

This interactive exhibit from the research labs of Philips Electronics demonstrates interactions between real users and autonomous agents in an immersive virtual entertainment experience. In a soccer game, teams of autonomous agents compete against each other and real users, who can participate as players, spectators, and even referees. A Reality Engine provides appropriate audio and other sensory information to enrich the experience.

Novel elements of *Virtual Playspace* include: an immersive virtual environment in which real people interact with autonomous agents, a demonstration of Philips' autonomous agents technology, and an opportunity to observe emergent behavior, as agents composed of relatively simple rules combine to produce complex systems.

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