IEEE TRANSACTIONS ON

AFFECTIVE COMPUTING

The *IEEE Transactions on Affective Computing* is a cross-disciplinary and international archive journal aimed at disseminating results of research on the design of systems that can recognize, interpret, and simulate human emotions and related affective phenomena. The journal publishes original research on the principles and theories explaining why and how affective factors condition interaction between humans and technology, on how affective sensing and simulation techniques can inform our understanding of human affective processes, and on the design, implementation and evaluation of systems that carefully consider affect among the factors that influence their usability. Surveys of existing work are considered for publication when they propose a new viewpoint on the history and the perspective on this domain. The journal covers but is not limited to the following topics:

Sensing & Analysis

- Algorithms and features for the recognition of affective state from face and body gestures
- Analysis of text and spoken language for emotion recognition
- Analysis of prosody and voice quality of affective speech
- Recognition of auditory and visual affect bursts
- Recognition of affective state from central (e.g. fMRI, EEG) and peripheral (e.g. GSR) physiological measures
- Methods for multi-modal recognition of affective state
- Recognition of group emotion
- Methods of data collection with respect to psychological issues as mood induction and elicitation or technical methodology as motion capturing
- Tools and methods of annotation for provision of emotional corpora

(Cyber)Psychology & Behavior

- Clarification of concepts related to 'affective computing' (e.g., emotion, mood, personality, attitude) in ways that facilitate their use in computing.
- Computational models of human emotion processes (e.g., decision-making models that account for the influence of emotion; predictive models of user emotional state)
- Studies on cross-cultural, group and cross-language differences in emotional expression
- Contributions to standards and markup language for affective computing

Behavior Generation & User Interaction

- Computational models of visual, acoustic and textual emotional expression for synthetic and robotic agents
- Models of verbal and nonverbal expression of various forms of affect that facilitate machine implementation
- Methods to adapt interaction with technology to the affective state of users
- Computational methods for influencing the emotional state of people
- New methods for defining and evaluating the usability of affective systems and the role of affect in usability
- Methods of emotional profiling and adaptation in mid- to long-term interaction
- Application of affective computing including education, health care, entertainment, customer service, design, vehicle operation, social agents/robotics, affective ambient intelligence, customer experience measurement, multimedia retrieval, surveillance systems, biometrics, music retrieval and generation

Editor in Chief: Björn W. Schuller, Imperial College London. To submit a paper, go to **https://mc.manuscriptcentral.com/taffc-cs**.

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