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~~Reading Emotions Through Affective Computing: Rosalind Picard (Future of StoryTelling 2014)~~

~~Affective Computing: The Power of Emotion Analytics~~*Rosalind Picard: Affective Computing, Emotion, Privacy, and Health | Lex Fridman Podcast #24 Introduction to Affective Computing and Affective Interaction (Affective Computing) - Video 1* ~~Affective Computing ? - How Far is Too Far. (AI) - YouTube. Technology and Emotions | Roz Picard | TEDxSF~~

~~Software Listens In: Emotional Intelligence Through Affective Computing and Mobile Sensing~~

~~Surprising Discoveries from Affective Computing~~*Affective Computing - what is it and why should I care? - Håkan Silfvernegel Affective Deep Learning Research (TensorFlow Meets) How Far is Too Far? | The Age of A.I. The Future of Affective Computing Sophia The Robot says 'I have feelings too' | Artificial intelligence TIMELAPSE OF THE FUTURE: A Journey to the End of Time (4K) What is Machine Learning? Will a robot take my job? | The Age of A.I. The skill of self confidence | Dr. Ivan*

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Joseph | TEDxRyersonU *Lifelike, Emotionally Responsive AI Machine Learning and AI for Social Impact* ~~The role of human emotions in science and research | Hona Stengel Emotion aware technology improve well-being and beyond | Daniel McDuff | TEDxBerlin Use TensorFlow to classify clothing images (Coding TensorFlow) What is affective computing?~~ **Affective Computing: Opportunities and risks of emotional AI | CogX 2019** NYT columnist interviews MIT professor about her research on ~~affective computing and autism~~

Week 11-Lecture 56 : Affective Computing -1

Affective Computing

Gray Scott on the Future of Affective Computing

Dyad X Machina: bringing emotion into machine learning (TensorFlow Meets) L22: Affective Computing. (Fall 2016 Human Computer Interaction Course, UVM) Affective Computing And The Impact

PLOS ONE: Affective Computing and the Impact of Gender and Age Affective computing aims at the detection of users' mental states, in particular, emotions and dispositions during human-computer interactions. Detection can be achieved by measuring multimodal signals, namely, speech, facial expressions and/or psychobiology.

Affective Computing and the Impact of Gender and Age - PLOS

1. Emotions and Affective Computing. When conducting studies in affective computing it is important to measure all crucial behavioral and physiological changes during a specific emotion or emotional event. Yet it is also important to analyze different variables that have been reported to have an impact on the emotional reaction itself.

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Affective computing is an AI tool that can be useful in a wide variety of use cases including commercial functions and potentially even in HR. For example, having a department-wide employee engagement metric based on employee's facial expressions could inform the company on how recent developments are impacting company morale.

Affective Computing: In-Depth Guide to Emotion AI [2020]

Affective computing develops computational systems that recognize, response, and express emotions, which reduces the distance between human emotions and machines. The global Affective Computing is...

Global Affective Computing Market 2020 COVID-19 Impact, Key

Affective computing aims at the detection of users' mental states, in particular, emotions and dispositions during human-computer interactions. Detection can be achieved

Affective Computing and the Impact of Gender and Age - AMiner

IEEE Transactions on Affective Computing - Journal Impact. The Journal Impact 2019-2020 of IEEE Transactions on Affective Computing is 7.170, which is just updated in 2020. Compared with historical Journal Impact data, the Metric 2019 of IEEE Transactions on Affective Computing grew by 8.14% . The Journal Impact Quartile of IEEE Transactions on Affective Computing is Q1 .

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IEEE Transactions on Affective Computing Journal Impact ...

The field is called affective computing, and it's being developed for use in many applications. Affective computing is not a new field but one that is becoming more relevant today, especially if...

What is Affective Computing And How Could Emotional ...

Rosalind Picard's "Affective Computing" had a major effect on both the AI and HCI fields (Picard, 1997). Her idea, in short, was that it should be possible to create machines that relate to, arise from, or deliberately influence emotion or other affective phenomena.

Affective Computing | The Encyclopedia of Human-Computer ...

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IEEE Transactions on Affective Computing | About Journal ...

Affective computing is an emerging field of research that aims to enable intelligent systems to recognize, feel, infer and interpret human emotions. It is an interdisciplinary field which spans from computer science to psychology, and from social science to cognitive science.

A review of affective computing: From unimodal analysis to ...

Affective computing is trying to assign computers the human-like capabilities of observation, interpretation and generation of affect features. It is an important topic for the harmonious...

