



A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene)

By Klaus R. Scherer, Tanja Banziger, Etienne Roesch

Download now

Read Online ➔

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch

'Affective computing' is a branch of computing concerned with the theory and construction of machines which can detect, respond to, and simulate human emotional states. It is an interdisciplinary field spanning the computer sciences, psychology, and cognitive science. Affective computing is a rapidly developing field within industry and science. There is now a great drive to make technologies such as robotic systems, avatars in service-related human computer interaction, e-learning, game characters, or companion devices more marketable by endowing the 'soulless' robots or agents with the ability to recognize and adjust to the user's feelings as well as to be able to communicate appropriate emotional signals.

A Blueprint for Affective Computing: A sourcebook and manual is the very first attempt to ground affective computing within the disciplines of psychology, affective neuroscience, and philosophy. This book illustrates the contributions of each of these disciplines to the development of the ever-growing field of affective computing. In addition, it demonstrates practical examples of cross-fertilization between disciplines in order to highlight the need for integration of computer science, engineering and the affective sciences.

Focusing on a topic at the frontiers of human computer interaction research, this book will be of great interest to students and researchers in psychology, neuroscience, computational neuroscience, computer science, and artificial intelligence.

↓ [Download A Blueprint for Affective Computing: A sourcebook ...pdf](#)

📖 [Read Online A Blueprint for Affective Computing: A sourceboo ...pdf](#)

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene)

By Klaus R. Scherer, Tanja Banziger, Etienne Roesch

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch

'Affective computing' is a branch of computing concerned with the theory and construction of machines which can detect, respond to, and simulate human emotional states. It is an interdisciplinary field spanning the computer sciences, psychology, and cognitive science. Affective computing is a rapidly developing field within industry and science. There is now a great drive to make technologies such as robotic systems, avatars in service-related human computer interaction, e-learning, game characters, or companion devices more marketable by endowing the 'soulless' robots or agents with the ability to recognize and adjust to the user's feelings as well as to be able to communicate appropriate emotional signals.

A Blueprint for Affective Computing: A sourcebook and manual is the very first attempt to ground affective computing within the disciplines of psychology, affective neuroscience, and philosophy. This book illustrates the contributions of each of these disciplines to the development of the ever-growing field of affective computing. In addition, it demonstrates practical examples of cross-fertilization between disciplines in order to highlight the need for integration of computer science, engineering and the affective sciences.

Focusing on a topic at the frontiers of human computer interaction research, this book will be of great interest to students and researchers in psychology, neuroscience, computational neuroscience, computer science, and artificial intelligence.

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch **Bibliography**

- Sales Rank: #2570161 in Books
- Published on: 2010-11-19
- Original language: English
- Number of items: 1
- Dimensions: 6.60" h x .60" w x 9.50" l, 1.94 pounds
- Binding: Hardcover
- 416 pages

 [Download A Blueprint for Affective Computing: A sourcebook ...pdf](#)

 [Read Online A Blueprint for Affective Computing: A sourceboo ...pdf](#)

Download and Read Free Online A Blueprint for Affective Computing: A sourcebook and manual (Affective Science) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch

Editorial Review

About the Author

Klaus Scherer, born in 1943, studied economics and social sciences at the University of Cologne and the London School of Economics. Following his postgraduate studies in psychology, he obtained a Ph.D. from Harvard University in 1970. After teaching at the University of Pennsylvania, Philadelphia, and the University of Kiel, Germany, he was appointed, in 1973, full professor of social psychology at the University of Giessen, Germany. From 1985 to 2008, Klaus Scherer has held the chair of emotion psychology at the University of Geneva, Switzerland, with teaching and research activities focussing on the areas of emotion, stress, motivation, personality, and organisational behaviour.

Klaus Scherer is currently the Director of the Swiss National Centre of Competence in Research for the Affective Sciences, established by the Swiss government and the Swiss National Science Foundation, and of its leading house at the University of Geneva, the Interfaculty Centre for Affective Sciences.

Tanja Banziger studied psychology in Switzerland (Lausanne and Geneva). She obtained a PhD in the vocal communication of emotion in 2004. For her post-doc she worked on the recognition of emotion in face and voice. She currently teaches at Hogskola i Gavle.

Dr. Roesch started as a professional software engineer, before completing undergraduate and postgraduate studies in cognitive science. He completed his undergraduate research track record by joining the Affective Neuroscience Laboratory, at Harvard University, as a Research Assistant. In 2004, he joined Prof. Scherer's lab to pursue a PhD in psychology investigating the unfolding of attentional resource to the processing of emotionally-relevant information. In 2008, he was awarded a fellowship by the Swiss National Science Foundation to join the Computing Dept. at Imperial College, where he contributed to the development of NeMo, a modelling platform of spiking neurons using high-performance Graphics Processing Units (GPU). In 2010, he joined the Centre for Integrative Neuroscience and Neurodynamics, on a project aiming at bridging the gaps between neuroimaging and modelling. Dr. Roesch is also an associate lecturer in Oxford Brookes University, where he teaches cognitive neuroscience.

Users Review

From reader reviews:

Steven Peterson:

With other case, little men and women like to read book A Blueprint for Affective Computing: A sourcebook and manual (Affective Science). You can choose the best book if you like reading a book. Given that we know about how is important a book A Blueprint for Affective Computing: A sourcebook and manual (Affective Science). You can add expertise and of course you can around the world by the book. Absolutely right, mainly because from book you can recognize everything! From your country until finally foreign or abroad you will find yourself known. About simple thing until wonderful thing it is possible to know that. In this era, we are able to open a book or even searching by internet gadget. It is called e-book. You can use it when you feel bored stiff to go to the library. Let's examine.

Orville Norman:

Do you one of the book lovers? If yes, do you ever feeling doubt if you are in the book store? Try to pick one book that you just dont know the inside because don't judge book by its protect may doesn't work here is difficult job because you are scared that the inside maybe not since fantastic as in the outside appear likes. Maybe you answer might be A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) why because the excellent cover that make you consider regarding the content will not disappoint you. The inside or content is actually fantastic as the outside or cover. Your reading 6th sense will directly assist you to pick up this book.

Dana Richardson:

On this era which is the greater individual or who has ability to do something more are more important than other. Do you want to become certainly one of it? It is just simple method to have that. What you are related is just spending your time almost no but quite enough to enjoy a look at some books. Among the books in the top record in your reading list is definitely A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene). This book which is qualified as The Hungry Slopes can get you closer in turning into precious person. By looking way up and review this book you can get many advantages.

James Edgar:

As a pupil exactly feel bored to reading. If their teacher questioned them to go to the library or even make summary for some publication, they are complained. Just small students that has reading's spirit or real their pastime. They just do what the educator want, like asked to go to the library. They go to there but nothing reading very seriously. Any students feel that reading through is not important, boring and can't see colorful photographs on there. Yeah, it is being complicated. Book is very important for you. As we know that on this period of time, many ways to get whatever we would like. Likewise word says, many ways to reach Chinese's country. Therefore this A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) can make you feel more interested to read.

Download and Read Online A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch #EC3P05LAN9U

Read A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch for online ebook

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch books to read online.

Online A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch ebook PDF download

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch Doc

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch Mobipocket

A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch EPub

EC3P05LAN9U: A Blueprint for Affective Computing: A sourcebook and manual (Affective Sciene) By Klaus R. Scherer, Tanja Banziger, Etienne Roesch