Call for MS and PhD CS Students

To work on the project entitled

Development of Affect-Sensitive Interfaces

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) approved the Ateneo-initiated proposal entitled **Development of Affect-Sensitive Interfaces**. The grant proposal enables the Ateneo to design and test embodied conversational agents that respond to human emotion as detected through biometric sensors and interaction logs.

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 four-year history of research and publication in the area of affective computing in conjunction with researchers from Carnegie Mellon University, Worcester Polytechnic Institute, 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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