

## **Model of expressive behaviors for conversational agents**

We have been developing a platform of humanoid agent, be virtual or robot, able to interact with humans. I will describe the architecture of our platform allowing us to drive these different agents type. These agents, be virtual or physics, can be driven from two different representation languages, namely Function Markup Language FML that specifies the communicative intentions and emotional states, and Behavior Markup Language BML that describes the multimodal behaviors to be displayed by the agents. I will also describe how we model behavior expressivity. Modulating the execution of a behavior with different dynamic qualities allows us to create agents displaying different emotionally-colored behaviors.