CURRICULUM – VITAE (condensed)

Pierre De Loor

Full professor in Computer Science
Brest National Engineering School (ENIB)/Computer Science Laboratory (Lab-STICC, UMR CNRS 6285)

Web site : http://www.enib.fr/~deloor

Higher diplomas

- 2006: Post-Doctoral Qualification to Direct Research (HDR), University of Brest, defended December 6th, Title: Autonomous models for participatory simulations.
- 1996: Doctoral Thesis: Computer Engineering, Cybernetics and Signal Processing, at the University of Reims (URCA), France. Distinction with highest honors.
- 1994: Research Master in signal processing and computer sciences.

Research Interests

- Artificial Intelligence, Machine Learning, Cognitive Science, Virtual Reality

Positions/Functions

- 2008/today : Full Professor in computer sciences at Brest National Engineering School (ENIB), research at the Lab-STICC (French CNRS Labs).
- 1999/2007: Lecturer at Brest National Engineering School (ENIB), research at the Computer Science Laboratory for Complex Systems (LISyC).
- 1996/1998: Temporary teaching and research fellow at the University of Reims (France).

Responsibilities

- 2012 – Today: Head of the team "Human System Interaction" (IHSEV) of the Lab-STICC (UMR CNRS 8265)
- 2011 – 2014: Head of the European Center for Virtual Reality
- 2008 – 2011: Head of the team "Virtual Reality" (AREVY) of the LISYC

Research supervision

- Supervision of 11 phd thesis? 4 postdocs and 13 Master thesis.
- Rapporteur of 18 phd Thesis and Examiner of 24 phd Thesis.

  Details are in annexes.

Research Projects

- 2016 – 2018 **Smart CAVE** (IRT B<>COM funding) : B<>COM, Océanopolis, Lab-STICC. Collaborative and Immersive Environment for oceanography .
- 2015 – 2017 **SOMBRERO** (French National Agency Funding) : Lab-STICC, GipsaLab, LIG, LIP and Aldebaran. Imitation learning for a humanoïd robot with socio communicative faculties.
- 2014 - 2016 **ANTIMOINE** (French National Agency Funding) : Lab-STICC, LINA, CoDire, Topic Topos. Enactive interface for cultural heritage data exploration.
- 2012 - 2015 **INGREDIBLE** (French National Agency Funding) : Lab-STICC, LIMSI, IRISA, Virtualys : Virtual Character able to realtime sensorimotor coupling with humans.
- 2011 - 2012 **CO-ADAPT** French Network on Complex Systems, Programme IXXI : Lab-STICC - LIRIS. Sensorimotor coupling between human and machine.
- 2011 - 2012 **PLATSIM** FUI Collaborative project (LISyC, EcaFaros, LAAS) : Virtual Environment for Training.
- 2012 - 2015 **EVODIIME**, Frech-Canadian project on neurofeedback and virtual reality for virtual therapy.

Financing obtained as main investigator

- 2012 - ANR (National Research Agency) Ingredible : ~800 k€
- 2015 - ANR (National Research Agency) Antimoine : ~600 k€
- 2014 – CFQCU (French-Canadian Fundation agency) : ~20 k€

International Relations

Besides the French Canadian EVODIIME project with the ARViPL (Canada), I participated on a co-supervision thesis with the Sherbrook University (Canada).

Proofreading of articles

- Journal of Cognitive Systems Research.
- International Journal for Virtual Reality.
- Journal ESWA : Expert System with Applications.
- ICVR International Conference on Virtual Reality.
- IEEE VR Conference (Virtual Reality).
- International Conference on Computer Human Interaction Research and Application CHIRA.

In french langage :

- Revue TSI (Techniques et Sciences Informatiques).
- Revue RIA (Revue d'Intelligence Artificielle).
- Revue INTELLECTICA (Revue Française de Sciences Cognitives).
- Revue RIHM (Revue d'Interaction Homme/Machine).
- Revue des sciences de l'éducation de l'université de Genève, RE (Raisons éducative).
- Conférence RFIA (Reconnaissance de Formes et Intelligence Artificielle).
- Conférence JFSMA (Journées Francophone des Systèmes Multiagents).
- Workshop WACAI (Affect, Compagnon Artificiel, Interaction).

