR Industry (2018 WCVRI), "**Mixed populated realities**", Nanchang, China, October 19-21, 2018  
([http://sist.shanghaitech.edu.cn/sist\\_en/2018/1030/c3863a35086/page.htm](http://sist.shanghaitech.edu.cn/sist_en/2018/1030/c3863a35086/page.htm))
3. Invited talk at The 7th Moscow International Forum, "**Human and Robotic Interaction**", Skolkovo Innovation Center, Moscow, Russia, October 15-17, 2018  
(<https://openinnovations.ru/en/speakers/115>)  
(<https://openinnovations.ru/en/video>)
4. Invited talk at Slush 2018, "**Morality in Robots**", Zepp@BIGBOX, Singapore, September 14, 2018  
(<http://singapore.slush.org/why-attend/speakers/>)
5. Invited talk at The fifth annual Milken Institute Asia Summit 2018, "**Artificial Intelligence, Real Impact**", Four Seasons, Singapore, September 13-14, 2018  
(<https://www.milkeninstitute.org/events/conferences/summit/asia-summit-2018/speaker-detail/32303>)
6. Invited talk at The L'Échappée Volée, "**THE HUMANOÏD ROBOT CREATOR**", À LA SEINE MUSICALE, France, July 4-5, 2018  
(<https://www.lechappeevolee.com/>)
7. 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 1, 2018  
(<https://www.caux.ch/fr/elb-2018-intervenant-e-s>)
8. 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.conferences-db.com/asiapacific/accessasia18/welcome>)
9. 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://experts.credit-suisse.com/en/megatrends/2018-conference/detail-video/session-one>)
10. Invited talk at Dentsu Aegis Network Conference 2018, "**Embracing Disruption**", Marina Bay Sands, Singapore, March 22, 2018

(<https://www.corporatenetwork.com/events/singapore-asia-pacifics-digital-disruption-the-next-set-of-waves/>)

11. Invited talk at The 7th Congreso del Futuro 2018, "**CONVERSATORIO: UN MUNDO CYBORG**", Santiago, Chile, January 15-18, 2018  
(<http://www.congresofuturo.cl/category/expositores/#charla17110>)
12. 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  
([http://www.congress.curaviva.ch/frontend/index.php?page\\_id=2365](http://www.congress.curaviva.ch/frontend/index.php?page_id=2365))
13. 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://lon.objectstorage.open.softlayer.com/v1/AUTH\\_d9ae7582733d454a9082da895746e818/globalassets/2017/04/170913\\_Abstract\\_Linkoping\\_rev1.pdf](https://lon.objectstorage.open.softlayer.com/v1/AUTH_d9ae7582733d454a9082da895746e818/globalassets/2017/04/170913_Abstract_Linkoping_rev1.pdf))
14. 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 6, 2017  
(<http://www.chinaeu.eu/chinaeu-at-the-13th-china-international-software-product-information-service-trade-fair-in-nanjing/>)
15. 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
16. Invited talk at The 7<sup>th</sup> WIEF-UiTM Global Discourse on Artificial Intelligence, "**A.I and Social Robots**", Kuala Lumpur Convention Centre, Kuala Lumpur, Malaysia, May 15, 2017  
([http://wief.org/wet\\_event/7th-wief-global-discourse-2017-kuala-lumpur/](http://wief.org/wet_event/7th-wief-global-discourse-2017-kuala-lumpur/))  
(<https://youtu.be/zu99NOUmhto>)
17. Invited talk at The 6th Puerto de Ideas Valparaíso, "**Robots social partners of the future?**", Antofagasta, Chile, April 07-09, 2017  
(<http://www.puertodeideas.cl/nadia-magnenat-thalmann/>)
18. Invited talk at The International Conference on Nextgen Electronic Technologies: Silicon to Software, Imaging and Computer Graphics Theory and Applications (ICNETS<sup>2</sup>), "**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.icnets2.com/dump/keynote-speakers>)
19. Invited talk at The 12<sup>th</sup> 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  
(<http://www.visigrapp.org/KeynoteSpeakers.aspx?y=2017>)
20. 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  
([http://www.essec.edu/media/asia-pacific/news/press\\_release\\_-\\_imagination\\_week\\_2017\\_-\\_singapore.pdf](http://www.essec.edu/media/asia-pacific/news/press_release_-_imagination_week_2017_-_singapore.pdf))
21. Invited talk at The 15<sup>th</sup> 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 (<http://www.vrc.ai.org/2016/keynote-speakers/>)
22. 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  
(<http://iaesonline.com/eecsi/2016/expo-speakers/>)

23. Invited talk at The 22<sup>nd</sup> 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 (<http://www.vrst2016.lrz.de/keynotes-award/>)
24. Invited talk at The 38<sup>th</sup> International Conference of Data Protection and Privacy Commissioners (ICDPPC), "**In-depth Discussion: Robotics and Artificial Intelligence**", Marrakesh, Morocco, October 16-21, 2016 (<https://www.privacyconference2016.org/sites/default/files/38econfglobal-program-en.pdf>)
25. 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://secure.kwsp.gov.my/microsite/issc/day2.jsp>)
26. Invited talk at The International Society For Photogrammetry and Remote Sensing (ISPRS 2016), "**Automatic modelling of Virtual Humans**", Prague, Czech Republic, July 12-19, 2016 ([http://www.isprs2016-prague.com/img/speakers/abstracts/ISPRS\\_Keynote%20Abstract\\_-\\_Nadia\\_Thalmann.pdf](http://www.isprs2016-prague.com/img/speakers/abstracts/ISPRS_Keynote%20Abstract_-_Nadia_Thalmann.pdf))
27. Invited talk at The 33<sup>rd</sup> 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 1, 2016 ([http://www.ics.forth.gr/CGI2016/?page\\_id=297](http://www.ics.forth.gr/CGI2016/?page_id=297))
28. Invited talk at Zeppelin Museum Friedrichshafen, "**Der humanoide Roboter Nadine: Ein Begleiter für Bürger?**", Friedrichshafen, Germany, May 19, 2016 (<http://www.zeppelin-museum.de/downloads/zm-gp2-screen.pdf>)
29. Invited talk at University of Oxford, "**Modelling Behaviour for Virtual Humans and Social Robots: recent developments and what next?**", University of Oxford, Oxford, United Kingdom, April 26, 2016 (<https://www.cs.ox.ac.uk/seminars/1514.html>)
30. Invited talk at Heinz Nixdorf MuseumsForum, "**The humanoid robot Nadine: A companion for citizens**", Paderborn, Germany, April 21, 2016 ([http://www.hnf.de/termine/vortraege/am-anfang-war-ada/date/2016/04/21/cal/event/tx\\_cal\\_phpicalendar/der\\_humanoide\\_roboter\\_nadine\\_ein\\_begleiter\\_fuer\\_buerger.html](http://www.hnf.de/termine/vortraege/am-anfang-war-ada/date/2016/04/21/cal/event/tx_cal_phpicalendar/der_humanoide_roboter_nadine_ein_begleiter_fuer_buerger.html))
31. 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 (<http://www.welfenlab.de/vortrag-nadine-a-new-social-robot-.html>)
32. 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 (<http://sist.shanghaitech.edu.cn/NewsDetail.asp?id=516>)
33. Invited talk at Ada Lovelace Festival, "**Virtual Humans and Social Robots: What are the Challenges, What they can Do?**", Berlin, Germany, October 28, 2015 (<http://wiwo.konferenz.de/ada/programmuebersicht/>)
34. 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 (<http://www.ifp.uni-stuttgart.de/phowo/2015/presentations/index.en.html>)

