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| Autore | Pelachaud Catherine |
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| Descrizione fisica | 1 online resource (346 p.) |
| Collana | ISTE |
| Altri autori (Persone) | PelachaudCatherine |
| Disciplina | 004.2/1 004.21 |
| Soggetti | User-centered system design Human-computer interaction Interactive computer systems Virtual computer systems Emotions and cognition |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | pt. 1. Foundations -- pt. 2. Non-verbal behavior -- pt. 3. Functions. |
| Sommario/riassunto | "The Affective Computing domain, term coined by Rosalind Picard in 1997, gathers several scientific areas such as computer science, cognitive science, psychology, design and art. The humane-machine interaction systems are no longer solely fast and efficient. They aim to offer to users affective experiences: user's affective state is detected and considered within the interaction; the system displays affective state; it can reason about their implication to achieve a task or resolve a problem. In this book, we have chosen to cover various domains of research in emotion-oriented systems. Our aim is also to highlight the importance to base the computational model on theoretical foundations and on natural data"-- |