Main administrative responsibilities

- Elected Member of the ENIB "school council" from 1999 to 2002.
- Elected President of the ENIB "Scientific council" from 2010.
- Elected Member of the ENIB "executive board" from 2010.

Teaching

I teach about 192 hours by years on computer science in general and in artificial intelligence in graduate students. I also have been responsible for certain "teaching modules" at the ENIB since 1998

- 2005-2017: responsible for the Artificial Intelligence module (4th/5th years ENIB)
- 2002-2007: responsible for the Logic Programming module (4th/5th years ENIB)
- 2004 - 2007: Head of the research masters in Computer Science of Brittany (ENIB part)
- 1998-2002: responsible for the Distributed Computing module (4th/5th years ENIB)

Featured or accepted publications

My publications are summarised in the following table:

International Journal	National Journal	International conference	National conference	Invited conference	Workshop	Book chapters	Vulgarisation
11	8	44	10	4	4	5	1

Others

English level: Conversational English

Musician (pianist, home studio, song writer)

Annexes

Details on Phd supervision (Title are a translation from French)

- Landy Rajaonarivo, *Enactive Interface for cultural heritage data exploration.* (defense in 2018)
- **Marisnel Carolina Olivares Amaro,** Analysis, modeling and implementation of aids: toward cognitive orthesis for brain injured people. PhD Thesis in Co-supervision with researchers of Sherbrook University, Canada, February 2017.
- **Camille De Keukelaere,** *Inter individual Coordination modes and sharing regulation during collaborative dynamical situations : Application to sport and theater*, PhD thesis, Université Européenne de Bretagne - UBO, May 2012.
- **Kristen Manac'h,** Toward enactive agents: Application to dynamical evolutionnary approach. *Phd* UEB-Université de Bretagne occidentale, spécialité informatique, Janvier 2011. Encadrement à 100 % (directeur).
- **Fabien Tencé,** Modeling and imitation learning of credible behaviors for video game virtual characters PhD thesis, UEB-Université de Bretagne Occidentale, CERV-ENIB, November, 2011.
- **Matthieu Aubry,** Modeling and machine learning of synergies for the control of virtual character's movements. *Phd* UEB-Université de Bretagne Occidentale, Computer Science, Jully, 2010.

- **Romain Bénard,** *Context reasoning for participative simulation and collaborative dynamical situation studies.* Phd, UEB-Université de Bretagne Occidentale, computer Science, November 2007.
- **Xiaoran Jiang,** Storing sequences in binary neural networks with high efficiency. PhD thesis, Télécom Bretagne, 2014.
- **Cédric Buche,** A Intelligent and Adaptive Tutoring System for learning skills in virtual environment. *Phd*, Université de Bretagne Occidentale, Computer Science, November, 2005.
- **Laurent Le Bodic,** Evaluation of interactive multimodal systems through behavioral simulation. *PhD.* Université de Bretagne Occidentale, spécialité informatique, soutenue le 16 Juin 2005. Encadrement à 75%.
- **Pierre-Alexandre Favier,** Intentionality for behavioral specification of situated agents in virtual environment. *Phd*, Université de Bretagne Occidentale, Computer Science, December, 2004.

Details on publications:

International peer-review journals:

De Loor, P.; Manac'h, K. & Chevaillier, P. (2014), 'The memorization of in-line sensorimotor invariants: toward behavioral ontogeny and enactive agents', Artificial Life and Robotics 19(2), 127-135.

De Loor, P, Manac'h, K.; Windelschmidty, C.; Devillers, F.; Chevaillier, P. & Tisseau, J. (2014), 'Connecting Interactive Arts and Virtual Reality with Enaction', Journal of Virtual Reality and Boadcasting.

De Keukelaere, C.; Kermarrec, G.; Bossard, C.; Pasco, D. & **De Loor, P.** (2013), 'Formes, contenus et évolution du partage au sein d'une équipe de sport de haut niveau', Le travail humain 76(3), 227.

Tence, F.; Gaubert, L.; Soler, J.; **De Loor, P.** & Buche, C. (2013), 'Chameleon : online learning for believable behaviors based on humans imitation in computer games', Computer Animation and Virtual Worlds 24(5), 477--495.

Tence, F.; Gaubert, L.; Soler, J.; **De Loor, P.** & Buche, C. (2013), 'Stable growing neural gas: A topology learning algorithm based on player tracking in video games', Applied Soft Computing 13(10), 4174--4184.

