



# AFFECTIVE COMPUTING

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WHAT IS AFFECTIVE  
COMPUTING?

# COGNITIVE AND PHYSICAL FUNCTIONS

# BASIC EMOTIONS

- **Pleasant**

- Happiness
- Surprise

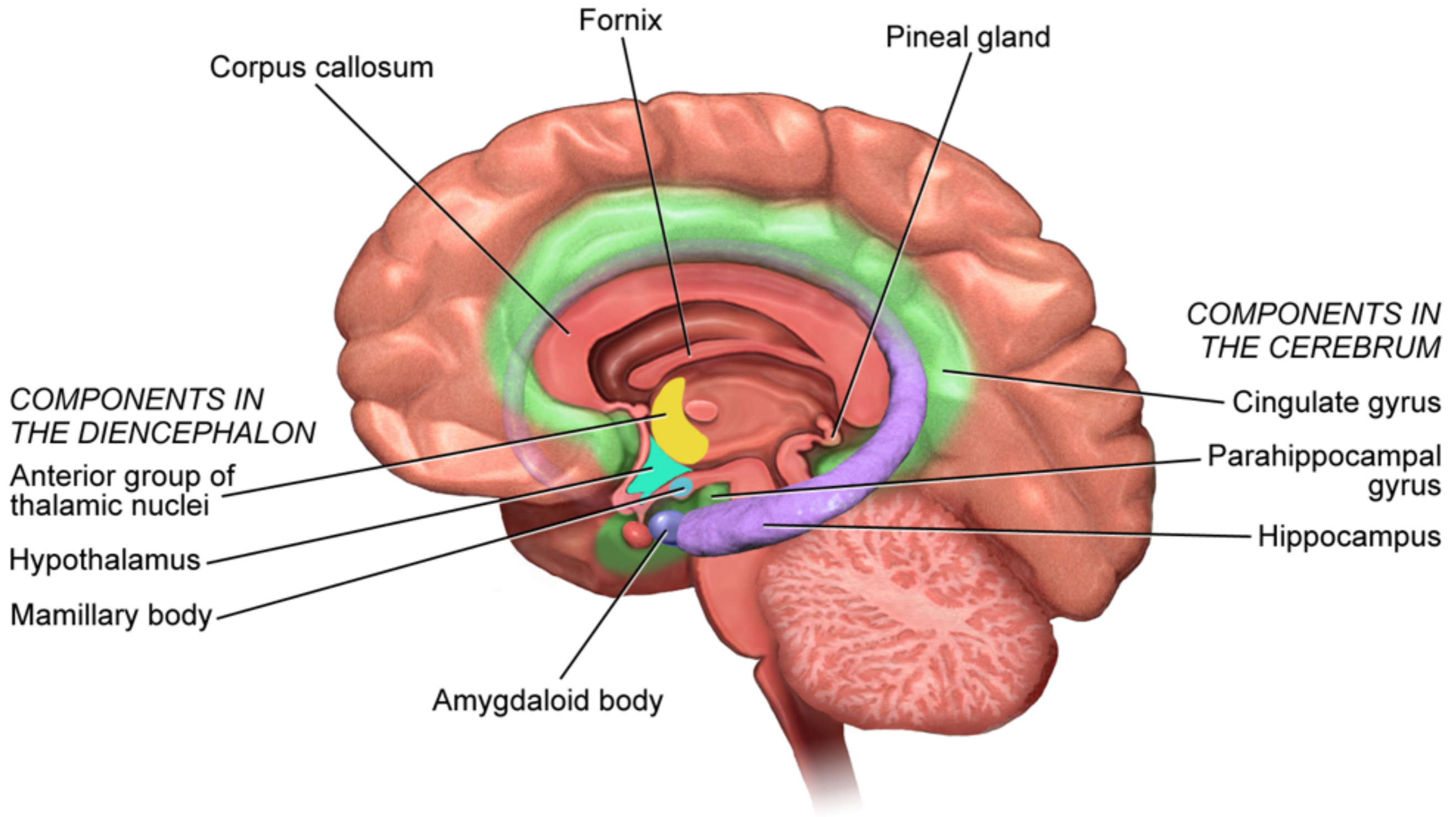


- **Unpleasant**

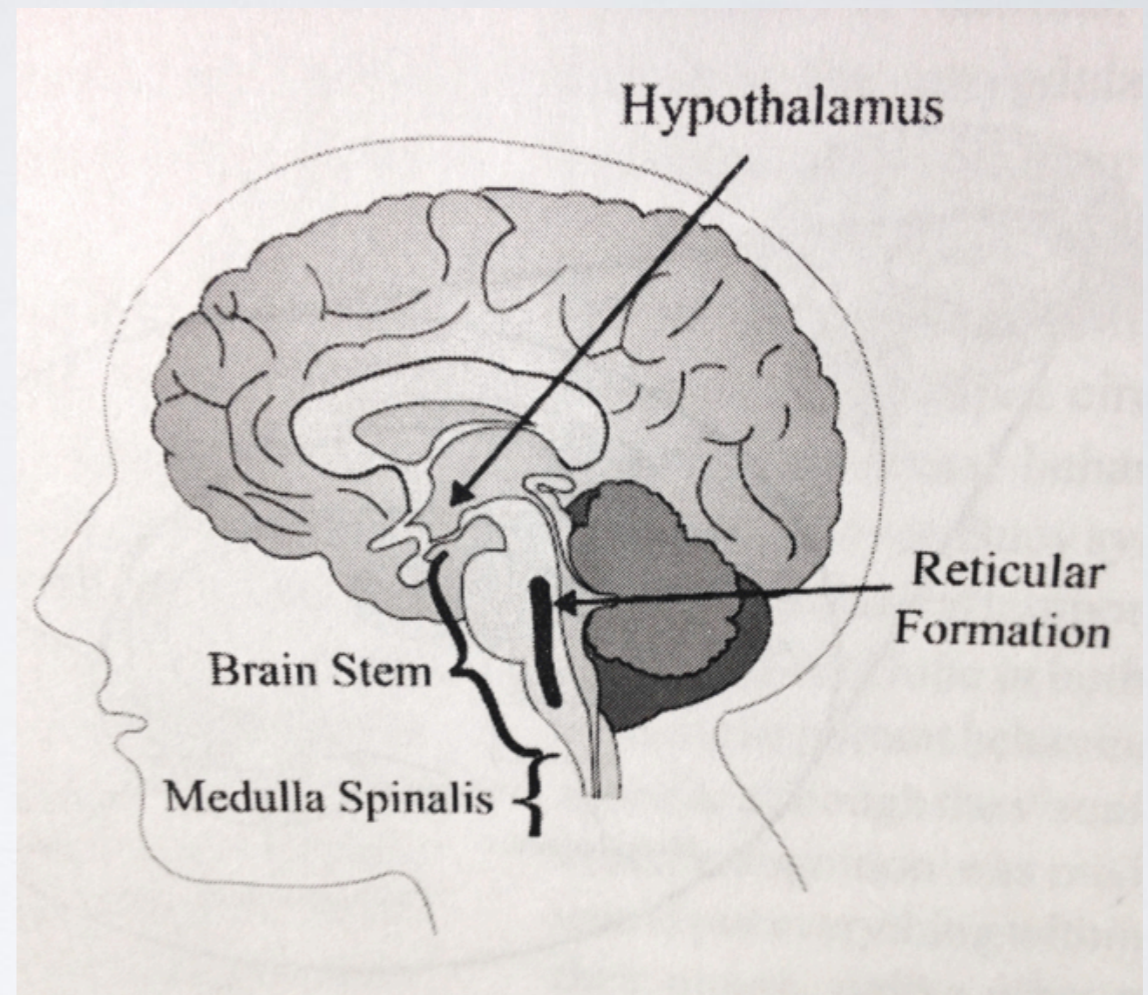
- Sadness
- Anger
- Fear
- Disgust



# The Limbic System



MAIN STRUCTURE  
FROM THE  
PHYSICAL  
SENSATION OF  
EMOTION



# AUTONOMIC NERVOUS SYSTEM

- Sympathetic
- Parasympathetic

# AMYGDALA

- Participates in the most part of the behavioral functions, including **attention, perception, and explicitly memory**



# COMPUTATIONAL MODELS

- Emotional computational models have the objective to represent functions and processes of emotion in the human brain, for example, in the **analyze** and **expression** of emotions.

