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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 4868
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	The Role of Affect and Emotion in HCI -- Theoretical Considerations -- Don't Get Emotional -- Computational Affective Sociology -- Comparing Two Emotion Models for Deriving Affective States from Physiological Data -- Consideration of Multiple Components of Emotions in Human-Technology Interaction -- Auditory-Induced Emotion: A Neglected Channel for Communication in Human-Computer Interaction -- Sensing Emotions -- Automatic Recognition of Emotions from Speech: A Review of the Literature and Recommendations for Practical Realisation -- Emotion Recognition through Multiple Modalities: Face, Body Gesture, Speech -- The Composite Sensing of Affect -- User Experience and Design -- Emotional Experience and Interaction Design -- How Is It for You? (A Case for Recognising User Motivation in the Design Process) -- Affect as a Mediator between Web-Store Design and Consumers' Attitudes toward the Store -- Beyond Task Completion in the Workplace: Execute, Engage, Evolve, Expand -- Simulated Emotion in Affective Embodied Agents -- Affective Applications -- Affective Human-Robotic Interaction -- In the Moodie: Using 'Affective Widgets' to Help Contact Centre Advisors Fight Stress -- Feasibility of Personalized Affective Video Summaries -- Acoustic Emotion Recognition for Affective Computer Gaming -- In the

Mood: Tagging Music with Affects -- Using Paralinguistic Cues in Speech to Recognise Emotions in Older Car Drivers.

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Sommario/riassunto

Affect and emotion play an important role in our everyday lives: They are present whatever we do, wherever we are, and wherever we go, without us being aware of them for much of the time. When it comes to interaction, be it with humans, technology, or humans via technology, we suddenly become more aware of emotion, either by seeing the other's emotional expression, or by not getting an emotional response while anticipating one. Given this, it seems only sensible to explore affect and emotion in human-computer interaction, to investigate the underlying principles, to study the role they play, to develop methods to quantify them, and to finally build applications that make use of them. This is the research field for which, over ten years ago, Rosalind Picard coined the phrase "affective computing". The present book provides an account of the latest work on a variety of aspects related to affect and emotion in human-technology interaction. It covers theoretical issues, user experience and design aspects as well as sensing issues, and reports on a number of affective applications that have been developed in recent years.

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