Buche, C. & **De Loor, P.** (2013), 'Anticipatory behavior in virtual universe, application to a virtual juggler', Computer Animation and Virtual Worlds (CAVW) 24(October 2012), 111--125.

De Loor, P. ; Bénard, R. & Chevaillier, P. (2011), 'Real-time retrieval for case-based reasoning in interactive multiagent-based simulations', Expert Systems with Applicat 38, 5145-5153.

Buche, C.; Jeannin-Girardon, A. & **De Loor, P.** (2011), 'Simulation theory and anticipation as a basis for interactive virtual character in an uncertain world. Application to a human-virtual characters interaction for juggling', Computer Animation and Virtual Worlds (CAVW), Computer Animation and Social Agents (CASA'11) Special Issue 22(2-3), 133-139.

De Loor, P.; Manac'h, K. & Tisseau, J. (2009), 'Enaction-Based Artificial Intelligence: Toward Co-evolution with Humans in the Loop', Minds and Machine 19(3), 319-343.

Favier, P. & **De Loor, P.** (2006), 'From decision to action : intentionality, a guide for the specification of intelligent agents' behaviour', International Journal of Image and Graphics 6(1), 87--99.

Buche, C.; Querrec, R.; **De Loor, P.** & Chevaillier, P. (2004), Mascaret: Pedagogical Multi-Agents System for Virtual Environment for Training', Journal of Distance Education Technologies 2(4), 41--61.

French peer-review journals :

Bossard, C.; Kermarrec, G.; **De Loor, P**.; Bénard, R. & Tisseau, J. (2010), 'Sport, réalité virtuelle et conception de simulations participativesIllustration dans le domaine du football avec le simulateur CoPeFoot', Intellectica **52**, 97-117.

Buche, C.; Querrec, R.; **De Loor, P**. ; Chevaillier, P. & Tisseau, J. (2009), 'PEGASE : un système tutoriel intelligent générique et adaptatif en environnement virtue', *Technique et Science Informatiques* **8**, 1051-1076.

Buche, C.; Septseault, C. & **De Loor, P.** (2006), 'Proposition d'un module générique pour l'implémentation d'une famille de systèmes de classeurs', *Revue des Sciences et Technologies de l'Information, série Intelligence Artificielle (RSTI–RIA)* **20**(1), 63-88.

Buche, C.; Septseault, C. & **De Loor, P.** (2006), 'Les systèmes de classeurs. Une présentation générale', *Techniques et Sciences Informatiques* **9**, 963-990.

Chevaillier, P.; Harrouet, F. & **De Loor, P**. (1999), 'Application des réseaux de Petri a la modélisation des systèmes multi-agents de controle, *Journal Européen des Systèmes Automatisés* **33**(4), 413--437.

De Loor, P. Le Bodic, L.; Calvet, G. & Tisseau, J. (2006), 'Un simulateur d'usage pour l'évoluation des systèmes interactifs multimodaux', *Revue d'Interaction Homme-Machine* **7**(1), 59--91.

De Loor, P.; Zaytoon, J. & J. Villermain-Lecolier, G. (1997), 'Abstractions and heuristics for the validation of Grafcet controlled systems', *Journal Européen des Systumes Automatisés* **31**(3), 561--580.

Zaytoon, J.; **De Loor, P.** Goedel, C. & Villermain-Lecolier, G. (1996), 'Modélisation et vérification des systèmes hybrides a l'aide du TTM/RTTL"', *Journal Européen des Systumes Automatisés* **30**(4), 405--432.

International peer-review conferences:

Rajaonarivo, L., Courgeon, M., Maisel, E., & **De Loor, P**. (2017). Inline Co-Evolution between Users and Information Presentation for Data Exploration. In 22nd International Conference on Intelligent User Interface (to appear).

Lasson, F., Polceanu, M., Buche, C., **De Loor P.,** (2017). Temporal Deep Belief Network for Online Human Movement Recognition. In 30th International Florida Artificial Intelligence (p. à paraître).