# EMOTIONS RECOGNITION

- Inputs
- Pattern recognition
- Reasoning
- Learning
- Outputs

# EMOTIONS EXPRESSION

- Inputs
- Intentional vs Spontaneous
- Pathways
- Feedback
- Bias-exclusion
- Social Display Rules
- Outputs

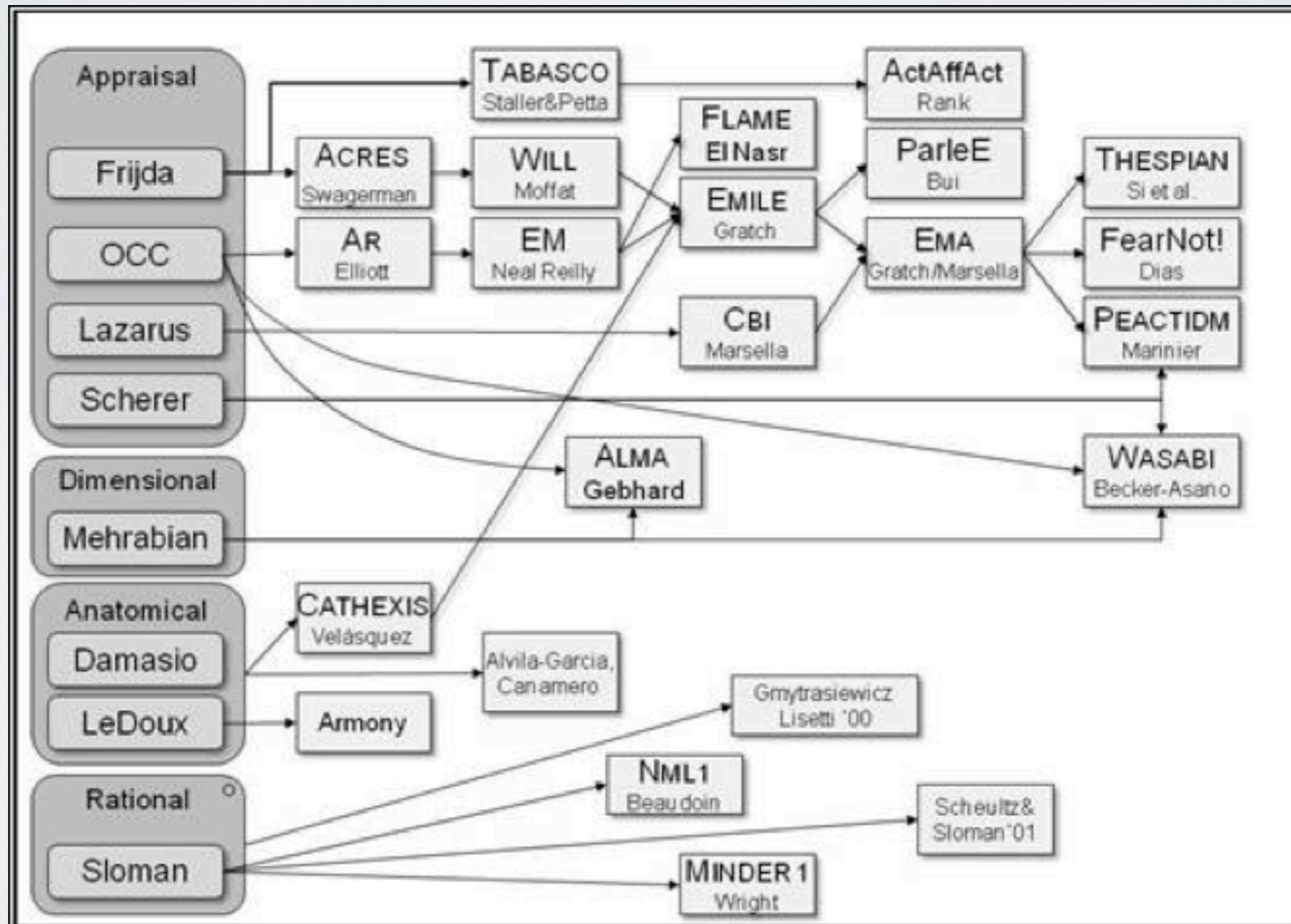
# EMOTIONAL EXPERIENCE

- Helps us to better **understand** our own emotions, and also **regulate** its respective reactions.
- It is consisted of: Cognitive Awareness, Physiological Awareness, and Subjective feelings.

# EMOTIONAL INTELLIGENT APPLICATIONS

- What is the relevant set of emotions for this application?
- How can these best be recognized/expressed/developed?
- How should the computer respond to the user given this information?

# EMOTIONAL COMPUTATIONAL MODELS



# EXAMPLE OF APPLICATION

- Affective mirror
- Beyond Emoticons
- Text to Speech
- Consumer Feedback
- Agents that Learn your Preferences

CONCLUSION