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(PDF) Affective Computing: A Review

The research report with title Global Affective Computing Market Research Report 2020 announced by Pixion Market Research proposes an analysis of the Affective Computing Industry comprising of significant information related to different product definitions, market classifications, geographical presence, and players in the industry chain structure. The report answers various questions related current market and forecasts and is crucial from the perspective of global economy as well.

COVID-19 Impact On Affective Computing Market 2020 ...

Affective Computing will impact many industrial applications including consumer electronics, Customer Relationship Management (CRM), security, Healthcare, Virtual Reality, and Robotics.

Affective Computing Market: Industry Outlook By Drivers ...

Affective computing is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects. It is an interdisciplinary field spanning computer science, psychology, and cognitive science. While some core ideas in the field may be traced as far back as to early philosophical inquiries into emotion, the more modern branch of computer science ...

Affective computing - Wikipedia

Affective computing assists companies in generating data about their solutions, which leads to effective product development and rolling out targetted marketing strategies. Startups work on affective computing solutions where they investigate responses of consumers towards certain packaging, color,

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and design, among other parameters.

5 Top Emerging Affective Computing Solutions Impacting the ...

Affective computing is projected to have significant implications on the future of any company, with a widespread impact on their ergonomics, human factors, project management, and organizational changes. This factor has fueled the adoption of emotion AI/affective computing solutions across various industry verticals globally.

Affective Computing Market Size, Share and Global Forecast ...

"Impact factor is a measurement of how often a scholarly publication's articles are cited and therefore is an indicator of that publication's importance and influence within a scientific community." Rosalind W. Picard, head of the Affective Computing research group, pioneered the field of Affective Computing at the Media Lab.

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Since interactions may occur between animals, humans, or computational agents, an interdisciplinary approach which investigates foundations of affective communication in a variety of platforms is

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indispensable. In the field of affective computing, a collection of research, merging decades of research on emotions in psychology, cognition and neuroscience will inspire creative future research projects and contribute to the prosperity of this emerging field. *Affective Computing and Interaction: Psychological, Cognitive and Neuroscientific Perspectives* examines the current state and the future prospects of affect in computing within the context of interactions. Uniting several aspects of affective interactions and topics in affective computing, this reference reviews basic foundations of emotions, furthers an understanding of the contribution of affect to our lives and concludes by revealing current trends and promising technologies for reducing the emotional gap between humans and machines, all within the context of interactions.

Affect and emotion play an important role in our everyday lives: They are present whatever we do, wherever we are, and wherever we go, without us being aware of them for much of the time. When it comes to interaction, be it with humans, technology, or humans via technology, we suddenly become more aware of emotion, either by seeing the other's emotional expression, or by not getting an emotional response while anticipating one. Given this, it seems only sensible to explore affect and emotion in human-computer interaction, to investigate the underlying principles, to study the role they play, to develop methods to quantify them, and to finally build applications that make use of them. This is the research field for which, over ten years ago, Rosalind Picard coined the phrase "affective computing". The present book provides an account of the latest work on a variety of aspects related to affect and emotion in human-technology interaction. It covers theoretical issues, user experience and design aspects as well as sensing issues, and reports on a number of affective applications that have been developed in recent years.

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The Knowledge Solution. Stop Searching, Stand Out and Pay Off. The #1 ALL ENCOMPASSING Guide to Affective Computing. An Important Message for ANYONE who wants to learn about Affective Computing Quickly and Easily... ""Here's Your Chance To Skip The Struggle and Master Affective Computing, With the Least Amount of Effort, In 2 Days Or Less..."" Affective computing is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects. It is an interdisciplinary field spanning computer sciences, psychology, and cognitive science. While the origins of the field may be traced as far back as to early philosophical enquiries into emotion, the more modern branch of computer science originated with Rosalind Picard's 1995 paper on affective computing. A motivation for the research is the ability to simulate empathy. The machine should interpret the emotional state of humans and adapt its behaviour to them, giving an appropriate response for those emotions. Get the edge, learn EVERYTHING you need to know about Affective Computing, and ace any discussion, proposal and implementation with the ultimate book - guaranteed to give you the education that you need, faster than you ever dreamed possible! The information in this book can show you how to be an expert in the field of Affective Computing. Are you looking to learn more about Affective Computing? You're about to discover the most spectacular gold mine of Affective Computing materials ever created, this book is a unique collection to help you become a master of Affective Computing. This book is your ultimate resource for Affective Computing. Here you will find the most up-to-date information, analysis, background and everything you need to know. In easy to read chapters, with extensive references and links to get you to know all there is to know about Affective Computing right away. A quick look inside: Affective computing, Portal: Artificial intelligence, Outline of artificial intelligence, List of artificial intelligence projects, List of programming languages for