Bevacqua, E., Richard, R., Soler, J., & **De Loor, P.** (2016). INGREDIBLE: A platform for full body interaction between human and virtual agent that improves co-presence. In Proceedings of the 3rd International Symposium on Movement and Computing - MOCO '16. New York, New York, USA: ACM Press. http://doi.org/10.1145/2948910.2948943

De Loor, P., Richard, R., Soler, J., & Bevacqua, E. (2016). Aliveness metaphor for an evolutive gesture interaction based on coupling between a human and a virtual agent. In Proceedings of the 29th International Conference on Computer Animation and Social Agents - CASA '16 (pp. 147–155). New York, New York, USA: ACM Press. http://doi.org/10.1145/2915926.2915932

Marisnel Carolina Olivares Amaro, Sylvain Giroux, Pierre De Loor, André Thépaut, Hélène Pigot, Stephanie Pinard, Carolina Bottari, Guylaine Le Dorze and Nathalie BierMarisnel Carolina Olivares Amaro, Sylvain Giroux, **Pierre De Loor**, André ThÉpaut, Hélène P, G. L. D. and N. B. (2016). An ontology model for a context-aware preventive assistance system: reducing exposition of individuals with Traumatic Brain Injury to dangerous situation during meal preparation. In 2nd IET International Conference on Technologies for Active and Assisted Living. London.

Rajaonarivo, L., Maisel, E., & **De Loor, P.** (2016). An enactive based realtime 3D self-organization system for the exploration of a cultural heritage data base. In 20th International Conference Information Visualisation (pp. 100–105). Lisbonne. Retrieved from https://hal.archives-ouvertes.fr/hal-01350083/document

Bevacqua, E., Jost, C., Nédélec, A., & **De Loor, P.** (2015). Gestural coupling between humans and virtual characters in an artistic context of imitation. In 15th International Conference of Intelligent Virtual Agents, Lecture Note in Artificial Intelligence (pp. 194–19). Retrieved from https://hal.archives-ouvertes.fr/hal-01220147/document

Giroux, S., Bier, N., Pigot, H., Bouchard, B., Bouzouane, A., Levasseur, M., … Le Pévédic, B. (2015). Cognitive Assistance to Meal Preparation: Design, Implementation, and Assessment in a Living Lab. In AAAI2015-AIHCE AAAI 2015 Spring Symposium - Ambient Intelligence for Health and Cognitive Enhancement. Stanford, United States. Retrieved from https://hal.archives-ouvertes.fr/hal-01232575

Jost, C., **De Loor, P.,** Nédélec, A., Bevacqua, E., & Stankovic, I. (2015). Real-Time Gesture Recognition Based On Motion Quality Analysis. In 7th International Conference on Intelligent Technologies for Interactive

Entertainment - INTETAIN 2015. Retrieved from https://hal.archives-ouvertes.fr/hal-01166273/document

Bevacqua, E., Stankovi, I., Maatallaoui, A., Nédélec, A., & **De Loor, P.** (2014). Effects of Coupling in Human-virtual Agent Body Interaction. In Intelligent Virtual Agents. Retrieved from http://arxiv.org/abs/1409.5758

Demulier, V., Bevacqua, E., Focone, F., Giraud, T., Carreno-Medrano, P., Isableu, B., … Martin, J.-C. (2014). A Database of Full Body Virtual Interactions Annotated with Expressivity Scores. In proceeding of: Language Resources and Evaluation Conference (LREC'14). Reykjavik.

Stankovic, I., **De Loor, P.,** Demulier, V., Nédélec, A., & Bevacqua, E. (2013). The INGREDIBLE database: A first step toward dynamic coupling in human-virtual agent body interaction. In Thirteenth International Conference on Intelligent Virtual Agents.

Tencé, F., Gaubert, L., **P. De Loor**, & Buche., C. (2012). Chameleon : A learning virtual bot for believable behaviors in video game. In International Conference on Intelligent Games and Simulation (GAMEON'12) (pp. 64–70).

Barange, M., **De loor, P.,** Louis, V., Querrec, R., Soler, J., Trinh, T.-H., … Chevaillier, P. (2011). Get Involved in an Interactive Virtual Tour of Brest Harbour: Follow the Guide and Participate. In Proceedings of the 11th International Conference on Intelligent Virtual Agents, IVA'11 (Vol. 6895, pp. 93–99). Reykjavick, Iceland: Springer-Verlag.