35. Invited talk at Visual Computing Summer School, "**Social Robots & Virtual Humans: State of the Art and What is Next?**", Shandong University, Qingdao, China, 20 July 2015
36. Keynote lecture at Computer Assisted Radiology and Surgery (CARS 2015), "**Modelling Human Joints: 20 Years of Research and Beyond**", Barcelona, Spain, June 24-27, 2015 ([http://eusomii.altervista.org/alterpages/files/CARS2015\\_2nd\\_announcement.pdf](http://eusomii.altervista.org/alterpages/files/CARS2015_2nd_announcement.pdf))
37. Participation to a Panel at Conference on the Future of the Doctorate, European Commission, "**Supervision and Quality Assurance**", Riga, Latvia, May 28-29, 2015 ([https://ec.europa.eu/research/mariecurieactions/sites/mariecurie/files/2016-future-doctorate-supervision-quality-assurance\\_en.pdf](https://ec.europa.eu/research/mariecurieactions/sites/mariecurie/files/2016-future-doctorate-supervision-quality-assurance_en.pdf))
38. 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 ([http://conference.ntu.edu.sg/casa2015/Workshops/Pages/About\\_the\\_Workshop.aspx](http://conference.ntu.edu.sg/casa2015/Workshops/Pages/About_the_Workshop.aspx))
39. 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
40. 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 (<http://iccv.org/2015/workshop/>)
41. Keynote speech at International Workshop in SIGGRAPH Asia 2014, "**Modelling Awareness and Social Behaviour of Virtual Humans and Social Robots**", Shenzhen, China, December 3, 2014 (<http://conference.ntu.edu.sg/sgavh2014/Pages/program.aspx>)
42. 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 ([http://icdh.sysu.edu.cn/ICDH2016/pages/old\\_keynoteSpeakers.html](http://icdh.sysu.edu.cn/ICDH2016/pages/old_keynoteSpeakers.html))
43. 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 (<http://ic3i.org/2014/keynote.html>)
44. 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 (<http://mmsp2014.ilearning.me/357-2/>)
45. 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 (<http://rp-www.cs.usyd.edu.au/~cgi14/program/keynotespeakers.php>)
46. 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 ([http://imi.ntu.edu.sg/AboutIMI/DirectorOfIMI/Documents/CHIC\\_FORUM\\_2014\\_poster.pdf](http://imi.ntu.edu.sg/AboutIMI/DirectorOfIMI/Documents/CHIC_FORUM_2014_poster.pdf))
47. 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 (<http://bookwhen.s3.amazonaws.com/assets/documents/7330/original.pdf?1393487746>)



48. Invited talk at The 2nd EMBO Conference on Visualizing Biological Data (VIZBI 2014), "**Human Anatomy**", Heidelberg, Germany, March 7, 2014
49. 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  
(<http://aaas.confex.com/aaas/2014/webprogram/Session7006.html/>)
50. Keynote speech at Xiamen University, "**Cloth Simulation, Virtual Try On and Fashion Show**", Xiamen University, China, October 14, 2013  
([http://imi.ntu.edu.sg/Documents/banner/img/mainpix/keynote\\_speech\\_Xiamen\\_University.jpg](http://imi.ntu.edu.sg/Documents/banner/img/mainpix/keynote_speech_Xiamen_University.jpg))
51. Invited talk at Virtual Humans and Cognitive Modeling Workshop, "**Interacting with Virtual Characters and Social Robots**", Institute for Media Innovation, Singapore, April 26, 2013
52. Invited talk at Workshop on 3D Displays and Related Technologies, "**Interacting with Social Robots and Virtual Humans**", Nanyang Executive Centre Auditorium, Singapore, February 4, 2013
53. Invited talk at International Conference on Wireless Algorithms, Systems, and Applications WASA2012, "**Modelling Multiscale Human: A Marie Curie European Project**", Singapore, November 27, 2012  
(<http://www.ice.ci.ritsumei.ac.jp/~ruck/PAP/wasa12CGT.pdf>)
54. Keynote speech at iKNOW: Advancement in Innovation and Technology, "**Virtual Humans & Social Robots**", Manila, Philippines, November 24, 2012
55. Invited talk at Computational Visual Media Conference, Tsinghua University, "**Visualization of 3D Garments : Problems and Solutions**", Beijing, China, November 8-10, 2012
56. Invited talk at Workshop on 3D Virtual Patients, Nanyang Technological University, "**The 3D Patient: A Study of the Lower Leg**", Singapore, November 5, 2012
57. Keynote speech at International Conference on Cultural Heritage, EUROMED2012, "**Cultural Heritage in Fashion: Preserving Ancient Dresses through 3D Simulation**", Lemesos, Cyprus, 29 October – 3 November 2012 (<http://www.euromed2012.eu/index.php/programme/>)
58. Invited talk at Graduate School of Computer Technology, KAIST, "**The 3D Virtual Patient**", Korea, November 1, 2012
59. Invited talk at Festival Della Scienza Bellezza, "**Digital Atlases of The Human Body**", Genova, Italy, October 26, 2012
60. Invited talk at Marie Curie Actions shaping the European Research and Innovation Landscape, "**Should I Stay or Should I Go?**", July 3-4, 2012, Flagey Theatre, Brussels, Belgium  
([http://ec.europa.eu/research/conferences/2012/marie-curie-brussels/index.cfm?pg=speaker&name=Magnenat Thalmann](http://ec.europa.eu/research/conferences/2012/marie-curie-brussels/index.cfm?pg=speaker&name=Magnenat+Thalmann))
61. Keynote speech at Graphics Interface 2012, "**The Physiological Virtual Human**", Toronto, Ontario, Canada, May 28-30, 2012 (<http://web.cs.dal.ca/~sbrooks/gi2012/program.html>)
62. Invited talk at CoE Seminar Series on New Media, Nanyang Technological University, "**Defining Personality, Mood and Emotions for Social Robots**", Singapore, May 22, 2012
63. 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 7-10, 2012 ([http://www.acrc.a-star.edu.sg/astaratipreg\\_2012/speakers.html](http://www.acrc.a-star.edu.sg/astaratipreg_2012/speakers.html))

64. 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 (<http://www3.ntu.edu.sg/imi/3d-idm/speakers.html>)
65. Invited talk at Ritsumeikan University, “**Videocapturing for Medical Applications**”, Japan, January 21, 2012
66. Invited speech at University of North Carolina, “**Next Generation of Virtual Humans and Social Robots**”, Chapel Hill, USA, November 18, 2011
67. Keynote speech at University of Ottawa, “**Virtual Humans and Social Robots: Our Upcoming Partners**”, Canada, November 15, 2011 ([http://issp.uottawa.ca/sites/issp.uottawa.ca/files/frontiers\\_nov\\_15\\_2011.pdf](http://issp.uottawa.ca/sites/issp.uottawa.ca/files/frontiers_nov_15_2011.pdf))
68. Keynote speech at CIDE'2011 Conference, “**The Making of 3D Garments and Virtual Try On**”, Hangzhou, China, November 6-8, 2011
69. 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
70. 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
71. Keynote speech at Future Internet Assembly under the Auspices of the European Commission in the session : “**Interactive Future Media Experience**”, Budapest, May 18, 2011 (<http://www.future-internet.eu/home/future-internet-assembly/budapest-may-2011/session-ii1-interactive-future-media-experience.html>)
72. Keynote speech at The 1<sup>st</sup> International Symposium on “**Virtual Reality Innovations**”, SUNTEC Convention Centre, Singapore, March 19-20, 2011
73. Keynote speech at the 1st International Symposium on Virtual Reality Innovation, ISVRI “**Haptic Interaction of Hair and Textiles**”, Singapore, March 19, 2011
74. Keynote speech at the prestigious lectures series of the University of Bournemouth “**Simulating the Complexity of Human Bodies**”, Bournemouth, UK, March 16, 2011
75. 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
76. Invited talk at A\*Research Agency, “**Interacting with Virtual Humans and Social Robots**”, Singapore, November 2, 2010
77. 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
78. Invited talk at CYBERWORLDS 2010, “**A Comprehensive Methodology to Visualize Articulations for the Physiological Human**”, Singapore, October 20, 2010 (<http://www3.ntu.edu.sg/scse/cw2010/cw2010.htm>)
79. Keynote speech at ASIM 2010 conference: “**Haptic interaction with Virtual Worlds**”, Karlsruhe, October 7, 2010 (<http://www.asim-fachtagung-spl.de/asim2010/en/fachtagung.htm>)
80. 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



