

Michael Travers: Publications

“Agent-Based Programming Environments”, Child's Play '96 Workshop at Univ. of Colorado, Boulder, 1996.

Programming with Agents: New metaphors for thinking about computation, Ph.D. dissertation in Media Arts and Sciences, Massachusetts Institute of Technology Media Laboratory, 1996.

“Recursive Interfaces for Reactive Objects,” *Proceedings of CHI '94*, in Boston, 1994. Also published as Apple ATG Technical Report.

“Recursive Containment as a Spatial Theme”, InterCHI 93 Workshop on Spatial Metaphors for User Interfaces, Amsterdam, 1993.

“LiveWorld: a graphic environment for animate systems”, OOPSLA'93 Workshop on Visual Object Oriented Programming, Washington, 1993.

“Programming with Characters,” in *International Workshop on Intelligent User Interfaces* in Orlando, Florida, 1993 (with Marc Davis). Also presented in short form at CHI '92 in Monterey.

“Emotion and the Dynamics of Representation Use”, MIT Media Laboratory Music and Cognition Group Technical Report #3, 1992.

“Representation, Action, and Emotion”, *Proceedings of Student Workshop on Emotions.*, J-M. Fellous, Ed. Univ. of Southern California, Los Angeles, 1991.

“Two Approaches to Informal Interaction Over Computer and Video Networks.” In *Proceedings of CHI '91* in New Orleans, 1991 (with Alan Borning). Also published as University of Washington Computer Science & Engineering Technical Report 90-10-01.

“Informal Interaction in Virtual Spaces”, 2nd International Conference on Cyberspace at Univ. of California, Santa Cruz, 1991.

“A Visual Representation for Knowledge Structures,” in *Proceedings of Hypertext '89*, 147-158, 1989.

Agar: An Animal Construction Kit., M.S thesis in Media Arts and Sciences, Massachusetts Institute of Technology Media Laboratory, 1988.

“Animal Construction Kits.” In *Artificial Life*, SFI Series in the Sciences of Complexity, ed. C. Langton. Addison-Wesley, 1988.