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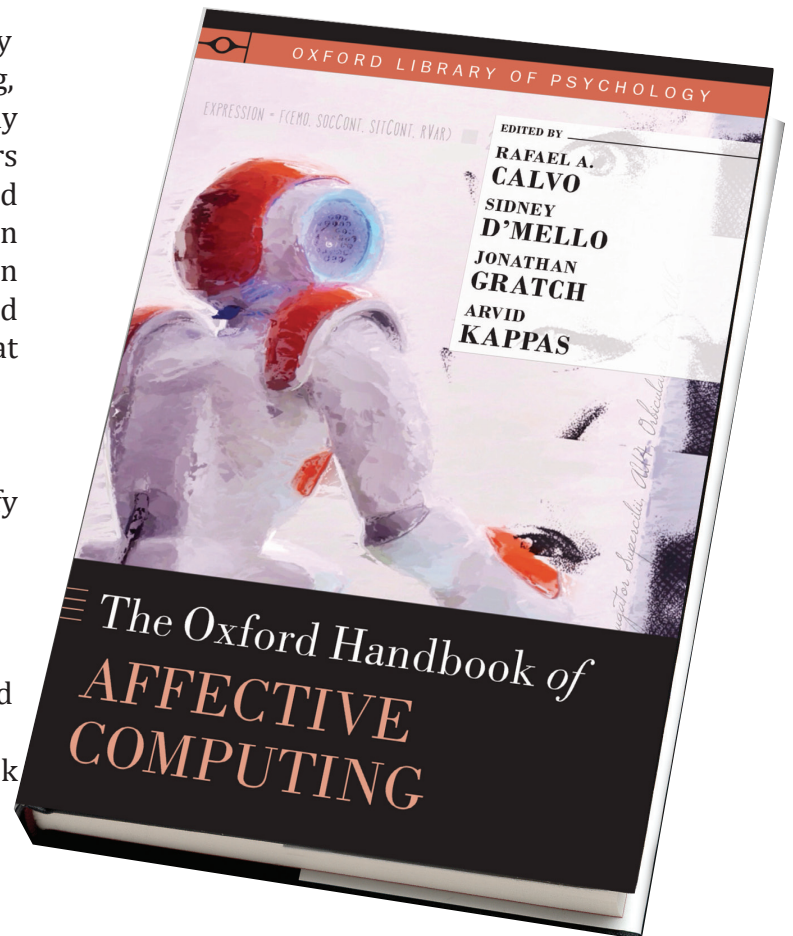
THE OXFORD HANDBOOK OF AFFECTIVE COMPUTING

Edited by Rafael A. Calvo, Sidney D'Mello, Jonathan Gratch, and Arvid Kappas

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Affective Computing is a growing multidisciplinary field encompassing computer science, engineering, psychology, education, neuroscience, and many other disciplines. It explores how affective factors influence interactions between humans and technology, how affect sensing and affect generation techniques can inform our understanding of human affect, and how the design, implementation, and evaluation of systems intricately involve affect at their core.

The Oxford Handbook of Affective Computing will help both new and experienced researchers identify trends, concepts, methodologies, and applications in this burgeoning field. The volume features 41 chapters divided into five main sections: history and theory, detection, generation, methodologies, and applications. With chapters authored by world leaders in each area, *The Oxford Handbook of Affective Computing* is suitable for use as a textbook in undergraduate or graduate courses in AC, and will serve as a valuable resource for students, researchers, and practitioners across the globe.



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Table of Contents

1. Introduction to Affective Computing
Rafael A. Calvo, Sidney K. D'Mello, Jonathan Gratch, and Arvid Kappas

Section One: Theories and Models

2. The Promise of Affective Computing
Rosalind W. Picard

3. A Short History of Psychological Perspectives of Emotion
Rainer Reisenzein

4. Neuroscientific Perspectives of Emotion
Andrew H. Kemp, Jonathan Krygier, and Eddie Harmon-Jones

5. Appraisal Models
Jonathan Gratch and Stacy Marsella

6. Emotions in Interpersonal Life: Computer Mediation, Modeling, and Simulation
Brian Parkinson

7. Social Signal Processing
Maja Pantic and Alessandro Vinciarelli

8. Why and How to Build Emotion-Based Agent Architectures
Christine Lisetti and Eva Hudlicka

9. Affect and Machines in the Media
Despina Kakoudaki

Section Two: Affect Detection

10. Automated Face Analysis for Affective Computing
Jeff Cohn and Fernando De la Torre

11. Automatic Recognition of Affective Body Expressions
Nadia Bianchi-Berthouze and Andrea Kleinsmith

12. Speech in Affective Computing
Chi-Chun Lee, Jangwon Kim, Angeliki Metallinou, Carlos Busso, Sungbok Lee, and Shrikanth S. Narayanan

13. Affect Detection in Texts
Carlo Strapparava and Rada Mihalcea

14. Physiological Sensing of Affect
Jennifer Healey

15. Affective Brain-Computer Interfaces: Neuroscientific Approaches to Affect Detection
Christian Mühl, Dirk Heylen, and Anton Nijholt

