

HUMAINE Workshop « Theories and Models of Emotion », June 17-19, 2004

Work Group 2 - Synthesis

The session was devoted to the gather of information on what HUMAINE members are expecting of WP3 inputs on “Theories and Models of emotion” and to define the deliverables for the WG. Approximately 25 attendees participated in the discussion.

The result of the discussion can be described in the form of 3 deliverables:

I) The first deliverable is derived from the fact that the study of emotion is largely dependent on the level of representation of the phenomenon that is being used (see Scherer’s talk).

It is recalled that WG1 will define the central notions and concepts. Emotion conceptualization should be “open” enough to allow the comparison of implemented models.

WG2 will establish a mapping between levels of analysis as offered by different theories and models of emotion. Answering the question “what model for what purpose?”, the deliverable will take the form of a short document.

II) The second deliverable will be a research effort aimed at defining sensible cues that can be used by ECAs. Conducted by WP3, it will be a joint-effort between WPs (e.g., WP4 could provide insights on features of communication, WP5 could provide example databases) to design experiments in order to appreciate/describe/highlight useful features for ECAs people.

A first meeting regarding this proposal has been agreed upon, and will take place during WP4 workshop in Santorini, in Sept 2004. At this meeting, a preliminary proposal for a joint project will be elaborated.

This activity is linked with WG3 “Emotional communication skills”, whose goal is to assess the performance of a human or artificial decoder, and propose a benchmarking procedure for emotion recognition systems.

III) The third deliverable consists of an effort to create a fruitful dialog between Psychology, Cognitive Neuroscience, Philosophy and Computer Science: this dialog will result in a “blueprint for an affectively competent agent”, that will detail specifications and proposals about what an affective competent agent should be able to do (information processes to be implemented, norms, values, etc).

The deliverable will take the form of a document (potentially publishable in book form) gathering descriptions of (computational) modules to be implemented, along with fundamental dialogs (between each disciplines) on each of these modules – leading to different points of view of the same object.

This third deliverable will not be in direct concurrence with the handbook that HUMAINE will produce by the end of the funding period, but will be complementary in such a way that the production of WP3 is mainly theoretical.

The blueprint will also serve a purpose of giving everyone a chance to express his views (an emphasis have been made regarding young researchers), along with the creation of joint productions between HUMAINE members.

A precise calendar will have to be established by Email and at Santorini (WP4 workshop).

By then, an Email/Portal dialog will take place: based on a first draft of the project aims circulated by GERG, each of the interested members will describe to what extend they can/want to contribute to the blueprint.

The participants emphasized the fact that the community needs common definitions and a common language framework (i.e., in order to allow comparison between points of views, models, theories, implementations, etc). Thus, a portion of the work will be done jointly with WG2 “Conceptual and terminological clarification”.