81. 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
82. Invited speech at Nicograph International 2010, "**Simulating Virtual Humans: Past, Present, Future**", Singapore, June 19, 2010
83. Plenary speech at MELECON 2010 (Mediterranean Electrotechnical Conference), organized by IEEE, Valetta, Malta, "**From Scanned Data Towards Individual Simulation of Anatomy-Based Hip Motion**", Veletta, Malta, April 27, 2010
84. 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
85. Keynote speech at UCMEDIA09 (User Centric Media) organized by ICT, "**Towards truly-Centric Convergence of Multimedia**", Venice, Italy, December 09, 2009
86. 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
87. 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 5, 2009 (<http://www.informatik.uni-trier.de/~ley/db/conf/vriphys/vriphys2009.html>)
88. Keynote speech at Cyberworlds Conference, organized by IEEE, "**Virtual Humans in Serious Games**", Bradford, England, September 7, 2009
89. 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
90. Invited panelist in Darmstadt, Fraunhofer Institute, at the workshop on "**Wireless Sensor Networks and Cooperating Objects**", Germany, March 13, 2009
91. Invited talk at the University of Geneva Hospital, "**L'infographie à la découverte du corps humain**", Geneva, Switzerland, February 3, 2009
92. 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 33, 2009
93. Keynote speaker at Multimedia Modeling (MMM'2009), talk on the "**INTERMEDIA PROJECT : Avenues of Research**", Sofia Antipolis, January 9, 2009 (<http://mmm2009.eurecom.fr/>)
94. Invited Speech at European Commission ICT event, "**Future Media and 3D Internet Task Force – Research Direction**", Lyon, November 26, 2008
95. Keynote speech on "**Multimedia Application of the Simulation of Human Musculoskeletal System**" at the International Workshop on Multimedia Processing, Cairns, Australia, October 8, 2008
96. Keynote speaker on "**Communicating with a Virtual Human or a Skin-based Robot Head**" at the Conference on Automatic Face and Gesture recognition'2008, Amsterdam, September 18, 2008
97. Keynote speaker at the Conference DIMEA'2008, "**Interacting with Virtual and Augmented Worlds**", Athens, Greece, September 10, 2008

98. Invited talk at the University of Corfu, "**Physics-based Simulation of Clothes and Virtual Try On**", Greece, August 26, 2008
99. Invited talk in the framework of the EU project Leapfrog on "**Virtual Worlds**", Hugo Boss headquarters, Metzingen, Germany, July 3, 2008
100. Invited speaker at the University of Zuerich, "**Klon statt Person? Individualität im 21. Jahrhundert**", Switzerland, April 17, 2008
101. Invited speaker at the International Workshop on IDM Research 2008, "**Past, Recent and Future Virtual Humans**", Singapore, April 2008
102. Invited speaker at the European Community, Workshop on "**Future Media Internet**", Brussels, January 22, 2008

## Publications

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### A. Refereed Papers in International Journals

1. N. 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)
2. 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
3. L. Tian, N. Magnenat Thalmann, D. Thalmann, 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
4. W. Gu, G. Seet, N. Magnenat Thalmann, **Perception-Link Behavior Model: Supporting a Novel Operator Interface for a Customizable Anthropomorphic Telepresence Robot**, Robotics, Vol. 6, Issue 3, DOI: 10.3390/robotics6030016, pp. 16, July 20, 2017
5. S. Stüvel, N. Magnenat-Thalmann, D. Thalmann, F. van der Stappen, 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
6. 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, DOI: 10.1109/TCSVT.2015.2513698, pp. 1043-1054, May 2017
7. 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, DOI: 10.1108/IJICC-01-2017-0003, pp. 332-347, March 2017
8. 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

9. 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.1-1, DOI: 10.1109/TMM.2016.2618218, October 2016
10. 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
11. 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
12. 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
13. 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
14. 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
15. 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, doi. 10.1109/TCSVT.2015.2513698, pp. 1, December 2015
16. 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
17. 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
18. 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
19. 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
20. 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
21. 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

22. 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
23. 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
24. 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
25. 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
26. 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
27. 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
28. S. Stüvel, N. Magnenat Thalmann, D. Thalmann, A. Egges, F. van der Stappen, **Hierarchical Structures for Collision Checking between Virtual Characters**, Computer Animation and Virtual Worlds Journal (IF: 0.422), Volume 25, Issue 3-4, Pp. 331–340, August 2014
29. 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
30. 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. Cardí, 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
31. 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
32. 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
33. 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
34. 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
35. 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

36. 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
37. 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), DOI: 10.1002/erv.2259, vol. 21, Issue 6, pp. 493–499, November 2013
38. 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
39. 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
40. 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
41. 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
42. 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
43. 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
44. 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
45. 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
46. 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
47. 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

48. 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
49. 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
50. 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
51. 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
52. P. Chiang, J.M. Zheng, K.H. Mak, 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
53. V. B. Duthon, F.K. Christophe, C. Charbonnier, S. Duc, C. W. Pfirmann, 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
54. 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
55. E.Arbabi, J.Schmid, R.Boulic, D.Thalmann, 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
56. 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
57. 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
58. 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
59. 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
60. 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
61. 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
62. 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