Manac'h, K., & **De Loor, P.** (2011). Guiding for Associative Learning: How to Shape Artificial Dynamic Cognition. In Advances in Artificial Life. Darwin Meets von Neumann Lecture Notes in Computer Science Volume 5777, proceedings of the 10th European Conference on Artificial Life (pp. 189–196). Budapest. Retrieved from http://www.springerlink.com/index/6200734142631427.pdf

Trinh, T.-H., Chevaillier, P., Barange, M., Soler, J., **De Loor, P.,** & Querrec, R. (2011). Integrating Semantic Directional Relationships into Virtual Environments: A Meta-modelling Approach,. In A. & W. G. Coquillart S.; Steed (Ed.), Proceedings of the Joint Virtual Reality Conference of EGVE - EuroVR, JVRC'11 (pp. 67–74).

Aubry, M., **De Loor, P.,** & Gibet, S. (2010). Enhancing Robustness to Extrapolate Synergies Learned from Motion Capture. In CASA 2010, 23rd International Conference on Computer Animation and Social Agents - short paper (p. 4 pages). Retrieved from http://hal.archives-ouvertes.fr/hal-00505188_v1/

Buche, C., & **De Loor, P.** (2010). Generic model for experimenting and using a family of classifiers systems: description and basic applications. In L. Rutkowski (Ed.), International Conference on Artificial Intelligence and Soft Computing (ICAISC'10), Part I, LNAI 6113 (pp. 299–306). Springer. http://doi.org/10.1007/978-3-642-13208-7_38

De Loor, P., Windelschmidt, C., Martinaud, K., & Cabioch, V. (2010). Connecting Theater and Virtual Reality with Cognitive Sciences: Positioning from computer science and artist meeting. In Proceedings of Virtual Reality International Conference (VRIC 2010), 7-9 April 2010, Laval, France. RICHIR Simon, SHIRAI Akihiko Editors. International conference organized by Laval Virtual. (pp. 221–225). Retrieved from http://hal.archives-ouvertes.fr/hal-00472342/en/

Fronville, A., Harrouet, F., Désilles, A., & **Pierre De Loor.** (2010). Simulation tool for morphological analysis. In The European Simulation and Modelling Conference (ESM) (pp. 127–132).

Tence, F., Buche, C., **De Loor, P.,** & Marc, O. (2010). Learning a representation of a believable virtual character's environment with an imitation algorithm. In M. Al-Akaidi (Ed.), First annual Pan-Arabic International Conference on Intelligent Games and Simulation (GAMEON-ARABIA'10) (pp. 141–145). Eurosis. Retrieved from http://arxiv.org/abs/1012.6018

Tencé, F., Buche, C., **De Loor, P**., & Marc, O. (2010). The Challenge of Believability in Video Games: Definitions, Agents Models and Imitation Learning. In W. Mao & L. Vermeersch (Eds.), GAMEON-ASIA'2010, 2nd Asian Conference on Simulation and AI in Computer Games (pp. 38–45). Eurosis. Retrieved from http://hal.archives-ouvertes.fr/hal-00514524_v1/

Trinh, T.-H., Querrec, R., **De Loor, P**., & Chevaillier, P. (2010). Ensuring semantic spatial constraints in virtual environments using UML/OCL. In Proceedings of the 17th ACM Symposium on Virtual Reality Software and Technology (pp. 219–226). New York, NY, USA: ACM. http://doi.org/10.1145/1889863.1889912

Bossard, C., Benard, R., **De Loor, P**., Kermarrec, G., & Tisseau, J. (2009). An exploratory evaluation of virtual football player's believability. In In Richir, S. & Shirai, A. (Eds). Proceedings of 11th Virtual Reality International Conference (VRIC'09).

Bossard, C., Kermarrec, G., Bénard, R., **De Loor, P**., & Tisseau, J. (2009). Investigate naturalistic decision making of football players to design virtual environment. In B. L. W. W. et N.A. Stanton (Ed.), Proceedings of 9th bi-annual international conference on Naturalistic Decision Making : Naturalistic Decision Making and Computers- NDM9 (pp. 185–186). London.

De Loor, P. Manach, K., & Fronville, A. (2009). Simulations of Abstract Autopoietic Machines. In 10th European Conference on Artificial Life (ECAL).

De Loor, P., Bénard, R., & Bossard, C. (2008). Interactive co-construction to study dynamical collaborative situations. In Proceedings in the International Conference on Virtual Reality, Laval Virtual (pp. 85–91).

