

Updated: September 25, 2017

University of Southern California

Affective Computing CSCI534

Fall 2017

Objective:

Affective Computing is computing that relates to, arises from, or deliberately influences emotions. This course overviews the theory of human emotion (how it arises from and influences cognition, the body and the social environment), techniques for recognizing and synthesizing emotional behavior, and illustrate how these can be applied to application design. The graduate Computer Science and Computer Engineering major will gain a strong background in the theory and practice in human-centered computing as it relates to games, immersive environments and pedagogical applications.

Instructors: [Jonathan Gratch](#)

Number/Units: 3 (4)

Date/Time: Mon, Wed 330-5:20, GFS 118

Grades: Grades determined by class participation 10%, mid-term project presentation 15%, homework 30%, final project presentation 15%, final project writeup 30%

The course is largely project based. Students are expected to work in teams to develop, executed and present a research project. Students are encouraged to build on existing tools. A complete list of pre-existing software tools available to students, and summaries of some prior student projects build with these tools can be found [HERE](#) . Project guidelines can be found [HERE](#)

Source book: [Oxford Handbook of Affective Computing](#) (OHAC): useful but not required

Software: Students will gain knowledge and/or hands-on experience with the following software tools related to affective computing including:

- Emotion Recognition Techniques
- Emotion Synthesis Techniques
- Cognitive and Emotional Modeling
- Machine Learning algorithms that support the above methods

Course Outline [Evolving]

(WARNING: Below will change somewhat throughout the semester. Most current version will be [HERE](#). Don't get more than 1 week ahead on readings. The same topics will be presented but some changes to reading lists may occur. Homework will be added)

Lecture 1 (Aug21) Course Overview. Introduction to Affective Computing

- Review structure of course
- What is affective computing?
- Broadly overview functions of affect and why of interest to computer science
- Overview applications that take advantage of these perspective
- Readings:
 - [OHAC, Chapter 1](#) (skim). Summarizes major topics in affective computing
- Optional Readings:
 - [OHAC, Chapter 2](#). Entertaining retrospective on field of affective computing from founder of the field
- [Lecture slides](#)

Lecture 2 (Aug 23) Emotion Theory

- Define affective phenomena (emotion, mood, attitude/sentiment, personality)
- What is theory and why does it matter?
- Review alternative theoretical perspectives on emotion
- [Homework Exercise 1: \(Estimated time, 15min\)](#) (Due Aug 28 before class)
- Readings
 - [OHAC, Chap 3](#). Short history of psychological perspectives on emotion
 - [Barrett video interview](#) (first 15min): Outlines alternative theories of emotion
- Optional readings
 - [Scherer\(2010\)](#), p10-19: Another take on alternative theories of emotion
 - [LeDoux 2012](#): Neuroanatomy take on the meaning of emotion
 - [The science of 'Inside Out'](#)
- [Lecture slides](#)

Lecture 3 (Aug 28) Emotion Theory (continued)

- Dual-process theories of emotion
- Constructivist theories
- Appraisal theories (continued)
- Download and bring to class: [Stim1](#); [Stim2](#)
- Optional Readings
 - [Ellsworth and Scherer 2003](#): review of appraisal theories
 - [Smith and Lazarus 1990](#): description of their appraisal and coping theory
- [Lecture slides](#)

Lecture 4, 5 (Aug 30/Sep 6) Giving Computers Emotion

- Discuss ways to make machines “have” emotions
- Introduce Computational Appraisal Theory
 - Discuss plan-based approaches (EMA)
 - Discuss reinforcement learning based approaches
 - Introduce component framework
- Reading- [Marsella, Gratch and Petta \(2010\)](#): reviews modeling research
- Reading- [Marsella and Gratch \(2009\)](#), sections 1.1, 1.2, 2 and 3: describes model of “the Bird”

- Optional reading: [Moerland et al. \(in press\)](#): Survey of Emotion in Reinforcement Learning
- [Lecture 4 slides](#), [Lecture 5 slides](#)

Sep 4: Labor Day (NO CLASS)

