



affective computing &
intelligent interaction

12 . 14 . September . Lisbon . Fundação Calouste Gulbenkian

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

humaine



Where

Lisboa



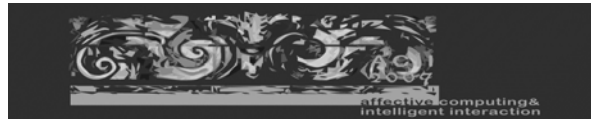
Gulbenkian
Centre (Museum)



Dates

Conference: 14-16 of September 2007

Paper Submission: **15th/Mar/07**
Authors Notification: **7th/April/07**
Camera-Ready: **5th /May/07**



	Areas
<ul style="list-style-type: none">•Generating and Recognising Affective Body Language<ul style="list-style-type: none">•Face (Gesture) Animation•Affect Recognition from face (gesture)•Motion Capture•3D modelling of face (gesture)•Face (Body) Detection•Face (Gesture) Recognition•Stance and movement•Affective Speech and Language Processing<ul style="list-style-type: none">•Affective Speech Analysis•Affective Speech Recognition and Synthesis•Voice Quality of Affective Speech•Prosody Processing of Affective Speech•Affective Text Processing and Annotation•Multilingual Processing of Affective SpeechAffective BiometricsEvaluation of Affective SystemsAffective Databases, Annotation and ToolsCultural Differences in Designing for Affective InteractionPsychology & Cognition of AffectAffect and Computational AestheticsAffective Computing & Culturally Embedded Systems	<ul style="list-style-type: none">Affective Computing Ethics•Affective Music Processing•Affective Interactions<ul style="list-style-type: none">•Building the Affective Loop•Affective Understanding•Affective Multimodal Systems•Affective Dialogue Systems•Affective User Interfaces•Affective Mark-up Languages•Affective Tutoring Systems•Affect in Social Robotics<ul style="list-style-type: none">•Emotion in Cognition and Action•Embodied Emotion•Biologically-Inspired Emotion Architectures•Affective Agent Architectures<ul style="list-style-type: none">•Computational Models of Emotion• Personality and Agent Architectures•Emotion and Reasoning in Agent Architectures•Emotion and Learning in Agent Architectures•Models for emotional memory•Systems and Applications of Affective Computing<ul style="list-style-type: none">•Affective Wearables•Virtual Reality•Computer Games•Ambient Intelligence•Others..

Organising Committee

Programme Committee Chairs: Ruth Aylett, Stefanos Kollias,
Andrew Ortony, Jianhua Tao

General Chairs: Ana Paiva, Rosalind Picard

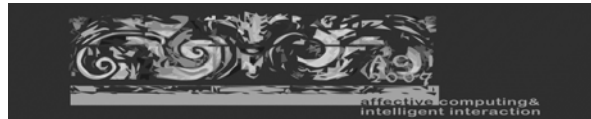
Publicity Chairs: Nick Campbell , Lola Cañamero

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



Publishing and Sponsoring

- Springer Contacted
- ACM In-cooperation process going
- Gulbenkian sponsored (50% costs of meeting rooms)



Social

- Dinner place pre-booked
- Hotels pre-booked

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