De Loor, P., Manac'h, K., Fronville, A., & Tisseau, J. (2008). Requirement for an enactive Machine: Ontogenesis, Interaction and Human in the Loop. In 5th International Conference on Enactive Interfaces, ENACTIVE08 (pp. 136–141).

Bénard, R., & **De Loor, P.** (2007). Context-Based Decision-Making for Virtual Soccer Players. In Proceedings of the international Conference on Context: Context'07. Doctorial Consortium (pp. 2–15).

Bénard, R., Aubry, M., & **De Loor, P.** (2006). Context: An Information Medium for Dynamic and Collaborative Situations. In Proceedings of the 2006 IEEE International Conference on Information Reuse and Integration, IRI - 2006, September 16 - 18, 2006, Waikoloa Village Hilton, Waikoloa, Hawaii, USA (pp. 226–231). IEEE Systems, Man, and Cybernetics Society.

Bénard, R., Bossard, C., & **De Loor, P.** (2006). Context's modelling for participative simulation. In G. Sutcliffe & R. Goebel (Eds.), 19th International Florida Artificial Intelligence Research Society Conference (FLAIRS-06) (pp. 613–618). The AAAI Press, Menlo Park, California.

Bénard, R., **De Loor, P.** & Tisseau, J. (2006). Understanding Dynamic Situations through Context Explanation. In ICALT (pp. 1044–1046).

Le Bodic, L., **De Loor, P.,** & Kahn, J. (2005). UMAR : A Modeling of Multimodal Artifact. In HCI International 2005.

Buche, C., Querrec, R., **De Loor, P.,** & Chevaillier, P. (2003). Mascaret : Pedagogical Multi-Agents System for Virtual Environment for Training. In T. L. Kunii, S. H. Soon, & A. Sourin (Eds.), Proceedings of the International Conference on Cyberworlds (Vol. 2, pp. 423–445). Singapore: IEEE Computer Society.

Buche, C., Querrec, R., Maffre, É., Chevaillier, P., & **De Loor, P.** (2003). MASCARET : multiagent system for virtual environment for training. In S. Richir, P. Richard, & B. Taravel (Eds.), VRIC 2003 (pp. 159–164). Laval, France.

Favier, P.-A., & **De Loor, P.** (2003). Intentionality: a Needed Link Between Decision and Action for Intelligent's Agent Behaviour. In Forth International Conference on Virtual Reality and its Application in Industry Proceedings, VRAI'2003. Tianjin, China.

Le Bodic, L., Kahn, J., & **De Loor, P.** (2003). Virtual reality for multimodal HCI evaluation. In Proceedings of the 5th Virtual Reality International Conference VRIC 2003 (pp. 95–98).

Le Bodic, L., **De Loor, P.,** & Kahn, J. (2002). Multimodal interfaces evaluation with virtual reality simulation. In Human Computer Interaction, Theory and Practice (Part 1) (pp. 661–665).

Favier, P. A., **De Loor, P.,** & J., T. (2001). Programming Agent with Purposes: Application to Autonomous Shooting in Virtual Environment. Lecture Notes In Computer Sciences, 2197, 40–43.

De Loor, P., & Chevaillier, P. (2000). Generation of Agent Interactions from Temporal Logic Specifications. In Proceedings of 16 th IMACS World congress 2000, on Scientific Computation, Applied Mathematics and Simulation. Lausanne, Switzerland.

De Loor, P., & Zaytoon, J. (1996). On The Validation of a class of real-time properties for Grafcet controlled systems. In Symposium on Discrete Events and Manufacturing Systems, CESA'96 IMACS/IEEE Multiconference (pp. 789–793). Lille, France.

De Loor, P., Zaytoon, J., & Villermain-Lecolier, G. (1996). Heuristiques pour la validation des systèmes commandés par Grafcet. In Congrès Modélisation des systèmes réactifs (pp. 239–247). Brest, France.

Zaytoon, J., **De Loor, P**., & Villermain-Lecolier, G. (1995). Giving semantics to the extended Grafcet by means of Timed Transition Model. In 7th. IFAC/IFORS/IMACS Symposium on Large Scale Systems : Theory and Applications (pp. 965–970). Londre.

Zaytoon, J., Villermain-Lecolier, G., & **De Loor, P**. (1994). Associating discrete part manufacturing systems semantics to SADT by means of Petri nets. In IFAC Integrated Systems Engeneering (pp. 293–298). Baden-Baden.

