REFERENCES

[1] Muneeb Imtiaz Ahmad, Omar Mubin, and Hiren Patel. 2018. Exploring the potential of NAO robot as an interviewer. In *International Conference on Human-Agent Interaction (HAI)*. 324–326.

[2] Mohammad R. Ali, Dev Crasta, Li Jin, Agustin Baretto, Joshua Pachter, Ronald D. Rogge, and Mohammed E. Hoque. 2015. LISSA-Live interactive social skill assistance. In *Affective Computing and Intelligent Interaction (ACII)*. 173–179.

[3] Keith Anderson, Elisabeth André, T. Baur, Sara Bernardini, M. Chollet, E. Chryssafidou, I. Damian, C. Ennis, A. Egges, P. Gebhard, H. Jones, M. Ochs, C. Pelachaud, Kaśka Porayska-Pomsta, P. Rizzo, and Nicolas Sabouret. 2013. The TARDIS framework: Intelligent virtual agents for social coaching in job interviews. In *International Conference on Advances in Computer Entertainment Technology (ACE)*. 476–491.

[4] Tobias Baur, Ionut Damian, Patrick Gebhard, Kaska Porayska-Pomsta, and Elisabeth André. 2013. A job interview simulation: Social cue-based interaction with a virtual character. In *International Conference on Social Computing (SocialCom)*. 220–227.

[5] Zoraida Callejas, Brian Ravenet, Magalie Ochs, and Catherine Pelachaud. 2014. A computational model of social attitudes for a virtual recruiter. In *International Conference On Autonomous Agents and Multi-Agent Systems (AAMAS)*. 93–100.

[6] David Cameron, Samuel Fernando, Emily Collins, Abigail Millings, Roger Moore, Amanda Sharkey, Vanessa Evers, and Tony Prescott. 2015. Presence of life-like robot expressions influences children's enjoyment of human-robot interactions in the field. In *AISB Convention*.

[7] Kirby Cofino, Vikram Ramanarayanan, Patrick Lange, David Pautler, David Suendermann-Oeft, and Keelan Evanini. 2017. A modular, multimodal open-source virtual interviewer dialog agent. In *International Conference on Multimodal Interaction (ICMI)*. 520–521.

[8] Kevin W Cook, Carol A Vance, and Paul E Spector. 2000. The relation of candidate personality with selection-interview outcomes. *Journal of Applied Social Psychology* 30, 4 (2000), 867–885.

[9] Joana Galvão Gomes da Silva, David J Kavanagh, Tony Belpaeme, Lloyd Taylor, Konna Beeson, and Jackie Andrade. 2018. Experiences of a motivational interview delivered by a robot: Qualitative study. *Journal of medical Internet Research* 20, 5 (2018), e116.

[10] Ionut Damian, Tobias Baur, Birgit Lugrin, Patrick Gebhard, Gregor Mehlmann, and Elisabeth André. 2015. Games are better than books: In-situ comparison of an interactive job interview game with conventional training. In *International Conference on Artificial Intelligence in Education (AIED)*. 84–94.

[11] Amanda R Feiler and Deborah M Powell. 2016. Behavioral expression of job interview anxiety. *Journal of Business and Psychology* 31, 1 (2016), 155–171.

[12] Patrick Gebhard, Tobias Baur, Ionut Damian, Gregor Mehlmann, Johannes Wagner, and Elisabeth André. 2014. Exploring interaction strategies for virtual characters to induce stress in simulated job interviews. In *International Conference On Autonomous Agents and Multi-Agent Systems (AAMAS)*. 661–668.

[13] Dylan F. Glas, Takashi Minaot, Carlos T. Ishi, Tatsuya Kawahara, and Hiroshi Ishiguro. 2016. ERICA: The ERATO intelligent conversational android. In *International Conference on Robot and Human Interactive Communication (ROMAN)*. 22–29.

[14] Mohammed E. Hoque, Matthieu Courgeon, Jean-Claude Martin, Bilge Mutlu, and Rosalind W. Picard. 2013. MACH: My automated conversation coach. In *International Joint Conference on Pervasive and Ubiquitous Computing (UBICOMP)*. 697–706.

[15] Koji Inoue, Divesh Lala, Kenta Yamamoto, Shizuka Nakamura, Katsuya Takanashi, and Tatsuya Kawahara. 2020. An attentive listening system with android ERICA: Comparison of autonomous and WOZ interactions. In *SIGdial Meeting on Discourse and Dialogue (SIGDIAL)*. 118–127.

[16] Koji Inoue, Divesh Lala, Kenta Yamamoto, Katsuya Takanashi, and Tatsuya Kawahara. 2019. Engagement-based adaptive behaviors for laboratory guide in human-robot dialogue. In *International Workshop on Spoken Dialog System Technology (IWSDS)*.

[17] Koji Inoue, Pierrick Milhorat, Divesh Lala, Tianyu Zhao, and Tatsuya Kawahara. 2016. Talking with ERICA, an autonomous android. In *SIGdial Meeting on Discourse and Dialogue (SIGDIAL)*. 212–215.

[18] Carlos T. Ishi, Hiroshi Ishiguro, and Norihiro Hagita. 2012. Evaluation of formant-based lip motion generation in tele-operated humanoid robots. In *International Conference on Intelligent Robots and Systems (IROS)*. 2377–2382.

[19] Carlos T. Ishi, Chaoran Liu, Jani Even, and Norihiro Hagita. 2016. Hearing support system using environment sensor network. In *International Conference on Intelligent Robots and Systems (IROS)*. 1275–1280.

[20] Tatsuya Kawahara. 2018. Spoken dialogue system for a human-like conversational robot ERICA. In *International Workshop on Spoken Dialog System Technology (IWSDS)*.

