

## Call for MS and PhD CS Students

To work on the project entitled

### **Multidimensional Analysis of User-machine Interactions Towards the Development of Models of Affect**

Affective computing is a multidisciplinary field that “relates to, arises from or deliberately influences emotion” (Picard, 1997). It is concerned with the development of computer-based systems that can detect, express, and intelligently respond to affect. One of affective computing’s core problems is the development of computationally tractable affect models. Put simply: Based on a person’s interactions with a computer application, is it possible to tell what that person is feeling? Is it possible to recognize emotions such as frustration, boredom, confusion, or delight from the frequency, sequence or pattern of a user’s keystrokes, menu selections, time-on-task, etc.

To this end, the Department of Science and Technology (DOST) through the Engineering Research and Development for Technology Consortium (ERDT) recently approved the Ateneo-initiated proposal entitled **Multidimensional Analysis of User-machine Interactions Towards the Development of Models of Affect**. The grant proposal enables the Ateneo to gather and analyze user interaction and physiological data through human observations, log files and biometric sensors that detect skin conductance, heart rate, and blood pressure. The grant focuses specifically on affect as it relates to learning, so the grant stipulates experimentation with previously-identified intelligent tutoring systems, educational games, and integrated development environments.

Those participating in this research undertaking can expect to gain knowledge and expertise in the areas of artificial intelligence, pattern recognition, data mining and statistics, user modeling, human-computer interaction, and cognitive psychology.

Individuals who are interested in pursuing an MS or PhD in Computer Science are invited to consider participating in this research project. The Ateneo already has a two-year history of research and publication in the area of affective computing in conjunction with researchers from Carnegie Mellon University, the Serious Games Institute of the University of Coventry, the London Knowledge Lab, and the University of Grenoble. Scholarships for both MS and PhD applicants are available from the ERDT program.

For more information, please contact:

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