63. S. Han, N. Nijdam, J. Schmid, J. Kim, and N. Magnenat Thalmann, **Collaborative Telemedicine for Interactive Multiuser Segmentation of Volumetric Medical Images**, *The Visual Computer* (IF: 1.073), Springer, vol. 26, no. 6, pp. 639 – 648, June 2010
64. 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
65. 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
66. 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
67. 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
68. C. Charbonnier, F. Kolo-Christophe, S.R. Duc, C.W.A. Pfirrmann, J. Menetrey, V.B. Duthon, N. Magnenat Thalmann, C. Becker and P. Hoffmeyer, **Extreme Motion as a Potential Initiator of Hip Osteoarthritis**, *Swiss Med Wkly* (IF: 1.877), Suppl. 173, 139(23-24):18S, 2009
69. P. Volino, N. Magnenat Thalmann and F. Faure, **A Simple Approach to Nonlinear Tensile Stiffness for Accurate Cloth Simulation**, *ACM Transactions on Graphics* (IF: 3.725), ACM, vol. 28, 4, pp. 105-116, August 2009
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71. M. Kasap, P. Chadhuri and N. Magnenat Thalmann, **Fast EMG-Data Driven Skin Deformation**, *Computer Animation and Virtual Worlds Journal* (IF: 0.422), John Wiley and Sons, vol. 20, no. 2-3, pp. 153-161, June 2009
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74. X. Righetti, S. Cardin, D. Thalmann and N. Magnenat Thalmann, **WAPA: A Wearable Framework for Aerobic Pilot Aid**, *Modelling the Physiological Human, 3DPH 2009*, pp. 150-158, DOI: 10.1007/978-3-642-10470-1\_13, LNCS,2009
75. L. Assassi, C. Charbonnier, J. Schmid, P. Volino and N. Magnenat Thalmann, **From MRI to Anatomical Simulation of the Hip Joint**, *Computer Animation and Virtual Worlds Journal* (IF: 0.422), Special Issue on Physiological Human, John Wiley and Sons, vol. 20, 1, pp. 53-66, January 2009
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77. E. Lyard and N. Magnenat Thalmann, **Motion Adaptation Based on Character Shape**, *Computer Animation and Virtual Worlds* (IF: 0.422), John Wiley and Sons Ltd, vol. 19, no. 3-4, pp. 189-198, September 2008
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79. P. Chaudhuri, G. Papagiannakis and N. Magnenat Thalmann, **Self Adaptive Animation based on User**

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2. Z. Fang, J. Yuan and N. Magnenat Thalmann, **"Understanding Human-Object Interaction in RGB-D videos for Human Robot Interaction"**, Proceedings of the 35<sup>th</sup> Computer Graphics International (CGI 2018), ACM, Nirwana Resort, Bintan, Indonesia, June 11-14, 2018
3. 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, **"Automated Lexical Analysis of Interviews with Schizophrenic Patients"**, Proceedings of the 9<sup>th</sup> International Workshop on Spoken Dialogue Systems Technology (IWSDS 2018), HUONE Singapore, Singapore, May 14-16, 2018 (Best Paper Award Runner-up)
4. M. Ramanathan, W.-Y. Yau, E. K. Teoh and N. Magnenat Thalmann, **"Pose-invariant kinematic features for action recognition"**, Proceedings of the 9<sup>th</sup> Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA-ASC), IEEE, pg. 292- 297, Aloft Kuala Lumpur Sentral, Kuala Lumpur, Malaysia, December 12-15, 2017
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103. 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
104. M. Kasap and N. Magnenat Thalmann, **Sizing Avatars from Skin Weights**, Proc. of the 16<sup>th</sup> ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM Digital Library, pp. 123-126, November 2009
105. 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
106. N. Magnenat Thalmann and Z. Kasap, **Virtual Humans in Serious Games**, International Conference on CyberWorlds, IEEE Computer Society, pp. 71-79, September 2009
107. U. Bonanni, P. Kmoch and N. Magnenat Thalmann, **Haptic Interaction with One-Dimensional Structures**, Proc. of the 16<sup>th</sup> ACM Symposium on Virtual Reality Software and Technology (VRST 2009), ACM, pp. 75-78, 2009
108. 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 6<sup>th</sup> Workshop on Virtual Reality Interaction and Physical Simulation (VRIPHYS 2009), The Eurographics Association, 2009
109. N. Magnenat Thalmann, U. Bonanni and P. Volino, **Physical Behavior of Deformable Hair and Clothes: What Is Common?**, Proc. of the 11<sup>th</sup> IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 12-18, 2009
110. P. Kmoch, U. Bonanni and N. Magnenat Thalmann, **Hair Simulation Model for Real-Time Environments**, Proc. of the Computer Graphics International Conference (CGI 2009), ACM, pp. 5-12, 2009
111. U. Bonanni, P. Kmoch and N. Magnenat Thalmann, **Tool-based Hairstyling Metaphors**, Proc. of the 11<sup>th</sup> IEEE International conference on Computer-Aided Design and Computer Graphics (CAD/Graphics 2009), IEEE Comp. Soc., pp. 122-127, 2009

112. 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
113. 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. 1-4, April 2009
114. 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. 3-19, 2009
115. C. Luible and N. Magnenat Thalmann, **The Simulation of Cloth using Accurate Physical Parameters**, CGIM '08 Proceedings of the Tenth IASTED International Conference on Computer Graphics and Imaging, Innsbruck, Austria, 2008
116. N. Magnenat Thalmann, C. Charbonnier and J. Schmid, **Multimedia Application to the Simulation of Human Musculoskeletal System: A Visual Lower Limb Model from Multimodal Captured Data**. Proceedings of the IEEE International Workshop on Multimedia Signal Processing, Cairns, Australia, pp. 520-525, October 2008
117. J. Schmid and N. Magnenat Thalmann, **MRI Bone Segmentation using Deformable Models and Shape Priors**, MICCAI '08, Part I. LNCS, Springer Berlin / Heidelberg, 5241, pp. 119-126, September 2008
118. N. Magnenat Thalmann, Z. Kasap and M. Ben Moussa, **Communicating with a virtual human or a skin-based robot head**. 8<sup>th</sup> IEEE International Conference on Automatic Face and Gesture Recognition, Amsterdam, Netherlands, 2008
119. C. Charbonnier, E. Lyard and N. Magnenat Thalmann, **Analysis of Extreme Hip Motion in Professional Ballet Dancers**. Proceedings of the 10th International Symposium on 3D Analysis of Human Movement, Amsterdam, Netherlands, October 2008
120. M. Lim, N. Nijdam and N. Magnenat Thalmann, **A General Collaborative Platform for Mobile Multi-User Applications**, 13<sup>th</sup> IEEE International Conference on Emerging Technologies and Factory Automation (ETFA2008), IEEE, CD Proceedings (ISBN: 1-4244-1506-3), pp. 1346-1353, September 2008
121. M. Kasap and N. Magnenat Thalmann, **Modeling Individual Animated Virtual Humans for Crowds**, ACM SIGGRAPH ASIA 2008 courses, ACM New York, NY, USA, pp. 1-8, 2008
122. O. Mayora, P. Daras, M. Panebarco, N. Achilleopoulos, P. Stollenmayer, D. Williams, N. Magnenat Thalmann, C. Guerrero, M. Pelt, T. McGrath, E. Fuenmayor, D. Salama, F. Alvarez, E. Kalapanidas, A. Shani and J.Y.L. Moine, **User Centric Media in the Future Internet: Trends and Challenges**, proceeding of: Proceedings of the Third International Conference on Digital Interactive Media in Entertainment and Arts, DIMEA 2008, Athens, Greece, September 10-12, 2008

### 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. Nadia Magnenat Thalmann, **Modeling and Simulating Bodies and Garments**, Springer, 1<sup>st</sup> Edition., 2010, XVIII, 186 p. 142 illus., 22 in color., Hardcover, ISBN: 978-1-84996-262-9, 2010
9. Nadia Magnenat Thalmann, **Modelling the Physiological Human**, 229 pages, Springer, 2009
10. Nadia Magnenat Thalmann, David Feng and Jian Zhang, **Recent Advances in the 3D Physiological Human**, 225 pages, Springer, 2009
11. Nadia Magnenat Thalmann, Lakhmi C. Jain and N. Ichalkaranje, **New Advances in Virtual Humans**, 180 pages, Springer, 2008