Invitation to conferences:

Pierre De Loor. How could the enactive paradigm inspire computer science ? In keynote on BICA 2015, International Conference on Cognitive Architectures, sub-event Enaction, 2015.

Pierre De Loor. Objectivity and Human-Machine Interaction : does it fit ? In invited speaker of the Workshop "Evaluation Methods Standardization in Human-Robot Interaction" on the 7th Seventh International Conference on Social Robotics, Paris (France), 2015.

Pierre De Loor. From interactive to coupled systems : positionning and studies. In humain dans la boucle, séminaire du pôle CoGITE du LIRIS, 27 Novembre, Lyon, France, 2015.

Bevacqua, E., **De Loor P.,** Benbouriche M. 'Expressive Interactive Virtual Agents : Toward their use in forensic psychiatry and mental health services', Colloque Psychiatrie, violence et réalité virtuelle : de la recherche à la clinique Institut Philippe-Pinel de Montréal, Mai 2015.

De Loor, P. (2013), 'Illustration des travaux du Centre Européen de Réalité Virtuelle autour de la notion de couplage', Institut Philippe Pinel, Montréal.

De Loor, P. (2011), 'Mettre en interaction le théâtre, la réalité virtuelle et la recherche en science cognitive''Forum sur les interactions tactiles et gestuelles, ARTLAB, Images numériques et art contemporain'.

De Loor, P.; Windelschmidt, C.; Martinaud, K. & Cabioch, V. (2010), Enactive Artificial Intelligence and Art : What Links ?, *in* 'invited conference to the First France-Russia Seminar', pp. 273-283.

De Loor, P. & Chevaillier, P. (2003), 'Solving Distributed and Dynamic Constraints Using an Emotional Metaphor: Application to the Timetabling Problem''5th EURO/INFORM international conference, 'new opportunities for operations research'', Istanbul, Invited paper, session : Parallel Algorithms and Implementation, 144.

Workshops:

P. Chevaillier, T.-H. Trinh, M. Barange, F. Devillers, J. Soler, **P. De Loor,** and R. Querrec, "Semantic Modelling of Virtual Environments Using MASCARET," in *Proceedings of the Fourth Workshop on Software Engineering and Architectures for Realtime Interactive Systems SEARIS, IEEE VR 2011*, 2011.

K. Manac'h and **P. De Loor**, "A study on the origin of anticipation by guidance for artificial dynamic cognition.," in *fourth workshop on: Anticipatory Behaviour in Adaptive Learning Systems (ABiALS 2008).*, 2008.

Zaytoon, **P. De Loor**, and G. Villermain-Lecolier, "Using a real-time framework to verify the propoerties of Grafcet," in *3rd. IFAC/IFIP Workshop on algorithms and architectures for real-time control*, 1995, pp. 233–238.

Zaytoon, V. Carre-Menetrier, M. Niclet, and **P. De Loor**, "On the recent advances in Grafcet," in *IFAC Workshop on Manufacturing System Modelling*, 1994, pp. 419–424.

Chapters:

De Loor, P.; Bevacqua, E.; Stankovic, I.; Maatallaoui, A.; Nédélec, A. & Buche (2015) *Vers une communication Homme-Animal-Machine ? Contribution interdisciplinaire,* E.M.E. Chapitre : Le couplage d'agents virtuels interactifs socialement présents, pp. 237-254, C.GrandGeorge, M.; Jost, C.; Le Pévédic, B. & Pugnière-Saavedra, F., ed., (2015)

Bossard, C.; Kermarrec, G.; Benard, R.; **De Loor, P.** & Tisseau, J.Chang, C., ed., (2009), *Handbook of Sports Psychology*, New York: Nova Science, chapter 16 : Virtual Reality for Research and Training in Sport: an Illustration with CoPeFoot, pp. 391-402.

Buche, C.; Querrec, R.; **De Loor, P.** & Chevaillier, P. (2007), *Online and Distance Learning~: Concepts, Methodologies, Tools and Applications*, IGI Global, chapter MASCARET : A Pedagogical Multi-Agent System for Virtual Environment for Training, pp. 1137-1156.

Carre-Menetrier, V. & **De Loor, P.** (2000), *7 facettes du grafcet*, Cepadues, chapter V : Grafcet et graphe d'aats.

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