



ACII 2007 (The Second International Conference on Affective Computing and Intelligent Interaction)

Preliminary Program

12.Sep. 2007	Wednesday
8:30	Registration (all day)
09:00 – 9:45	Opening Session by Prof. Rosalind Picard, MIT Media Lab, USA Chair: Roddy Cowie
9:45- 10:10	Coffee Break
10:10 – 12:40	Tutorials Tutorial 1. Computational Models of Emotion: Designs and Evaluation Tutorial 2. Autism and Affective-Social Computing Tutorial 3. Hot Topics in Affective Interaction: an introduction
12:40 – 14:00	Lunch break (free)
14:00 – 15:00	Keynote Talk I – Prof. Klaus Scherer, University of Geneva, Switzerland Title: “Emotion in Social Interaction: Functions and Dysfunctions”
15:00– 16:10	<p>Parallel Sessions:</p> <p><i>Session 1a: Computational Models of Emotion and Theoretical Foundations</i></p> <p>1) Enthusiasm and its contagion: nature and function <i>Isabella Poggi</i></p> <p>2) Learning to Interact with the Caretaker: A Developmental Approach <i>Antoine Hiolle, Lola Cañamero and Arnaud J. Blanchard</i></p> <p>3) Designing An Emotional and Attentive Virtual Infant <i>Christopher Peters</i></p> <p><i>Session 2: Affective Sound and Music Processing</i></p> <p>1) User-Centered Control of Audio and Visual Expressive Feedback by Full-Body Movements <i>Ginevra Castellano, Roberto Bresin, Antonio Camurri, Gualtiero Volpe</i></p> <p>2) Towards Affective-Psychophysiological Foundations for Music Production <i>António Pedro Oliveira and Amílcar Cardoso</i></p> <p>3) Sound design for affective interaction <i>Anna DeWitt and Roberto Bresin</i></p> <p><i>Session 3a: Affective Body Expression and Recognition</i></p> <p>1) Recognizing Affective Dimensions from Body Posture <i>Andrea Kleinsmith and Nadia Bianchi-Berthouze</i></p> <p>2) Detecting affect from non-stylised body motions <i>Daniel Bernhardt and Peter Robinson</i></p> <p>3) Person or Puppet? The role of Stimulus Realism in Attributing Emotion to Static Body Postures <i>Marco Pasch and Ronald Poppe</i></p>

16:10 – 16:30	Coffee Break
17:00 – 18:15	<p>Parallel Sessions</p> <p>Session 1b: Computational Models of Emotion and Theoretical Foundations</p> <ol style="list-style-type: none"> 1) Basing artificial emotion on process and resource management <i>Stefan Rank and Paolo Petta</i> 2) Rational Agents that Blush <i>Paolo Turrini, John-Jules Ch. Meyer, Cristiano Castelfranchi</i> 3) Wishful Thinking Revision <i>César F. Pimentel and Maria R. Cravo</i> 4) Affective adaptation of synthetic social behaviour (S) <i>Pablo Lucas dos Anjos, Ruth Aylett, Alison Cawsey</i> <p>Session 4a: Recognising Affect using physiological Measures</p> <ol style="list-style-type: none"> 1) Entertainment Modeling in Physical Play through Physiology beyond Heart-Rate <i>Georgios N. Yannakakis and John Hallam</i> 2) Comprehension of Users' Subjective Interaction States during their Interaction with an Artificial Agent by Means of Heart Rate Variability Index <i>Takanori Komatsu, Sho'ichiro Ohtsuka, Kazuhiro Ueda, and Takashi Komeda</i> 3) Facial Activation Control Effect (FACE) <i>Toni Vanhala and Veikko Surakka</i> <p>Session 5a: Affective Databases, Annotations and Tools</p> <ol style="list-style-type: none"> 1) What should a generic emotion markup language be able to represent? <i>Marc Schroder, Laurence Devillers, Kostas Karpouzis, Jean-Claude Martin, Catherine Pelachaud, Christian Peter, Hannes Pirker, Bjorn Schuller, Jianhua Tao, and Ian Wilson</i> 2) Towards Knowledge-Based Affective Interaction: Situational Interpretation of Affect <i>Abdul Rehman Abbasi, Takeaki Uno, Matthew N. Dailey, and Nitin V. Afzulpurkar</i> 3) Collection and Annotation of a Corpus of Human-Human Multimodal Interactions: Emotion and Others Anthropomorphic Characteristics <i>Zara Aurélie, Valérie Maffiolo, Jean-Claude Martin, Laurence Devillers</i>
19:30 – 20:30	Welcome Reception (Lisbon Town Hall)
13.Sep. 2007	Thursday
8:30	Registration (all day)
09:00 – 10:00	Keynote Talk – Prof. William Gaver, Goldsmiths College, UK Chair: Kristina Höök
10:00 – 10:20	Coffee Break
10:20 – 11:50	<p>Parallel Sessions</p> <p>Session 6: Affective Facial Expression and Recognition</p> <ol style="list-style-type: none"> 1) Reconstruction and Recognition of Occluded Facial Expressions using PCA <i>Howard Towner and Mel Slater</i> 2) Expressive Face Animation Synthesis based on Dynamic Mapping Method <i>Panrong Yin, Liyue Zhao, Lixing Huang, Jianhua Tao</i> 3) Model of Facial Expressions Management for an Embodied Conversational Agent <i>Radoslaw Niewiadomski and Catherine Pelachaud</i> 4) Facial Expression Synthesis using PAD Emotional Parameters for a Chinese Expressive Avatar <i>Shen Zhang, Zhiyong Wu, Helen M. Meng, and Lianhong Cai</i>