#### D. Chapters in Book

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, 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, 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, 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, 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 25<sup>th</sup> 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, 1 January 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. 3-19, 2009
  14. Z. Kasap and N. Magnenat Thalmann, **Intelligent Virtual Humans with Autonomy and Personality: State-of-the-Art**, *New Advances in Virtual Humans (Eds.) Nadia Magnenat Thalmann, Lakhmi C. Jain, N. Ichalkaranje*, *Studies in Computational Intelligence*, Springer, pp. 43-84, 2008
  15. T.D. Giacomo, H.S. Kim, L. Moccozet and N. Magnenat Thalmann, **Control Structure and Multi-Resolution Techniques for Virtual Human Representation**, *Shape Analysis and Structuring Mathematics and Visualization 2008*, pp. p 241-274, DOI: 10.1007/978-3-540-33265-7\_8, 2008
  16. N. Magnenat Thalmann and U. Bonanni, **Haptic Sensing of Virtual Textiles**, *Human Haptic Perception - Basics and Applications*, Springer Berlin / Heidelberg, ISBN: 978-3-7643-7611-6, 2008
  17. N. Magnenat Thalmann, E. Lyard, M. Kasap and P. Volino, **Adaptive Body, Motion and Cloth**, *Motion in Games*, Springer-Verlag, pp. 63-71, 2008
  18. N. Magnenat Thalmann, P. Volino and C. Luible, **Virtual Clothing**, in *Encyclopedia of Computer Science and Engineering*, John Wiley & Sons, Article 675, January 2008

## Editorial Responsibilities

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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

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- |           |   |
|-----------|---|
| 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
2013-2018	Expert on the advanced grant panel (Computer Science) of the European Research Council (ERC)
2013	Expert for the French Research Agency, Paris (COMINT)
2007-2018	Expert and reviewer of the Seventh Framework Programme FP7, European Commission
2012	Member of External Advisory Committee, Graduate School of Computer Technology, GSCT KAIST, Korea
2012	Expert Committee Review for the Canada Foundation for Innovation, Toronto
2012	Participation in the Canada Excellence Research Chairs Review Panel, Ottawa, Canada
2011	Member of the evaluation committee of <b>ANR</b> (French National Research Agency), Paris, France
2011	Member of the evaluation committee of the <b>ENSAIT Textile Institute</b> , Roubaix, France
2010	Member of the international advisory board for the computer science department, Tsinghua University, Beijing, 19-20 August, 2010
2009	Member of the Evaluation Interdisciplinary Committee of Government of Quebec, (CEM), February 5-6, 2009, Quebec City, Canada
2008	President of the Jury of Wiener Wissenschafts-, Forschungs- und Technologiefonds (WWTF), Vienna, October 2008
2008	Member of the recruiting committee for School of Computer Science, Swiss Federal Institute of Technology, Lausanne
2007- 2008	Member of the National Consultation Group for European Union, under the Seventh Program Framework, NMP, State Secretariat for Education and Research (SER)
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
2007-2008	Expert in the working group networked media of the future, European Commission, Brussels, Belgium

## Tutorials, Panels and Workshops

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1. Lombard Odier - 30th Asia Anniversary Celebration, Panelist on "**Rethinking the Future**", JW Marriott Hotel, Singapore, November 2, 2017 (<https://www.lombardodier.com/contents/corporate-news/corporate/2017/november/rethinking-the-future---30th-asi.html>)
2. The Economist, Panelist 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
3. The 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 (<http://casa2017.kaist.ac.kr/wordpress/modelling-realistic-virtual-humans-vh-and-social-robots-and-user-interaction/>)
4. Conversations: Future Sapiens, workshop on "**Nadine Our Next Social Companion**", ArtScience

Museum, Expression Gallery, Level 4, Singapore, May 20, 2017

5. 12<sup>th</sup> 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  
(<http://www3.asiainsurancereview.com/ConferenceDocuments/17-Asia%20Healthcare.pdf>)
6. 9<sup>th</sup> 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://sa2016.siggraph.org/en/attendees/courses?view=session&sid=57>)
7. 29<sup>th</sup> 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  
(<http://casa2016.miralab.ch/VirtualHumansSocialRobots.html>)
8. 29<sup>th</sup> 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  
(<http://casa2016.miralab.ch/ITN-DCH.html>)
9. 29<sup>th</sup> 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  
(<http://casa2016.miralab.ch/DigitalPatient.html>)
10. 29<sup>th</sup> 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  
(<http://casa2016.miralab.ch/AniNex.html>)
11. SIGGRAPH ASIA 2015 course on "**Multimodal Human-Machine Interaction including Virtual Humans or Social Robots**", Kobe, Japan, November 3, 2015  
(<http://sa2015.siggraph.org/images/downloads/schedule/Day-2-Tuesday-03-November-28-10-15.pdf>)
12. Lecture at University of Modena, "**Computer Graphics and 3D Reconstruction**", Italy, September 21-24, 2015  
(<http://imagelab.ing.unimore.it/imagelab/page.asp?ldPage=3>)
13. FT-ACI Smarter World Summit - Showing businesses how to engage with emerging technologies, Panel: "**Robots in a Commercial Environment**", InterContinental Singapore, Singapore, October 8, 2015  
(<https://live.ft.com/Events/2015/FT-ACI-Smarter-World-Summit>)
14. 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
15. ACM SIGGRAPH ASIA 2014 Course on "**Multimodal Human-Machine Interaction including Virtual Humans and Social Robots**", Shenzhen, China, December 4, 2014
16. Computational Visual Media Conference, tutorial given in "**Modelling Awareness for Social Robots and Virtual Humans**", Tsinghua University, Beijing, China, November 8-10, 2012  
([http://iccvvm.org/2012/?page\\_id=369/#tutorial\\_2](http://iccvvm.org/2012/?page_id=369/#tutorial_2))
17. Panelist on the Cluster Thematic Oversight Committee, Infocomm, Media and Computing, Singapore, 2012
18. 11<sup>th</sup> 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 2-4, 2012  
(<http://conference.ntu.edu.sg/vrcai2012/Pages/Tutorials.aspx>)

19. 25<sup>th</sup> 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 9-11, 2012 (<http://conference.ntu.edu.sg/casa2012/Pages/Program.aspx>)
20. IEEE Virtual Reality 2011, tutorial given in **“Virtual Humans in Virtual Reality”**, SUNTEC Convention Centre Singapore, March 19-23, 2011
21. Eurographics 2009, tutorial given in **“Real-Time Individualized Virtual Humans”**, Muenchen, Monday 30, 2009
22. Eurographics 2009, tutorial organized and given in **“3D Anatomical Modelling and Simulation Concepts”**, Muenchen, Tuesday 31, 2009
23. SIGGRAPH-ASIA 2008, tutorial co-organized and given in **“Real-Time Individualized Virtual Humans”**, Singapore, December 11, 2008
24. CGI'2008, tutorial organized and given on **“RealTime Virtual Humans”**, Istanbul, Turkey, June 9-11, 2008
25. EUROGRAPHICS 2007, co-organization and co-lecture of a state of the Art Report **“Towards Automatic Character Skeletonization and Interactive Skin Deformation”**, Eurographics 2007, Prague, Republic Czech, 2007
26. EUROGRAPHICS 2007, tutorial organized and given on **Haptic Simulation, “Perception and Manipulation of Deformable Objects”**, Prague, Czech Republic, September 2007
27. EUROGRAPHICS 2007, tutorial on **“Advanced Topics in Virtual Garment Simulation”**, Prague, Czech Republic, September 2007
28. EUROGRAPHICS 2007, tutorial organized and given on **“Towards the Virtual Physiological Human”**, Prague, Czech Republic, September 2007
29. Computer Graphics International '2007, tutorial on **“Modelling Crowds”**, Petropolis, Brazil, June 2007
30. EUROGRAPHICS 2006, tutorial organized and given on **“Real-time Inhabited Virtual Worlds and Interaction”**, Vienna, Austria, September 2006
31. EUROGRAPHICS 2006, tutorial on **“High Performance Virtual Garment Simulation”**, Vienna, Austria, September 2006

