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CALL FOR PAPERS - ACII2019, Cambridge, UK

8th International Conference on Affective Computing and Intelligent Interaction

3-6 September, 2019

www.acii2019.org

The Bi-annual Conference of the Association for the Advancement of Affective Computing (AAAC, formerly known as Humaine) is the premier international forum for research on affective and multimodal human-machine interaction and systems. ACII 2019 will be held in Cambridge, the home of the University of Cambridge, founded in 1209 and one of the top five universities in the world. We envision 2019 to be the year by when the affective computing technologies leave their sheltered lab environments to become available and accessible to everyone in every domain, including industry, school, office, home, entertainment and even outdoor environments. Therefore, ACII 2019 will be based around the theme of **Affective Computing for ALL (AC4ALL)** and will focus on inclusive technology, inclusive design principles and inclusive user interfaces which "consider the full range of human diversity with respect to ability, language, culture, gender, age and other forms of human difference."

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Stuart Reeves, University of Nottingham, UK

Industry & Sponsorship Chairs

Dongrui Wu, DataNova, USA (TBC)
Aniket Vartak, QUALCOMM Incorporated, USA (TBC)

Finance Chair

Mercedes Torres Torres, Univ. of Nottingham, UK

Registration Chair

Eduardo Coutinho, University of Liverpool, UK

Conference Venue

University of Cambridge Computer Laboratory

Important Dates

Paper submission: 12 Apr. 2019

Notification of acceptance: 14 June 2019

Camera ready papers due: 12 July 2019

A selection of the best articles at ACII2019 will be invited to submit extended versions to IEEE's Transactions on Affective Computing. These will be published in a "Best of ACII" special issue of this premier journal. Proceedings will be published by the IEEE, and indexed in the IEEE Xplore Digital Library.

The general conference topics include:

Psychology & Cognition of Affect in Designing Computational Systems

- ✓ Computational Models of Emotional Processes
- ✓ Issues in Psychology & Cognition of Affect in Affective Computing Systems
- ✓ Cultural Differences in Affective Design and Interaction
- ✓ Ethical Issues in Affective Computing
- ✓ **Inclusive** Design

Recognition and Synthesis of Human Affect from ALL Modalities

- ✓ Facial and Body Gesture Recognition, Modelling and Animation
- ✓ Affective Speech Analysis, Recognition and Synthesis
- ✓ Recognition and Synthesis of Auditory Affect Bursts (Laughter, Cries, etc.)
- ✓ Motion Capture for Affect Recognition
- ✓ Affect Recognition from Alternative Modalities (Physiology, Brain Waves, etc.)
- ✓ Affective Text Processing and Sentiment Analysis
- ✓ Multimodal Data Fusion for Affect Recognition
- ✓ Synthesis of Multimodal Affective Behavior
- ✓ Creating **models for user diversity** (ability, language, culture, gender, age)

Affective Interfaces for ALL

- ✓ **Inclusive**, affective user interfaces
- ✓ Design of Affective Loop and Affective Dialogue Systems
- ✓ Human-Centred Human-Behaviour-Adaptive Interfaces
- ✓ Interfaces for Attentive & Intelligent Environments
- ✓ Mobile, Tangible and Virtual/Augmented Multimodal Proactive Interfaces
- ✓ Distributed/Collaborative Multimodal Proactive Interfaces
- ✓ Tools and System Design Issues for Building Affective and Proactive Interfaces
- ✓ Evaluation of Affective, Behavioural, and Proactive Interfaces

Affective, Social and Inclusive Robotics and Virtual Agents

- ✓ Emotion in Robot and Virtual Agent Cognition and Action
- ✓ Embodied Emotion
- ✓ Biologically-Inspired Architectures for Affective and Social Robotics
- ✓ Developmental and Evolutionary Models for Affective and Social Robotics
- ✓ Models of Emotion for Embodied Conversational Agents
- ✓ Personality in Embodied Conversational Agents
- ✓ Memory, Reasoning, and Learning in Affective Conversational Agents

Affective Databases and Annotation Tools

Applications (Virtual Reality, Entertainment, Education, Ambient Intelligence, etc.)