[21] Takahiro Kobori, Mikio Nakano, and Tomoaki Nakamura. 2016. Small talk improves user impressions of interview dialogue systems. In *SIGdial Meeting on Discourse and Dialogue (SIGDIAL)*. 370–380.

[22] Hirokazu Kumazaki, Taro Muramatsu, Yuichiro Yoshikawa, Blythe A Corbett, Yoshio Matsumoto, Haruhiro Higashida, Teruko Yuhi, Hiroshi Ishiguro, Masaru Mimura, and Mitsuru Kikuchi. 2019. Job interview training targeting nonverbal communication using an android robot for individuals with autism spectrum disorder. *Autism* 23, 6 (2019), 1586–1595.

[23] Divesh Lala, Koji Inoue, and Tatsuya Kawahara. 2018. Evaluation of real-time deep learning turn-taking models for multiple dialogue scenarios. In *International Conference on Multimodal Interaction (ICMI)*. 78–86.

[24] Divesh Lala, Koji Inoue, and Tatsuya Kawahara. 2019. Smooth turn-taking by a robot using an online continuous model to generate turn-taking cues. In *International Conference on Multimodal Interaction (ICMI)*. 226–234.

[25] Divesh Lala, Pierrick Milhorat, Koji Inoue, Masanari Ishida, Katsuya Takanashi, and Tatsuya Kawahara. 2017. Attentive listening system with backchanneling, response generation and flexible turn-taking. In *SIGdial Meeting on Discourse and Dialogue (SIGDIAL)*. 127–136.

[26] Divesh Lala, Shizuka Nakamura, and Tatsuya Kawahara. 2019. Analysis of effect and timing of fillers in natural turn-taking. In *INTERSPEECH*. 4175–4179.

[27] Markus Langer, Cornelius J König, Patrick Gebhard, and Elisabeth André. 2016. Dear computer, teach me manners: Testing virtual employment interview training. *International Journal of Selection and Assessment* 24, 4 (2016), 312–323.

[28] Akinobu Lee, Keiichiro Oura, and Keiichi Tokuda. 2013. MMDAgent – A fully open-source toolkit for voice interaction systems. In *International Conference on Acoustics, Speech and Signal Processing (ICASSP)*. 8382–8385.

[29] Julia Levashina, Christopher J Hartwell, Frederick P. Morgeson, and Michael A. Campion. 2014. The structured employment interview: Narrative and quantitative review of the research literature. *Personnel Psychology* 67, 1 (2014), 241–293.

[30] Julie McCarthy and Richard Goffin. 2004. Measuring job interview anxiety: Beyond weak knees and sweaty palms. *Personnel Psychology* 57, 3 (2004), 607–637.

[31] Iftekhar Naim, M Iftekhar Tanveer, Daniel Gildea, and Mohammed Ehsan Hoque. 2015. Automated prediction and analysis of job interview performance: The role of what you say and how you say it. In *International Conference on Automatic Face and Gesture Recognition (FG)*.

[32] Ryosuke Nakanishi, Koji Inoue, Katsuya Takanashi, and Tatsuya Kawahara. 2018. Generating fillers based on dialog act pairs for smooth turn-taking by humanoid robot. In *International Workshop on Spoken Dialog System Technology (IWSDS)*.

[33] Deborah M Powell, David J Stanley, and Kayla N Brown. 2018. Meta-analysis of the relation between interview anxiety and interview performance. *Canadian Journal of Behavioural Science* 50, 4 (2018), 195–207.

[34] Pooja Rao S. B, Sowmya Rasipuram, Rahul Das, and Dinesh B. Jayagopi. 2017. Automatic assessment of communication skill in non-conventional interview settings: A comparative study. In *International Conference on Multimodal Interaction (ICMI)*. 221–229.

[35] Antoine Raux and Maxine Eskenazi. 2009. A finite-state turn-taking model for spoken dialog systems. In *North American Chapter of the Association for Computational Linguistics (NAACL)*. 629–637.

[36] Matthew J. Smith, Emily J. Ginger, Katherine Wright, Michael A Wright, Julie Lounds Taylor, Laura Boteler Humm, Dale E. Olsen, Morris D. Bell, and Michael F Fleming. 2014. Virtual reality job interview training in adults with autism spectrum disorder. *Journal of Autism and Developmental Disorders* 44, 10 (2014), 2450–2463.

[37] Ilona Straub. 2016. 'It looks like a human!' The interrelation of social presence, interaction and agency ascription: a case study about the effects of an android robot on social agency ascription. *AI & society* 31, 4 (2016), 553–571.

[38] Ming-Hsiang Su, Chung-Hsien Wu, and Yi Chang. 2019. Follow-up question generation using neural tensor network-based domain ontology population in an interview coaching system. In *INTERSPEECH*. 4185–4189.

[39] Ming-Hsiang Su, Chung-Hsien Wu, Kun-Yi Huang, Qian-Bei Hong, and Huai-Hung Huang. 2018. Follow-up question generation using pattern-based seq2seq with a small corpus for interview coaching. In *INTERSPEECH*. 1006–1010.

[40] Sei Ueno, Hirofumi Inaguma, Masato Mimura, and Tatsuya Kawahara. 2018. Acoustic-to-word attention-based model complemented with character-level CTC-based model. In *International Conference on Acoustics, Speech and Signal Processing (ICASSP)*. 5804–5808.

[41] Daniela Villani, Claudia Repetto, Pietro Cipresso, and Giuseppe Riva. 2012. May I experience more presence in doing the same thing in virtual reality than in reality? An answer from a simulated job interview. *Interacting with Computers* 24, 4 (2012), 265–272.