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artificial intelligence, 20Q, ACROSS Project, Action selection, Admissible heuristic, Agent systems reference model, AgentSheets, AI box, AI-complete, Algorithmic probability, Allen (robot), And-or tree, Angel F, Anticipation (artificial intelligence), Any-angle path planning, Anytime algorithm, Applications of artificial intelligence, Artificial architecture, Artificial brain, Artificial consciousness, Artificial Imagination, Artificial intelligence, Semi Human Instinctive Artificial Intelligence, Artificial intelligence and law, Artificial intelligence marketing, Artificial Intelligence System, Artificial intelligence systems integration, Artificial intelligence, situated approach, Artificial psychology, ASR-complete, Attributional calculus, Autognostics, Automated Mathematician, Automated reasoning, Automatic waste container, Autonomic Computing, Autonomic Networking, Autonomous agent, Backward chaining, Bees algorithm, Belief-desire-intention model, Bio-inspired computing, Bipropagation, Blackboard system, Blackbox planning system, Border pairs method, CALO, Campus in Multidisciplinary Perception and Intelligence of Albacete 2006, User: Cengence/Cengence, Cerebellar Model Articulation Controller, Chatterbox Challenge, Chess as mental training, Cobweb (clustering), Cognitive Info-Communications (CogInfoCom), Cognitive philology, Cognitive robotics, Cognitive tutor, Collective intelligence, Commonsense reasoning, Competitions and prizes in artificial intelligence, Computational creativity...and Much, Much More! This book explains in-depth the real drivers and workings of Affective Computing. It reduces the risk of your technology, time and resources investment decisions by enabling you to compare your understanding of Affective Computing with the objectivity of experienced professionals - Grab your copy now, while you still can.

According to Rosalind Picard, if we want computers to be genuinely intelligent and to interact naturally with us, we must give computers the ability to recognize, understand, even to have and express

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emotions. The latest scientific findings indicate that emotions play an essential role in decision making, perception, learning, and more—that is, they influence the very mechanisms of rational thinking. Not only too much, but too little emotion can impair decision making. According to Rosalind Picard, if we want computers to be genuinely intelligent and to interact naturally with us, we must give computers the ability to recognize, understand, even to have and express emotions. Part 1 of this book provides the intellectual framework for affective computing. It includes background on human emotions, requirements for emotionally intelligent computers, applications of affective computing, and moral and social questions raised by the technology. Part 2 discusses the design and construction of affective computers. Although this material is more technical than that in Part 1, the author has kept it less technical than typical scientific publications in order to make it accessible to newcomers. Topics in Part 2 include signal-based representations of emotions, human affect recognition as a pattern recognition and learning problem, recent and ongoing efforts to build models of emotion for synthesizing emotions in computers, and the new application area of affective wearable computers.

This book constitutes the refereed proceedings of the Second International Conference on Affective Computing and Intelligent Interaction, ACII 2007. It covers affective facial expression and recognition, affective body expression and recognition, affective speech processing, affective text and dialogue processing, recognizing affect using physiological measures, computational models of emotion and theoretical foundations, and affective sound and music processing.

This volume maps the watershed areas between two 'holy grails' of computer science: the identification and interpretation of affect – including sentiment and mood. The expression of sentiment and mood

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involves the use of metaphors, especially in emotive situations. Affect computing is rooted in hermeneutics, philosophy, political science and sociology, and is now a key area of research in computer science. The 24/7 news sites and blogs facilitate the expression and shaping of opinion locally and globally. Sentiment analysis, based on text and data mining, is being used in the looking at news and blogs for purposes as diverse as: brand management, film reviews, financial market analysis and prediction, homeland security. There are systems that learn how sentiments are articulated. This work draws on, and informs, research in fields as varied as artificial intelligence, especially reasoning and machine learning, corpus-based information extraction, linguistics, and psychology.