Lecture 6 (Sep 11) Emotion and Decision-making

- Review rational choice theory (decision theory)
- Emotion and decision making
- Contrast between human and rational decisions (e.g. prospect theory)
- Reading: [Lowenstein and Lerner 2003](#), p620-633. You should understand figure 31.1
- Reading: Watch PBS's "[Mind over Money](#)"
- Optional Reading:
 - [Lerner video interview](#): Outlines alternative theories of emotion
 - [Mellers et al 1999](#): Emotion-based choice
- [Lecture 6 slides](#)

Lecture 7 (Sep 13) Emotion and the Brain

- Overview of physiological and brain Computing
- Focus on some affective computing approaches to brain measurement
- Reading (Sep24): [Fairclough 2009](#) – Fundamentals of physiological computing
- Optional Reading: [OHAC, Chap 15](#): Discusses affective brain-computer interfaces
- Optional Reading: [Davidson et al. 2003](#): Reviews some neuroanatomy of emotion
- Optional Reading: [Arani et al., 2015](#): Example of using fNIRS for affective computing.
- Outside resource (Sep24): [Brain-Computer Interface Tutorial](#)
- [Lecture slides](#)

Lecture 8 (Sep 18) Group project discussion

- Discussion of group projects. Explore topics and tentative teams
- [Lecture slides](#)

Lecture 9 (Sep 20) Emotion and the Body

- Overview psychophysiological impacts of emotion
 - Review biopsychosocial model of challenge / threat
 - Review physiological manifestation of coping responses
 - Discuss cardiovascular measures of emotion and coping
- Reading: [Blascovich & Mendes 2010](#): Reviews psychophysiological findings. Only required to read following sections:
 - Neurophysiological systems, advantages & Indices (p199-203)
 - Uses [affect, attitudes, emotion] (p 210-215)
- Optional Reading: [OHAC, Chap 14](#): Reviews physiological sensing of emotion
- [Lecture slides](#)

Lecture 10 (Sep 25) Bodily Expression of Emotion

- Embodied theories of emotion
 - Physical manifestation of emotion
 - Embodied theories of emotion
- Reading: [Niedenthal 2007](#): Discusses embodied approaches to emotion
- Optional Reading (Sep29): [Cuddy body language TED Talk](#)
- [Lecture slides](#)

Lecture 11 (Sep 27) Synthesis of Emotional Behavior

- Interactive emotions
- Encoding-Decoding: realistic vs. communicative approaches
- Expression synthesis techniques
- Demonstration of virtual human toolkit (Tentative Guest lecture, Arnold Hartholt)
- Reading: [OHAC, Chapter 18](#), Section 2 only; Digital expression synthesis
- Reading: [OHAC, Chapter 21](#), Section 3 only; Robotic expression synthesis
- Optional Reading: [Parkinson2008](#): Emotions in social interactions
- Optional Reading: [OHAC, Chapter 20](#); Emotional speech synthesis
- Optional Reading: [OHAC, Chapter 19](#); Gesture & postures synthesis
- Lecture slides

Lecture 13 (Oct 2) Group Project Proposal Presentations

- Students will give 5min presentations of their project

Lecture 14/15/16 (Oct 4/9/11) Emotion and Social Interaction

- Review rational choice theory (game theory)
 - other regarding preferences
- Social theories of emotion
 - Theories of social emotions: leakage, social intention, social appraisal
- Mind perception theory
- Reverse appraisal theory
- Reading: [Game Theory Introduction](#), p1-11
- Reading: [Gray & Wegner 2012](#): Discusses mind-perception theory and uncanny valley
- Reading: [de Melo et al 2014](#), introduction, exp1, and general discussion: describes “reverse appraisal”
- Optional Reading: [Keltner and Haidt 1999](#): discusses social functions of emotions
- Optional Reading: [Scarantino, in press](#): Gives nice review of theories of facial expressions and proposed model of emotion displays as “speech acts”
- Lecture slides

Lecture 17 (Oct 16) Emotion and Negotiation

- Negotiation as a challenge problem
- Misrepresentation game
- IAGO
- Lecture slides

Lecture 18 (Oct 18) Rapport and attunement

- Tentative guest lecture on Somatic-Marker Hypothesis
- Emotional feedback and attunement
- Optional Reading: [Parkinson 2014](#): reviews theories of social emotions
- Lecture slides

