Topics include defining the concept of virtual people (i.e., digital human representations), discussing methods of constructing and utilizing virtual people, methodological approaches to understanding interactions with and among virtual people, and exploring current applications of virtual people. This class examines virtual people from the viewpoint of various disciplines, including popular culture (how are virtual people defined in literature and film?), engineering (how are virtual people actually constructed?), behavioral science (how do actual people respond to virtual people during interaction?), computer science (what types of algorithms drive the behaviors of virtual people?), and communication (how can virtual people change the way people interact with one another?).