



12 . 14 . September . Lisbon . Fundação Calouste Gulbenkian

<http://gaips.inesc-id.pt/acii2007/>

Final Call for Papers

Important Dates:

Paper Submission: 19th/April/07
Tutorial Submission: 30th/April/07
Authors Notification: 4th/June/07
Camera-Ready: 22th/June/07

General Chairs:

Ana Paiva
Rosalind Picard

Programme Committee Chairs:

Ruth Aylett
Stefanos Kollias
Andrew Ortony
Jianhua Tao

Publicity Chairs:

Nick Campbell
Lola Cañamero

Tutorials Chairs:

Jonathan Gratch
Kristina Höök

Student and Doctoral Consortium Chairs:

Roddy Cowie
Fiorella di Rosis

Demo Chairs:

Carlos Martinho
Paolo Petta

Local Organising Committee:

Maria Cravo
João Dias
Graça Gaspar
Carlos Martinho
Ana Paiva
Rui Prada
Marco Vala

Context and goals:

The second International Conference on Affective Computing and Intelligent Interaction (ACII2007) will be held in Lisbon, Portugal, and will be a meeting point for researchers studying and developing the role of emotion and other affective phenomena as these relate to human-computer and human-robot interaction, graphics, AI, robotics, vision, speech, synthetic characters, games, educational software, and related areas. Prospective authors are invited to submit full-length papers (maximum 12 pages in Springer LNCS format), short papers (maximum 8 pages), demos or posters (maximum 4 pages). All ACII2007 papers will be handled and reviewed electronically. Detailed submission instructions will be available at the conference website (<http://gaips.inesc-id.pt/acii2007>, www.acii2007.org).

Venue:

The conference will take place in Lisbon at the Calouste Gulbenkian Foundation.

Topics:

The topics of interest of the conference include, but are not limited to the following:

Generating and Recognizing Affective Body Language

- Face/Gesture Modelling and Animation
- Affect Recognition from Face/Body
- Motion Capture for Affect Recognition
- Face/Body Detection
- Face/Gesture Recognition

Affective Speech and Language Processing

- Affective Speech Analysis
- Affective Speech Recognition and Synthesis
- Voice Quality of Affective Speech
- Prosody of Affective Speech
- Affective Text Processing and Annotation
- Multilingual Processing of Affective Speech

Affective Biometrics

Evaluation of Affective Systems

Affective Databases, Annotation and Tools

Design of Affective Systems

Cultural Differences in Affective Design and Interaction

Psychology & Cognition of Affect in Affective Computing Systems

Affective Neuroscience and Affective Computing

Affective Computing Ethics

Affective Sound and Music Processing

Affective Interactions

- Building the Affective Loop

- Affective Understanding
- Affective Multimodal Systems
- Affective Dialogue Systems
- Affective User Interfaces
- Affective Mark-up Languages
- Affective Tutoring Systems

Affect in Autonomous and Social Robotics

- Emotion in Cognition and Action
- Embodied Emotion
- Biologically-Inspired Emotion Architectures
- Developmental and Evolutionary Models
- Cultural and Relational Approaches to Affective Interaction

Affective Agent Architectures

- Computational Models of Emotion
- Dynamical Systems and Emergent Models of Emotion
- Personality in Agent Architectures
- Emotion and Reasoning in Agent Architectures
- Embodied emotion architectures
- Emotion and Learning in Agent Architectures
- Models for emotional memory

Systems and Applications of Affective Computing

- Affective Wearables
- Virtual Reality
- Computer Games
- Ambient Intelligence
- Others