

The development of intelligent virtual agents (IVAs) is a complex task featuring many sub problems. Concerning the education in this field, there is a good theoretical basis. However when it comes to the practical education – the platforms that can be used are scarce and mostly still not fully developed. Our goal is to create a platform, which would allow for a good practical education in the field of IVAs development. The first step towards this platform is a prototype implementation – project Emohawk – that will be described in this thesis. Project Emohawk features a partly emergent story and affect-driven architecture for IVAs control based on a psychologically plausible emotion model. Moreover a methodology was created analyzing this prototype implementation regarding the believability and emergent story potential.