16. Interaction-Based Affect Detection in Educational Software
Ryan Baker and Jaclyn Ocumpaugh

17. Multimodal Affect Detection for Naturalistic Human-Computer and Human-Robot Interactions
Ginevra Castellano, Hatice Gunes, Christopher Peters, and Björn Schuller

Section Three: Affect Generation

18. Facial Expressions of Emotions for Virtual Characters
Magalie Ochs, Radoslaw Niewiadomski, and Catherine Pelachaud

19. Emotion Postures and Gestures
Stacy Marsella

20. Emotional Speech Synthesis
Felix Burkhardt and Nick Campbell

21. Emotion Modeling for Social Robots
Ana Paiva, Iolanda Leite, and Tiago Ribeiro

22. Preparing Emotional Agents for Intercultural Communication
Elisabeth André

Section Four: Methodologies and Databases

23. Multimodal Databases: Collection, Challenges, and Chances
Björn Schuller

24. Ethical Issues in Affective Computing (Research Studies and Outcomes)
Roddy Cowie

25. Research and Development Tools in Affective Computing
M. Sazzad Hussain, Sidney K. D'Mello, and Rafael A. Calvo

26. Emotion Data Collection and Its Implications for Affective Computing
Shazia Afzal and Peter Robinson

27. Emotion Elicitation
Jacqueline M. Kory and Sidney K. D'Mello

28. Crowdsourcing Techniques for Affective Computing
Robert R. Morris and Daniel McDuff

29. Emotion Mark-Up Language
Marc Schröder, Paolo Baggia, Felix Burkhardt, Catherine Pelachaud, Christian Peter, and Enrico Zovato

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Table of Contents

30. Machine Learning Techniques in Affective Computing
Ashish Kapoor

Section Five: Applications of Affective Computing

31. Feeling, Thinking, and Computing with Affect-Aware Learning Technologies
Sidney K. D'Mello and Art C. Graesser

32. Enhancing Informal Learning Experiences with Affect-Aware Technology
Chad Lane

33. Affect-Aware Reflective Writing Studios
Rafael A. Calvo

34. Emotions and Games
Georgios N. Yannakakis and Ana Paiva

35. Autonomous Closed-Loop Biofeedback: An Introduction and a Melodious Application
Egon L. van den Broek, Joris H. Janssen, and Joyce Westerink

36. Affect in Human-Robot Interaction
Ronald Arkin and Lilia Moshkina

37. Virtual Reality and Collaboration
Jakki Bailey and Jeremy Bailenson

38. Unobtrusive Deception Detection
Aaron Elkins, Stefanos Zafeiriou, Judee Burgoon, and Maja Pantic

39. Affective Computing, Emotional Development, and Autism
Daniel Messinger, Leticia Lobo Duvivier, Zachary Warren, Mohammad Mahoor, Jason Baker, Anne Warlaumont, and Paul Ruvolo

40. Relational Agents in Health Applications: Leveraging Affective Computing to Promote Healing and Wellness
Timothy Bickmore

41. Cyberpsychology and Affective Computing
Giuseppe Riva, Rafael A. Calvo, and Christine Lisetti

Glossary
Index

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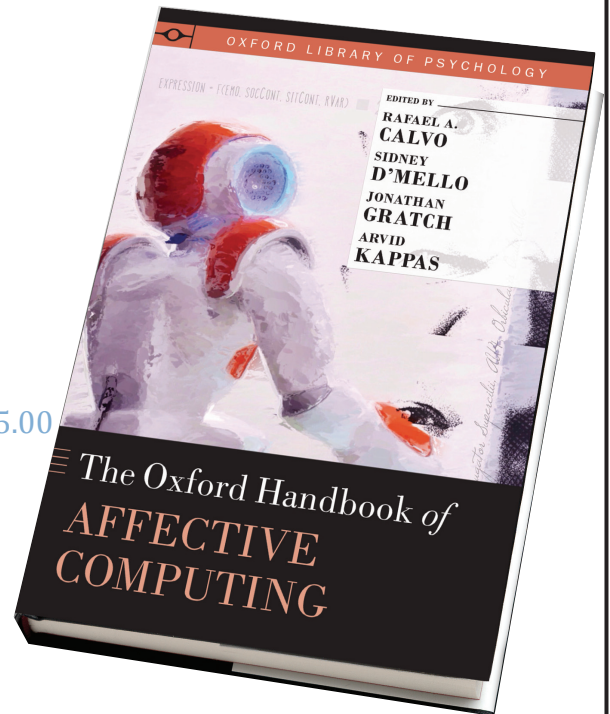
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Edited by Rafael A. Calvo, Sidney D'Mello,
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- Offers a comprehensive reference for research in Affective Computing and its connections with computer science, engineering, psychology, education, and neuroscience
- Will aid both new and experienced researchers in identifying trends, concepts, methodologies, and applications of Affective Computing
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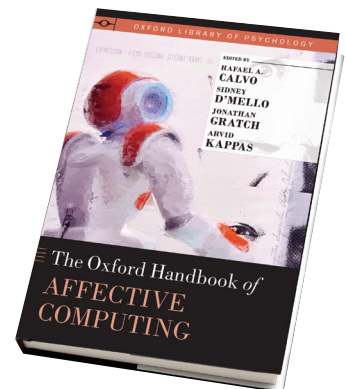
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