## Conference/Program Chair and Festival Chair

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- |            |   |
|------------|---|
| June. 2018 | Conference Chair, 35th International Conference on Computer Animation and Social Agents (CGI 2018), Bintan, Indonesia   |
| May. 2018  | Conference Co-Chairs, 31st International Conference on Computer Animation and Social Agents (CASA 2018), Beijing, China |
| May. 2017  | Conference Chair, 30th International Conference on Computer Animation and Social Agents (CASA 2017), Seoul, South Korea |
| Feb. 2016  | Program Co-Chair, 11th International Conference on Computer Graphics Theory and Applications (GRAPP 2016), Rome, Italy  |
| May. 2016  | Conference Chair, 29th International Conference on Computer Animation and Social Agents (CASA 2016), Switzerland        |

- Oct. 2015 Conference Co-Chair, 14th ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry (VRCAI 2015), Kobe, Japan
- Jun. 2015 Program Chair, 32nd Computer Graphics International (CGI 2015), Strasbourg, France
- May. 2015 Conference Chair, 28th International Conference on Computer Animation and Social Agents (CASA 2015), Singapore
- Apr. 2015 Conference Chair, 3rd 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<sup>th</sup> ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore
- Sept. 2012 Award Chair, 18<sup>th</sup> International Conference on Virtual Systems and Multimedia, VSMM 2012, Italy
- July 2012 Jury Review Chair, 5<sup>th</sup> ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore
- May 2012 Program and Conference Chair, 25<sup>th</sup> Annual Conference on Computer Animation and Social Agents, CASA 2012, Singapore
- June 2011 Conference and Program Co-chair, Computer Graphics International 2011, Ottawa, Canada
- April 2011 Chair of the Virtual Human Workshop, Singapore
- June 2010 Conference and Program Co-chair, Computer Graphics International 2010, Singapore
- Sep 2010 Chair, ENGAGE Summer School, Switzerland
- May 2010 Chair of Intermedia Café, Athens, Greece, May 27-28
- May 2010 Chair of Intermedia summer school, Crete, May 24-26
- May 2010 Chair of 3DAnatomical Human, Summer School, Crete, May 23-24
- Dec. 2009 Program Co-chair, ACM VRCAI 2009, Yokohama, Japan
- March 2009 Program Co-Chair, Workshop Serious games, 3<sup>ème</sup> cycle romand d'informatique, Villars-sur-Ollon, Switzerland
- Dec. 2008 Program Chair, Workshop on modelisation of the human body, Zermatt, Switzerland

- Oct. 2008      Workshop and Program Chair, INTERMEDIA Workshop, Geneva, Switzerland
- Sept. 2008     Program Co-chair, Computer Animation and Social Agents, CASA'2008, Korea, Seoul, September 1-3, 2008
- June 2008      Conference Co-Chair, Computer Graphics International 2008, CGI 2008, Istanbul, Turkey

## Member of Conference Program Committees

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1.     **ICCV 2017**, International Conference on computer vision 2017, Oct 22, 2017 - Oct 29, 2017, Venice, Italy
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 IVMSW 2013, The 11th IEEE IVMSW 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 5<sup>th</sup> 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**, 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.
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, Korea, May 2011
73. **3DTV Conference 2011**, Antalya, Turkey May, 2011
74. **3IA'2011 Conference The 14th International Conferenc On Computer Graphics And Artificial Intelligen 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, 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, 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 7-9
94. **VCBM 2010, second Eurographics Workshop on Visual Computing for Biology and Medicine**, Leipzig, Germany, July 1-2
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, 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. **3IA'2009, International Conference on Computer Graphics and Artificial Intelligence**, Limoges, France, May 29-30
104. **ADVCOMP 2009, International Conference on Advanced Engineering Computing and Applications in Sciences**, Sliema, Malta, October 11-16
105. **CGGM 2009, Computer Graphics and Geometric Modeling**, Baton Rouge, Louisiana, May 25-27
106. **CGI 2009, Computer Graphics International**, Victoria, British Columbia, Canada, May 26-29
107. **CW09, Cyberworld International Conference**, Bradford, UK, September 7-11
108. **HCI International 2009**, San Diego, CA, USA, July 19-24
109. **I3D 2009, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games**, Boston, USA, February 27-March 1
110. **ICINCO 2009, International Conference on Informatics in Control, Automation and Robotics**, Milan, Italy, July 2-5
111. **IVA'09, International Conference on Intelligent Virtual Agents**, Amsterdam, the Netherlands, September 14-16
112. **VRIC'09, Rencontre Internationales de la Réalité Virtuelle**, Laval, France, April 22-26



113. **SCCG 2009, Spring Conference on Computer Graphics**, April 23-25
114. **SIGMAP 2009, International Conference on Signal Processing and Multimedia Applications**, Milan, Italy, July 7-10
115. **SMI'09, Shape Modeling International**, Beijing, China, June 26-28
116. **VSMM09, Conference on Virtual System and Multimedia Dedicated to Digital Heritage**, Limassol, Cyprus, October 20-25
117. **WEB3DW 2009, International Conference Web Virtual Reality and Three-Dimensional Worlds**, Algarve, Portugal, June 19-21
118. **CASA 2009, 22nd Annual Conference on Computer Animation and Social Agents**, Twente, The Netherlands, June 2009
119. **Second EG Workshop on 3D Object Retrieval**, Germany, March 2009
120. **KES2009, 13th International Conference on Knowledge-Based and Intelligent Information & Engineering Systems**, Santiago, Chile, September 2009
121. **ACHI 2009, Second International Conferences on Advances in Computer-Human Interactions**, Cancun Mexico, February 2009
122. **WINVR09, World Conference on Innovative Virtual Reality**, Chalons-Sur-Saone, France, February 2009
123. **ACII 2009, Conference on Affective Computing and Intelligent Interaction**, The Netherlands, September 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
126. **ICVGIP 2008, Indian Conference on Computer Vision, Graphics, and Image Processing**, Bhubaneswar, India, Dec 2008
127. **MIG2008, Motion in Games**, Utrecht, The Netherlands, November 2008
128. **ADVCOMP 2008, The Second International Conference on Advanced Engineering Computing and Applications in Sciences**, Valencia, Spain, October 2008.
129. **CASA 2008, Computer Animation and Social Agents**, Seoul, Korea, Sept 2008
130. **CW 2008, Cyberworlds**, Hangzhou, China, Sept 2008
131. **EVA 2008, Digital Cultural Heritage - Essential for Tourism**, Vienna, Austria, August 2008
132. **GRAPHICON 2008, Computer Graphics, Computer Vision, Image and Video processing**, Moscow, Russia, June 2008
133. **IVA 2008, Intelligent Virtual Agents**, Tokyo, Sept 2008
134. **ISBMS 2008, International Symposium on Computational Models for Biomedical Simulation**, London, England, July 2008
135. **AMDO 2008, 5th International Conf. on Articulated Motion and Deformable Objects Puerto de Andratx**, Mallorca, Spain, July 2008
136. **U-MEDIA 2008, Ubi-media Computing**, Lanzhou, China, July 2008
137. **SMI 2008, Shape Modelling International**, New-York, USA, June 2008
138. **INCINCO 2008, International Conference on Informatics in Control, Automation and Robotics**, Funchal, Madeira, Portugal, May 2008
139. **EGVE 2008, Eurographics Symposium on Virtual Environments**, Eindhoven, The Netherlands, May 2008
140. **3IA2008**, Athens, Greece, May 2008
141. **EGW3DOR 2008, Eurographics 2008 Workshop on 3D object retrieval**, Crete, Greece, April 2008
142. **SCCG 2008, Spring Conference on Computer Graphics**, Budmerice Castle, Slovak Republic, April