	<p>Session 7a: Affective Interactions: Systems and Applications</p> <p>1) Explanatory Style for Socially Interactive Agents <i>Sejin Oh, Jonathan Gratch and Woontack Woo</i></p> <p>2) Expression of Emotions in Virtual Humans using Lights, Shadows, Composition and Filters <i>Celso de Melo, Ana Paiva</i></p> <p>3) Pogany: A Tangible Cephalomorphic Interface for Expressive Facial Animation <i>Christian Jacquemin</i></p> <p>4) Stoop to Conquer: Posture and affect interact to influence computer <i>Hyung-il Ahn, Alea Teeters, Andrew Wang, Cynthia Breazeal, and Rosalind Picard</i></p> <p>Doctoral Consortium</p>
11:50 – 13:00	Lunch Break (in Centro de Arte Moderna)
13:00 – 14:00	Keynote Talk - Prof. Ursula Hess
14:00 – 15:40	<p>Parallel Sessions</p> <p>Session 8a: Affective Speech Processing <i>Chair: Jianhua Tao</i></p> <p>1) A systematic comparison of different HMM designs for emotion recognition from acted and spontaneous speech <i>Johannes Wagner, Thurid Vogt, Elisabeth André</i></p> <p>2) On the Necessity and Feasibility of Detecting a Driver's Emotional State While Driving <i>Michael Grimm, Kristian Kroschel, Helen Harris, Clifford Nass, Bjorn Schuller, Gerhard Rigoll, and Tobias Moosmayr</i></p> <p>3) Frame vs. Turn-Level: Emotion Recognition from Speech Considering Static and Dynamic Processing <i>Bogdan Vlasenko, Bjorn Schuller, Andreas Wendemuth, Gerhard Rigoll</i></p> <p>4) Characterizing Emotion In the Soundtrack of an Animated Film: Credible or Incredible? <i>Noam Amir, Rachel Cohen</i></p> <p>Session 9: Evaluating Affective Systems</p> <p>1) Children's Emotional Interpretation of Synthetic Character Interactions <i>Lynne Hall, Sarah Woods, Marc Hall, Dieter Wolke</i></p> <p>2) Visual femininity and masculinity in synthetic characters & patterns of Affect <i>Agneta Gulz, Felix Ahlner, and Magnus Haake</i></p> <p>3) The Dynamics of Affective Transitions in Simulation Problem-Solving Environments <i>Ryan S.J.d. Baker, Ma. Mercedes T. Rodrigo, Ulises E. Xolocotzin</i></p> <p>4) Investigating Human Tutor Responses to Student Uncertainty for Adaptive System Development <i>Kate Forbes-Riley and Diane Litman</i></p> <p>5) Generalized "Stigma": Evidence for Devaluation-by-inhibition (S) <i>Haotian Zhou, Lulu Wan, Xiaolan Fu</i></p> <p>Doctoral Consortium</p>
15:50 – 16:10	Coffee Break
16:10 – 17:00	Parallel Sessions

