Peter Robinson

Title: Computation of emotions

Abstract:
With rapid advances in computing technologies and heightened user expectations of computers, the development of socially and emotionally adept technologies is becoming a necessity. This talk describes the inference of people’s mental states from facial expressions, vocal nuances, body posture and gesture, and other physiological signals, and also considers the expression of emotions by robots and cartoon avatars.

In preparation for the discussion, attendants are suggested to read the December 2009 special issue of the Philosophical Transactions of the Royal Society B, volume 364, number 1535, pages 3439-3604, reporting on the Discussion Meeting on computation of emotions in man and machines. The introduction and the papers by Jeff Cohn, Maja Pantic, Cynthia Breazeal and Amy Baylor are particularly relevant for the Focus workshop (papers downloadable from the ISSAS readings).