2008

143. **VRIC 2008, Symposium on Virtual Humanoids**, Laval, France, April 2008
144. **VR 2008, Virtual Reality, Reno**, Nevada, USA, March 2008
145. **ACHI 2008, The International Conference on Advances in Computer-Human Interactions**, St. Luce, Martinique, February 2008
146. **MMM 2008**, Multimedia Modeling Conference, Kyoto, Japan, January 2008
147. **Computer Animation and Social Agents (CASA) 2008**, Seoul, Korea, September 2008
148. **ADVCOMP 2008**, The Second International Conference on Advanced Engineering Computing and Applications in Sciences, Valencia, Spain, October 2008
149. **3IA2007**, Athens, Greece, May 2008
150. **AAMAS08**, International Conference on Autonomous Agents and Multi-Agent Systems, Esturial, Portugal, May 2008
151. **GRAPP 2008**, Third International Conference on Computer Graphics Theory and Applications, Madeira Island, Portugal, January 2008

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

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1. CAI Yujun, Research Topic: Understanding Human Behaviours using RGB-D Sensor
2. GE Lihao, Research Topic: Hand Pose Estimation and Gesture Analysis
3. CHAKRABORTY Debsubhra, Research Topic: Real-time Feedback System for Monitoring and Enhancing Multi-party Discussions
4. DINH Quang Huy, Research Topic: Secure Multi-modal Interface with Augmented Reality
5. Subbarao Nikhil NARAYAN, Research Topic: Automated Thyroid Nodule Detection using 2D Ultrasound Images
6. Shakeel AHMAD, Research Topic: Autonomous Robotics
7. LI Bingbing, Research Topic: Robotic Enhanced Communication

### Past PhD students from NTU (under my co-supervision)

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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
8. HOU Junhui, PhD, Research Topic: 3D Content Processing and Delivery over Communication Network
9. GU Yuanlong William, PhD, Research Topic: Social Robotics
10. ZHANG Juzheng, PhD, Research Topic: Modeling Virtual Human With Episodic Memory

### 3D Films, Live Shows and Museum Exhibitions

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1. **More than hundred films produced on Nadine social robot on youtube**  
([https://www.youtube.com/results?search\\_query=nadine+social+robot](https://www.youtube.com/results?search_query=nadine+social+robot))
2. **Participation to the Special Exhibition**, "IT began with Ada. Women in computer history", Ada Lovelace, Computer Museum in Paderbon, Germany, 2 September 2015 to 10 July 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**, Swissnex Singapore End of 2013 Party, Singapore, December 5, 2013  
(<https://www.youtube.com/watch?v=wpJd3kV7wXl>)
5. **IMI Mixed Reality Fashion Show**, Swissnex Singapore End of 2012 Party, Singapore, December 6, 2012  
(<https://www.youtube.com/watch?v=ysC1OAO-WQQ>)
6. **SIGGRAPH ASIA 2012 Fashion Show**, 5<sup>th</sup> ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore, November 28 – December 1, 2012  
(<https://www.youtube.com/watch?v=GEsbNvH4DOA>)
7. **The Illusion of Intelligence**, AAAI Video Competition 2012, Best Student Video Award, July 2012  
(<https://www.youtube.com/watch?v=6ZoHblnrvro>)
8. **Virtual and Live Fashion Show**, New Media Village @ IMI, Singapore, October 11-13, 2011  
([https://www.youtube.com/watch?v=Wi7w\\_3bPxbk](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, from September 17<sup>th</sup> to 26<sup>th</sup> 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 to October 2009

## Press File and Media productions

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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/IMIResearch/Research\\_Areas/Nadine/Pages/PressReleases.aspx](http://imi.ntu.edu.sg/IMIResearch/Research_Areas/Nadine/Pages/PressReleases.aspx))

(<https://www.youtube.com/playlist?list=PLoWgnh2xllkAD0LNCP31LEav4KGj0qYGF>)

## 2018

1. **Nadine a socially intelligent human looking robot.**, stumagz, 04 Jun 2018  
([https://www.dropbox.com/s/94ir09en9mhfef4/73\\_stumagz\\_040618\\_Nadine\\_a\\_socially\\_intelligent\\_human\\_looking\\_robot.pdf?dl=0](https://www.dropbox.com/s/94ir09en9mhfef4/73_stumagz_040618_Nadine_a_socially_intelligent_human_looking_robot.pdf?dl=0))
2. **Asia of cooperation will shape this century, says PM Modi in Singapore**, India Today, 02 Jun 2018  
([https://www.dropbox.com/s/x5saiim5l77b8lf/76\\_India\\_Today\\_020618\\_Asia%20of%20cooperation%20will%20shape%20this%20century%2C%20says%20PM%20Modi%20in%20Singapore.pdf?dl=0](https://www.dropbox.com/s/x5saiim5l77b8lf/76_India_Today_020618_Asia%20of%20cooperation%20will%20shape%20this%20century%2C%20says%20PM%20Modi%20in%20Singapore.pdf?dl=0))
3. **NTU strengthens partnerships in India during Modi visit**, Channel NewsAsia Singapore, 01 Jun

2018

([https://www.dropbox.com/s/xnnqjalpcorc5z8/75\\_Channel\\_NewsAsia\\_010618\\_NTU%20strengthens%20partnerships%20in%20India%20during%20Modi%20visit.pdf?dl=0](https://www.dropbox.com/s/xnnqjalpcorc5z8/75_Channel_NewsAsia_010618_NTU%20strengthens%20partnerships%20in%20India%20during%20Modi%20visit.pdf?dl=0))