	<p>Session 5b: Affective Databases, Annotations and Tools</p> <p>1) Using Actor Portrayals to Systematically Study Multimodal Emotion Expression: The GEMEP Corpus <i>Tanja Bänziger and Klaus R. Scherer</i></p> <p>5) The HUMAINE Database: addressing the collection & annotation of naturalistic & induced emotional data <i>Ellen Douglas-Cowie, Roddy Cowie, Ian Sneddon, Cate Cox, Orla Lowry, Margaret McRorie, Jean-Claude Martin, Laurence Devillers, Sarkis Abrilian, Anton Batliner, Noam Amir, Kostas Karpouzis</i></p> <p>Session 7b: Affective Interactions: Systems and Applications</p> <p>1) SuperDreamCity: An Immersive Virtual Reality Experience that Responds to Electrodermal Activity <i>Doron Friedman, Kana Suji, and Mel Slater</i></p> <p>2) Video Affective Content Representation and Recognition Using Video Affective Tree and Hidden Markov Models <i>Kai Sun, Junqing Yu</i></p> <p>Session 8b: Affective Speech Processing</p> <p>1) Time- and Amplitude-Based Voice Source Correlates of Emotional Portrayals <i>Irena Yanushevskaya, Michelle Tooher, Christer Gobl, Ailbhe Ní Chasaide</i></p> <p>2) Temporal organization in listeners' perception of the speakers' emotions and characteristics: A way to improve the automatic recognition of emotion-related states in human voice <i>Valérie Maffiolo, Noel Chateau, Gilles Le Chenadec</i></p>
17:00-18:00	HUMAINE Association General Assembly
19:00 – 22:30	Banquet in Lisbon Castle (Castelo de São Jorge)
14.Sep. 2007	Friday
9:00 – 10:00	Keynote Talk – Prof. Prof. Cristiano Castelfranchi, ISTC-CNR, Italy
10:00 – 10:20	Coffee Break
10:20 – 12:00	Demos & Posters
12:00 – 13:00	Lunch Break (in the gardens) and Affective Computing Installations
13:00 – 14:50	<p>Parallel Sessions</p> <p>Session 9a: Affective Text and Dialogue Processing</p> <p>1) You are sooo cool, Valentina!' Recognizing social attitude in speech-based dialogues with an ECA <i>Fiorella de Rosi, Anton Batliner, Nicole Novielli, Stefan Steidl</i></p> <p>2) Assessing Sentiment of Text by Semantic Dependency and Contextual Valence Analysis <i>Mostafa Al Masum Shaikh, Helmut Prendinger, and Ishizuka Mitsuru</i></p> <p>3) How Rude are You?: Evaluating Politeness and Affect in Interaction <i>Swati Gupta, Marilyn A. Walker, Daniela M. Romano</i></p> <p>4) Textual Affect Sensing for Sociable and Expressive Online Communication <i>Alena Neviarouskaya, Helmut Prendinger, Mitsuru Ishizuka</i></p> <p>Session 1c: Computational Models of Emotion and Theoretical Foundations</p> <p>1) The benefits of surprise in dynamic environments: from theory to practice <i>Emiliano Lorini and Michele Piunti</i></p>

	<p>2) Modulatory Influence of Motivations on a Schema-Based Architecture: a Simulative Study <i>Giovanni Pezzulo and Gianguglielmo Calvi</i></p> <p>3) A Bottom-Up Investigation of Emotional Modulation in Competitive Scenarios <i>Lola Cañamero and Orlando Avila-García</i></p> <p>4) An Empathic Rational Dialog Agent <i>Magalie Ochs, Catherine Pelachaud, and David Sadek</i></p> <p><i>Session 7c: Affective Interactions: Systems and Applications</i></p> <p>1) I Know What I Did Last Summer: Autobiographic Memory in Synthetic Characters <i>João Dias, Wan Ching Ho, Thuriid Vogt, Nathalie Beeckman, Ana Paiva, Elisabeth André</i></p> <p>2) Interactive Storytelling with Literary Feelings <i>David Pizzi, Fred Charles, Jean-Luc Lugrin, Marc Cavazza</i></p> <p>3) Hypothesis from Implicit Learning Early Prediction of Student Frustration <i>Scott W. McQuiggan, Sunyoung Lee, and James C. Lester</i></p> <p>4) Creative industrial design and computer-based image retrieval: The role of aesthetics and affect <i>S.J. Westerman, S. Kaur, C. Dukes, & J. Blomfield</i></p>
14:50 – 15:30	Coffee Break
15:30 – 16:40	<p>Parallel Sessions</p> <p><i>Session 4b Recognising Affect using physiological Measures</i></p> <p>1) Music, Heart Rate, and Emotions in the Context of Stimulating Technologies <i>Jenni Anttonen, Veikko Surakka</i></p> <p>2) A Multi-Method Approach to the Assessment of Web Page Designs <i>S.J. Westerman, E.J. Sutherland, L. Robinson, H. Powell, & G. Tuck</i></p> <p><i>Session 9b: Affective Text and Dialogue Processing</i></p> <p>1) Lexical Affect Sensing: Are Affect Dictionaries Necessary to Analyze Affect? <i>Alexander Osherenko, Elisabeth André</i></p> <p>2) Affective Text Variation and Animation for Dynamic Advertisement <i>Carlo Strapparava, Alessandro Valitutti, and Oliviero Stock</i></p> <p><i>Session 3b: Affective Body Expression and Recognition</i></p> <p>1) Recognising Human Emotions from Body Movement and Gesture Dynamics <i>Ginevra Castellano, Santiago D. Villalba, and Antonio Camurri</i></p> <p>2) Motion Capture and Emotion: Affect Detection in whole body Movement (S) <i>Elizabeth Crane and Melissa Gross</i></p> <p>3) Does body movement engage you more in digital game play? And Why? <i>Nadia Bianchi-Berthouze, Whan Woong Kim, Darshak Patel</i></p>
16:40 – 17:30	Panel Session – “The Future of ACII”
17:30 – 18:00	Closing Ceremony