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Books and Book Chapters

- [1] Mubbasir Kapadia. Authoring and Evaluating Autonous Virtual Human Simulations. Lambert Academic Publishing, 2012.
- [2] Mubbasir Kapadia and Norman I. Badler. Navigation and steering for autonomous virtual humans. Wiley Interdisciplinary Reviews: Cognitive Science, 2013.
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- [2] Glen Berseth, Brandon Haworth, **Mubbasir Kapadia**, and Petros Faloutsos. Characterizing and Optimizing Game Level Difficulty. In *ACM SIGGRAPH International Conference on Motion in Games*, 2014.
- [3] Glen Berseth, **Mubbasir Kapadia**, Brandon Haworth, and Petros Faloutsos. SteerFit: Automated Parameter Fitting for Steering Algorithms. In *ACM SIGGRAPH/Eurographics Symposium on Computer Animation*, SCA '14, New York, NY, USA, 2014. ACM.
- [4] F.M. Garcia, M. Kapadia, and N.I. Badler. Gpu-based dynamic search on adaptive resolution grids. In *Robotics and Automation (ICRA)*, 2014 IEEE International Conference on, pages 1631–1638, May 2014.
- [5] Tianyu Huang, **Mubbasir Kapadia**, Norman I. Badler, and Marcelo Kallmann. Path Planning for Coherent and Persistent Groups. In *IEEE International Conference on Robotics and Automation (ICRA)*, 2014 (To Appear).
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[2] Norman I. Badler, **Mubbasir Kapadia**, Jan Allbeck, Yiorgos Chrysanthou, Nuria Pelechano, and Stephen Guy. Simulating heterogeneous crowds with interactive behaviors. In *EUROGRAPHICS* 2014 Tutorials, April 2014.

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- [1] Glen Berseth, Petros Faloutsos, and **Mubbasir Kapadia**. SteerFit: Automated Parameter Fitting for Steering Algorithms. York University, March 2014.
- [2] Mubbasir Kapadia. Authoring and Evaluating Autonomous Virtual Human Simulations. PhD thesis, Los Angeles, CA, 2011 (Published as a book).
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