This volume contains the proceedings of the 1st International Conference on Affective Computing and Intelligent Interaction (ACII 2005) held in Beijing, China, on 22–24 October 2005. Traditionally, the machine end of human–machine interaction has been very passive, and certainly has had no means of recognizing or expressing affective information. But without the ability to process such information, computers cannot be expected to communicate with humans in a natural way. The ability to recognize and express affect is one of the most important features of - man beings. We therefore expect that computers will eventually have to have the ability to process affect and to interact with human users in ways that are similar to those in which humans interact with each other. Affective computing and intelligent interaction is a key emerging technology that focuses on myriad aspects of the recognition, understanding, and expression of affective and emotional states by computers. The topic is currently a highly active research area and is receiving increasing attention. This strong interest is driven by a wide spectrum of promising applications such as virtual reality, network games, smart surveillance, perceptual interfaces, etc. Affective computing and intelligent interaction is a multidisciplinary topic, involving

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psychology, cognitive science, physiology and computer science. ACII 2005 provided a forum for scientists and engineers to exchange their technical results and experiences in this fast-moving and exciting field. A total of 45 oral papers and 82 poster papers included in this volume were selected from 205 contributions submitted by researchers worldwide.

Advances in modern sciences occur thanks to within-fields discoveries as well as confrontation of concepts and methods from separated, sometimes distant, domains of knowledge. For instance, the fields of psychology and psychopathology benefited from accumulated contributions from cognitive neurosciences, which, in turn, received insights from molecular chemistry, cellular biology, physics (neuroimaging), statistics and computer sciences (data processing), etc. From the results of these researches, one can argue that among the numerous cognitive phenomena supposedly involved in the emergence of human intelligence and organized behavior, some of them are specific to the social nature of our phylogenetic order. Scientific reductionism allowed to divide the social cognitive system into several components, i.e. emotion processing and regulation, mental state inference (theory of mind), agency, etc. New paradigms were progressively designed to investigate these processes within highly-controlled laboratory settings. Moreover, the related constructs were successful at better understanding psychopathological conditions such as autism and schizophrenia, with partial relationships with illness outcomes. Here, we would like to outline the parallel development of concepts in social neurosciences and in other domains such as computer science, affective computing, virtual reality development, and even hardware technologies. While several researchers in neurosciences pointed out the necessity to consider naturalistic social cognition (Zaki and Ochsner, *Ann N Y Acad Sci* 1167, 16-30, 2009), the second person perspective (Schilbach et al., *Behav Brain Sci* 36(4), 393-414, 2013) and reciprocity (de

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Bruin et al., *Front Hum Neurosci* 6, 151, 2012), both computer and software developments allowed more and more realistic real-time models of our environment and of virtual humans capable of some interaction with users. As noted at the very beginning of this editorial, a new convergence between scientific disciplines might occur from which it is tricky to predict the outcomes in terms of new concepts, methods and uses. Although this convergence is motivated by the intuition that it fits well ongoing societal changes (increasing social demands on computer technologies, augmenting funding), it comes with several difficulties for which the current *Frontiers in* topic strives to bring some positive answers, and to provide both theoretical arguments and experimental examples. The first issue is about concepts and vocabulary as the contributions described in the following are authored by neuroscientists, computer scientists, psychopathologists, etc. A special attention was given during the reviewing process to stay as close as possible to the publication standards in psychological and health sciences, and to avoid purely technical descriptions. The second problem concerns methods: more complex computerized interaction models results in unpredictable and poorly controlled experiments. In other words, the assets of naturalistic paradigms may be alleviated by the difficulty to match results between subjects, populations, conditions. Of course, this practical question is extremely important for investigating pathologies that are associated with profoundly divergent behavioral patterns. Some of the contributions of this topic provide description of strategies that allowed to solve these difficulties, at least partially. The last issue is about heterogeneity of the objectives of the researches presented here. While selection criteria focused on the use of innovative technologies to assess or improve social cognition, the fields of application of this approach were quite unexpected. In an attempt to organize the contributions, three directions of research can be identified: 1) how innovation in methods might improve understanding and assessment of social cognition disorders or pathology? 2) within the

