

## Jörn Kreutel, Publications as of August 10, 2015

### [Articles in journals and edited volumes]

- [1] Jörn Kreutel and Colin Matheson. Incremental information state updates in an obligation-driven dialogue model. *Logic Journal of the IGPL*, 11(4), 2003.
- [2] Jörn Kreutel and Colin Matheson. Context-dependent interpretation and implicit dialogue acts. In Hannes Rieser, Peter Kühnlein, and Henk Zeevat, editors, *Perspectives on Dialogue in the New Millenium*, volume 114 of *Pragmatics and Beyond*. John Benjamins, 2003.

### [Edited volumes]

- [3] Jörn Kreutel, editor. Proceedings of the Demonstrations Session at EACL 2009. 12th Conference of the European Chapter of the Association for Computational Linguistics (EACL-2009). *Association for Computational Linguistics*, 2009.
- [4] Charles Callaway, Andrea Corradini, Jörn Kreutel, Johanna Moore and Manfred Stede, editors. Proceedings of the Combined Workshop on Language-Enabled Educational Technology and Development and Evaluation of Robust Spoken Dialogue Systems (part of ECAI 2006), 2006.

### [Articles in refereed proceedings]

- [5] Jörn Kreutel and Kristin Schulz. Enhancing semantic metadata with curated content for multimedia content exploration. In Carsten Busch and Jürgen Sieck, editors, *Kultur und Informatik: Cross Media*. Glückstadt 2015.
- [6] Jörn Kreutel, Kristin Schulz, Stefanie Klekamp and Andrea Gerlach. Accessing multimedia content from mobile applications using semantic web technologies. In *Proc. SPIE 9030, Mobile Devices and Multimedia: Enabling Technologies, Algorithms, and Applications 2014, 903004*. February 18, 2014. doi:10.1117/12.2035416
- [7] Ingmar Kliche, Sascha Hellmann and Jörn Kreutel. Enabling customer self service through image processing on mobile devices. In *Proc. SPIE 8667, Multimedia Content and Mobile Devices, 86670J*. March 7, 2013. doi:10.1117/12.2007443
- [8] Jörn Kreutel. ScIML: Model-based Design of Voice User Interfaces. In Simon Keizer, Harry Bunt and Tim Paek, editors, *Proceedings of the 8th SIGdial Workshop on Discourse and Dialogue*, 2007.
- [9] Jörn Kreutel. VUI Web Services. Distributed Application Components for the Next Generation Voice Web. In Rainer Eckstein and Robert Tolksdorf, editors, *Proceedings der Berliner XML Tage 2005 (BXML 2005)*, 2005.
- [10] Jörn Kreutel. Device independent multimodal dialogue systems – an application-centered perspective. In Eurescom GmbH, editor, *EURESCOM Summit 2005 - Ubiquitous Services and Applications*, 2005.
- [11] Jörn Kreutel. An application-centered perspective on multimodal dialogue systems. In Bernhard Fisseni, Hans-Christian Schmitz, Bernhard Schröder, and Petra Wagner, editors, *Sprachtechnologie, mobile Kommunikation und linguistische Ressourcen. Beiträge zur GLDV-Tagung 2005 in Bonn*, 2005.
- [12] Jörn Kreutel. Grounding and sincerity. In Ernst Buchberger, editor, *KONVENS 2004. 7. Konferenz zur Verarbeitung natürlicher Sprache, Vienna (Austria)*, 2004.

- [13] William C. Mann and Jörn Kreutel. Speech acts and recognition of insincerity. In *Catalog 2004, the 8th Workshop on the Semantics and Pragmatics of Dialogue*, 2004.
- [14] Jörn Kreutel and William C. Mann. Analysing bids in dialogue macrogame theory using discourse obligations. In *DiaBruck 2003, the 7th Workshop on the Semantics and Pragmatics of Dialogue*, 2003.
- [15] Jörn Kreutel and Colin Matheson. From dialogue acts to dialogue act offers: Building discourse structure as an argumentative process. In *Edilog 2002, the 6th workshop on the Semantics and Pragmatics of Dialogue*. Johan Bos, Mary Ellen Foster and Colin Matheson, 2002.
- [16] Jörn Kreutel and Colin Matheson. Cooperation and strategic acting in discussion scenarios. In *Proceedings of the Workshop on Coordination and Action at ESSLLI 01*, 2001.
- [17] Jörn Kreutel and Colin Matheson. Modelling dialogue using multiple inferences over information states. In *Proceedings of the ICOS2 Workshop on Inference in Computational Semantics*, 2000.
- [18] Jörn Kreutel and Colin Matheson. Obligations, intentions, and the notion of conversational games. In *Götaglog 2000, the 4th Workshop on the Semantics and Pragmatics of Dialogue*. University of Gothenburg, 2000.
- [19] Jörn Kreutel and Colin Matheson. Rethinking conversational cooperation in terms of discourse obligations. In *3rd Workshop on Human-Computer Communication*, 2000.
- [20] Jörn Kreutel. Reconstructing conversational games in an obligation-driven dialogue model. In P. Sojka, I. Kopeck, and K. Pala, editors, *Text, Speech and Dialogue: Third International Workshop, TSD 2000*, volume 1902 of *Lecture Notes in Computer Science*. Springer, 2000.
- [21] Jörn Kreutel and Colin Matheson. Modelling questions and assertions in dialogue using obligations. In *Amstelog 1999, the 3rd Workshop on the Semantics and Pragmatics of Dialogue*. University of Amsterdam, 1999.
- [Further work]
- [22] Renate Reschke and Jörn Kreutel, editors. 'Zeit' und 'Individualität' in der frühen Neuzeit – Präsentation eines studentischen Forschungsprojekts. Versuchendes Denken IV. Seminar für Ästhetik der Humboldt-Universität zu Berlin, 1998.
- [23] Jörn Kreutel. Zur Zivilisation des Dritten Standes: Bürgertum und Zeitdisziplin im Übergang vom Mittelalter zur Neuzeit. In [22].
- [24] Jörn Kreutel. Bemerkungen zur stoischen *cura sui* als Individualisierungstechnik. In [22].
- [25] Jörn Kreutel. Lux mea crux – crux mea lux. Chaosvernehmung und Identität. In *Friedrich Nietzsche als Kunstgestalt zwischen Selbst- und Fremdinszenierung*. Versuchendes Denken II. Institut für Ästhetik der Humboldt-Universität zu Berlin, 1994.