4. **21st century for Asians, PM Modi in Singapore**, DailyHunt, 01 Jun 2018  
([https://www.dropbox.com/s/ptyx8xajb9fnc63/77\\_DailyHunt\\_010618\\_21st%20century%20for%20Asian%20CPM%20Modi%20in%20Singapore.pdf?dl=0](https://www.dropbox.com/s/ptyx8xajb9fnc63/77_DailyHunt_010618_21st%20century%20for%20Asian%20CPM%20Modi%20in%20Singapore.pdf?dl=0))
5. **Day 2 of PM Modi's visit to Singapore**, Connected to India, 01 Jun 2018  
([https://www.dropbox.com/s/b08029gvfv9ho7/74\\_ConnectedtoIndia\\_010618\\_Day%20of%20PM%20Modi%27s%20visit%20to%20Singapore.pdf?dl=0](https://www.dropbox.com/s/b08029gvfv9ho7/74_ConnectedtoIndia_010618_Day%20of%20PM%20Modi%27s%20visit%20to%20Singapore.pdf?dl=0))
6. **El futuro ya está aquí, en la región de O'Higgins**, El Tipógrafo, 25 May 2018, Spanish  
([https://www.dropbox.com/s/q3p1vp5tws05vf7/84\\_El%20Tip%C3%B3grafo\\_250518\\_El%20futuro%20ya%20est%C3%A1%20aqu%C3%AD%2C%20en%20la%20regi%C3%B3n%20de%20O%2E%80%99Higginns.pdf?dl=0](https://www.dropbox.com/s/q3p1vp5tws05vf7/84_El%20Tip%C3%B3grafo_250518_El%20futuro%20ya%20est%C3%A1%20aqu%C3%AD%2C%20en%20la%20regi%C3%B3n%20de%20O%2E%80%99Higginns.pdf?dl=0))
7. **Nadia Magnenat y los avances de la robótica en Singapur**, Biblioteca del Congreso Nacional de Chile (BCN), 15 Feb 2018, Spanish  
([https://www.dropbox.com/s/bahwcqt3ql4c0oo/82\\_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](https://www.dropbox.com/s/bahwcqt3ql4c0oo/82_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))
8. **Nadia Thalmann: "En un plazo de diez o 20 años más, todo el mundo tendrá un robot social"**, AméricaEconomía, 19 Jan 2018, Spanish  
([https://www.dropbox.com/s/cyeogktil5thu3k/79\\_Am%C3%A9ricaEconom%C3%ADa\\_190118\\_Nadia%20Thalmann%20En%20un%20plazo%20de%20diez%20o%2020%20a%C3%B1os%20m%C3%A1s%20C%20todo%20el%20mundo%20tendr%C3%A1%20un%20robot%20social.pdf?dl=0](https://www.dropbox.com/s/cyeogktil5thu3k/79_Am%C3%A9ricaEconom%C3%ADa_190118_Nadia%20Thalmann%20En%20un%20plazo%20de%20diez%20o%2020%20a%C3%B1os%20m%C3%A1s%20C%20todo%20el%20mundo%20tendr%C3%A1%20un%20robot%20social.pdf?dl=0))
9. **Congreso Futuro: Desde la automatización y el transhumanismo al mundo cyborg**, El Mostrador, 16 Jan 2018, Spanish  
([https://www.dropbox.com/s/s2tk31cf823msvg/81\\_El%20Mostrador\\_160118\\_Congreso%20Futuro%20Desde%20la%20automatizaci%C3%B3n%20y%20el%20transhumanismo%20al%20mundo%20cyborg.pdf?dl=0](https://www.dropbox.com/s/s2tk31cf823msvg/81_El%20Mostrador_160118_Congreso%20Futuro%20Desde%20la%20automatizaci%C3%B3n%20y%20el%20transhumanismo%20al%20mundo%20cyborg.pdf?dl=0))
10. **Una nueva revolución de la IA: Robots inteligentes y emocionales, el nuevo componente social**, El Mostrador, 10 Jan 2018, Spanish  
([https://www.dropbox.com/s/i8ud0eovruffbo1b/80\\_El%20Mostrador\\_100118\\_Una%20nueva%20revoluci%C3%B3n%20de%20la%20IA%20Robots%20inteligentes%20y%20emocionales%2C%20el%20nuevo%20componente%20social.pdf?dl=0](https://www.dropbox.com/s/i8ud0eovruffbo1b/80_El%20Mostrador_100118_Una%20nueva%20revoluci%C3%B3n%20de%20la%20IA%20Robots%20inteligentes%20y%20emocionales%2C%20el%20nuevo%20componente%20social.pdf?dl=0))
11. **La "toma de conciencia" es el tema principal del Congreso del Futuro 2018**, Innovación.cl, 01 Jan 2018, Spanish  
([https://www.dropbox.com/s/b4r0bfd31ame2sh/83\\_%20Innovaci%C3%B3n.cl\\_020118\\_La%20E%20%9Ctoma%20de%20conciencia%2E%80%9D%20es%20el%20tema%20principal%20del%20Congreso%20del%20Futuro%202018.pdf?dl=0](https://www.dropbox.com/s/b4r0bfd31ame2sh/83_%20Innovaci%C3%B3n.cl_020118_La%20E%20%9Ctoma%20de%20conciencia%2E%80%9D%20es%20el%20tema%20principal%20del%20Congreso%20del%20Futuro%202018.pdf?dl=0))

## 2017

12. **'Human+' exhibit explores the future of humanity**, Nadine, CNET  
([https://www.dropbox.com/s/hb71q5vf79k7q1b/69\\_CNET\\_Nadine.pdf?dl=0](https://www.dropbox.com/s/hb71q5vf79k7q1b/69_CNET_Nadine.pdf?dl=0))
13. **HUMAN+ Showcases the Future of Our Species**, Indesign Live, 30 May 2017  
([https://www.dropbox.com/s/3vzv574xbtzjdsy/68\\_IndesignLive\\_300517\\_HUMAN%2B%20Showcases%20the%20Future%20of%20Our%20Species.pdf?dl=0](https://www.dropbox.com/s/3vzv574xbtzjdsy/68_IndesignLive_300517_HUMAN%2B%20Showcases%20the%20Future%20of%20Our%20Species.pdf?dl=0))
14. **Chat With A Female Robot (Who's Made To Look Just Like Her Creator)**, 8 Days, 27 May 2017  
([https://www.dropbox.com/s/ufu0dtw9szzt13r/67\\_8\\_Days\\_270517\\_Chat%20With%20A%20Female%20](https://www.dropbox.com/s/ufu0dtw9szzt13r/67_8_Days_270517_Chat%20With%20A%20Female%20)

- [Robot%20%28Who%27s%20Made%20To%20Look%20Just%20Like%20Her%20Creator%29.pdf?dl=0](#))
15. **The cyborgs have arrived!**, Rosette Media, 22 May 2017  
([https://www.dropbox.com/s/ngnuz3jwxqh7aw/70\\_Rosette\\_Media\\_220517\\_The%20cyborgs%20have%20arrived%21.pdf?dl=0](https://www.dropbox.com/s/ngnuz3jwxqh7aw/70_Rosette_Media_220517_The%20cyborgs%20have%20arrived%21.pdf?dl=0))
  16. **"Human+: The Future of Our Species" exhibition held in Singapore**, Xinhua News, 18 May 2017  
([https://www.dropbox.com/s/cvmlbdennlkcxoe/71\\_Xinhua\\_News\\_180517\\_Human%2B%20The%20Future%20of%20Our%20Species%20exhibition%20held%20in%20Singapore.pdf?dl=0](https://www.dropbox.com/s/cvmlbdennlkcxoe/71_Xinhua_News_180517_Human%2B%20The%20Future%20of%20Our%20Species%20exhibition%20held%20in%20Singapore.pdf?dl=0))
  17. **Conversation with a humanoid robot (Print Edition)**, The Straits Times, life weekend, 19 May 2017  
([https://www.dropbox.com/s/efskywmkbcm8zzu/63\\_The\\_Straits\\_Times\\_life\\_190517\\_Conversation%20with%20a%20humanoid%20robot.pdf?dl=0](https://www.dropbox.com/s/efskywmkbcm8zzu/63_The_Straits_Times_life_190517_Conversation%20with%20a%20humanoid%20robot.pdf?dl=0))
  18. **Conversation with a humanoid robot (Digital Edition)**, The Straits Times, lifestyle, 19 May 2017  
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## Funded Research Projects

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### Social Robot application software and installation for demonstration and learning at AIA

- Funding Support: Nanyang Technological University
- Period of Funding: 1 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

- Funding Support: National Research Foundation under the NRF-NSFC Joint Research Grant Call (Data Science)
- Period of Funding: 1 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

- 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: 1 October 2016 – 30 September 2019
- 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

- 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: 1 September 2013 – 31 August 2016

Recently, more media attention has been 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.