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framework of cognitive behavioral psychotherapies (CBT), how should we consider the use of virtual reality or augmented reality? 3) which are the benefits of these techniques for investigating severe mental disorders (schizophrenia or autism) and performing cognitive training? The first challenging question is insightfully raised in the contribution of Timmermans and Schilbach (2014) giving orientations for investigating alterations of social interaction in psychiatric disorders by the use of dual interactive eye tracking with virtual anthropomorphic avatars. Joyal, Jacob and collaborators (2014) bring concurrent and construct validities of a newly developed set of virtual faces expressing six fundamental emotions. The relevance of virtual reality was exemplified with two contributions focusing on anxiety related phenomena. Jackson et al. (2015) describe a new environment allowing to investigate empathy for dynamic FACS-coded facial expressions including pain. Based on a systematic investigation of the impact of social stimuli modalities (visual, auditory), Ruch and collaborators are able to characterize the specificity of the interpretation of laughter in people with gelotophobia (2014). On the issue of social anxiety, Aymerich-Franch et al. (2014) presented two studies in which public speaking anxiety has been correlated with avatars' similarity of participants' self-representations. The second issue focuses on how advances in virtual reality may benefit to cognitive and behavioral therapies in psychiatry. These interventions share a common framework that articulates thoughts, feelings or emotions and behaviors and proposes gradual modification of each of these levels thanks to thought and schema analysis, stress reduction procedures, etc. They were observed to be somehow useful for the treatment of depression, stress disorders, phobias, and are gaining some authority in personality disorders and addictions. The main asset of new technologies is the possibility to control the characteristics of symptom-eliciting stimuli/situations, and more precisely the degree to which immersion is enforced. For example, Baus and Bouchard (2014) provide a review on the extension of

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virtual reality exposure-based therapy toward recently described augmented reality exposure-based therapy in individuals with phobias. Concerning substance dependence disorders, Hone-Blanchet et collaborators (2014) present another review on how virtual reality can be an asset for both therapy and craving assessment stressing out the possibilities to simulate social interactions associated with drug seeking behaviors and even peers' pressure to consume. The last issue this *Frontiers'* topic deals with encompasses the questions raised by social cognitive training or remediation in severe and chronic mental disorders (autistic disorders, schizophrenia). Here, therapies are based on drill and practice or strategy shaping procedures, and, most of the time, share an errorless learning of repeated cognitive challenges. Computerized methods were early proposed for that they do, effortlessly and with limited costs, repetitive stimulations. While, repetition was incompatible with realism in the social cognitive domain, recent advances provide both immersion and full control over stimuli. Georgescu and al. (2014) exhaustively reviews the use of virtual characters to assess and train non-verbal communication in high-functioning autism (HFA). Grynszpan and Nadel (2015) present an original eye-tracking method to reveal the link between gaze patterns and pragmatic abilities again in HFA. About schizophrenia, Oker and collaborators (2015) discuss and report some insights on how an affective and reactive virtual agents might be useful to assess and remediate several defects of social cognitive disorders. About assessment within virtual avatars on schizophrenia, Park et al., (2014) focused on effect of perceived intimacy on social decision making with schizophrenia patients. Regarding schizophrenia remediation, Peyroux and Franck (2014) presented a new method named RC2S which is a cognitive remediation program to improve social cognition in schizophrenia and related disorders. To conclude briefly, while it is largely acknowledged that social interaction can be studied as a topic of its own, all the contributions demonstrate the added value of expressive virtual agents and affective computing techniques for the

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experimentation. It also appears that the use of virtual reality is at the very beginning of a new scientific endeavor in cognitive sciences and medicine.

Emotions and Affect in Human Factors and Human–Computer Interaction is a complete guide for conducting affect-related research and design projects in H/F and HCI domains. Introducing necessary concepts, methods, approaches, and applications, the book highlights how critical emotions and affect are to everyday life and interaction with cognitive artifacts. The text covers the basis of neural mechanisms of affective phenomena, as well as representative approaches to Affective Computing, Kansei Engineering, Hedonomics, and Emotional Design. The methodologies section includes affect induction techniques, measurement techniques, detection and recognition techniques, and regulation models and strategies. The application chapters discuss various H/F and HCI domains: product design, human–robot interaction, behavioral health and game design, and transportation. Engineers and designers can learn and apply psychological theories and mechanisms to account for their affect-related research and can develop their own domain-specific theory. The approach outlined in this handbook works to close the existing gap between the traditional affect research and the emerging field of affective design and affective computing. Provides a theoretical background of affective sciences Demonstrates diverse affect induction methods in actual research settings Describes sensing technologies, such as brain–computer interfaces, facial expression detection, and more Covers emotion modeling and its application to regulation processes Includes case studies and applied examples in a variety of H/F and HCI application areas Addresses emerging interdisciplinary areas including Positive Technology, Subliminal Perception, Physiological Computing, and Aesthetic Computing

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This book is a printed edition of the Special Issue "Socio-Cognitive and Affective Computing" that was published in Applied Sciences

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