Lecture 19 (Oct 23) Experimental Design, Methodology and Analysis

- Professor Gratch at Affective Computing Conf.. Guest Lectures by [Gale Lucas](#), USC ICT
- Reading:

- sparknotes reading on [Research Methods in Psychology](#), a good summary of research methods. You have to click through each section separately to read. Or, if you pay Barnes and Noble \$5 you can get a “clean” version w/o ads [here](#)
- Homework 1: Assigned during class
- Lecture slides

Lecture 20 (Oct 25) Personality and Culture

- Professor Gratch at Affective Computing Conf. Guest Lecture by [Gale Lucas](#), USC ICT
- Personality computing
 - Review Lens model
 - Discuss automatic personality recognition, perception, synthesis
- Personality (and motivation) in computer games
- Limitations of personality computing approach
- Sacred values and Moral decision making
- Need for Cognition Experiment
- Optional Reading: [Haidt and Graham 2007](#): review of moral foundation theory
- Optional Reading: [Vinciarelli and Mohammadi 2014](#): survey of personality computing
- Optional Reading: [Yee et al 2011](#): expression of personality in World of Warcraft
- Optional Reading: [Connelly and Ones 2010](#): Discusses limits of personality approach
- Lecture slides

Lecture 21/22/23/24 (Oct 30, Nov 1/6/8) Emotion Recognition

- Emotion in Text (Twitter, Facebook, etc)
- Guest lecture Morteza Dehghani (Oct30), Tentative lectures (Scherer, SAIL Lab)
- Impact of context in emotion recognition
- Emotion in the face, voice
- Multimodal techniques and machine learning: USC ICT
- Reading: [Zeng et al 2009](#), intro and section 4 (rest suggested); survey of affect recognition
- Reading: [OHAC, Chapter 13](#); Recognizing affect from text
- Reading: [Lee & Narayanan 2005](#): formative paper in recognizing affect from speech
- Optional Reading: [Barrett et al 2011](#); Contextual influences on emotion perception
- Optional Reading: [OHAC, Chapter 10](#); Face expressions
- Optional Reading: Bin Lu, [Web Data Mining Chap11](#)
- Lecture slides

Lecture 25 (Nov 13) Ethics and Affective computing

- Review HW4
- Discuss theories of how social machines might help or hinder human social interactions
- Discuss ethical frameworks
- Identity and mind perception
- Reading: [OHAC, Chapter 14](#)
- Optional Reading: [Robot sex](#): discusses ethics of building robots that have relations with people
- Optional Reading: [Turkle 2010](#): Discussion of robot companions
- Optional Reading: [Pickett and Garner](#): discusses social mechanisms that connect us to other humans
- Lecture slides

Lecture 26 (Nov 15/20) Emotion Applications (Music, Games and serious games; health)

- Discuss techniques to classify the “emotion” of music. Recommender systems

- Discuss relationship between theories we've seen (appraisal; challenge/threat; flow)
- Introduce concept of achievement goals
- Introduce the "affective loop"
- Apply these concepts to educational and entertainment games
- Optional Reading: [Pekrun, et al. 2002](#): Discusses achievement goals
- Optional Reading: [Yannakakis and Paiva 2014](#): Emotions in games
- Lecture slides

Thanksgiving

Lecture 28 (Nov 27) Final Project Presentations

Lecture 29 (Nov 29) Final Project Presentations

Dec 4: Final project writeup due

Homework Exercise 1: (Estimated time, 15min)

Think about an event in the last year that led you to feel a strong emotion.

1. Write 1 paragraph describing the emotional event, what factors triggered the emotion, and what emotion(s) you most strongly felt.
2. Describe this event to the [Emotion Analyst](#) computer program. Take a screenshot of the final screen of this software
3. Briefly describe your impressions of this program. Were the questions it asked central to why you felt the emotion or did it miss the point. Was the response sensible?
4. Turn in the paragraph, screenshot and impressions to the TA Rens Hoegen rhoegen@ict.usc.edu by Midnight, Sunday, Aug 27