

What is In an Affective Architecture for Situated Agents? Examples from Existing Systems

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disclaimer/acknowledgments: see last slide

The WP7 Workgroup 3 Theme

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cognition and action

Focussing on *action selection* and *decision making*

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Scenario Characteristics - Architectural Designs - Emotion Theories

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⇒ Examples for terminological differences

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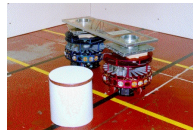
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Higher-level Processes?

Example: Leonardo

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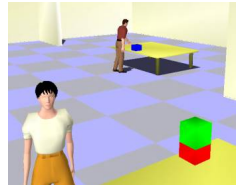
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- FearNot! architecture [PaivaEtAl2005]
- SimHuman [AvradinisEtAl2004]
hybrid behaviour architecture, low-level emotion,
goals/standards/preferences/expectations,
higher-level processes: appraisal of situations,
belief revision, causal attribution,
actions → ... → motivations



Example from SimHuman

Example from SASO / EMA

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parallel processes, primitive behaviour/skill = transfer function,
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- ⇒ multiple time-scales, flexible coupling



Example from Zoesis: Pearl Demon

The End

Thank you for your attention

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