

Affective Computing and Emotional Agents (Calcul afectiv si agenti emotionali)

1. Theories of Emotion

1.1. James-Lange

1.2. Cannon-Bard

1.3. Schachter-Singer (two-factor)

2.4. Lazarus

2. Emotion Recognition

2.1. Physiological parameters (heart rate, respiration rate, skin conductance)

2.2. Interaction

2.3. Image recognition (face, gesture)

2.4. Speech

2.5. NLP

3. Computational Models of Emotion

3.1. Appraisal theory

3.2. Affective Reasoner

3.2. BDE

3.3. PETEEI

3.4. OZ

3.5. Emile

3.6. Steve

3.7. EMA

4. Role of emotion in problem-solving

4.1. BDI and emotions

4.2. Emotions in agents

4.3. Planning with emotions

4.2. Emotions in game-playing

4.3. Emotions in education

4.4. Human-Computer Interaction with emotions

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