



ACII 2017

Affective Computing and
Intelligent Interaction

October 23-26, 2017
San Antonio, Texas

General Chairs:

Carlos Busso, UT Dallas, USA
Julien Epps, Univ. of NSW, AU

Program Chairs:

Hayley Hung, TU Delft, NL
Emily Mower Provost, UM, USA
Mohammad Soleymani,
U. of Geneva, CH

Local Organizing Chair:

Ricardo Gutierrez, TAMU, USA

Special Session Chairs:

Stefan Scherer, USC, USA
Nick Cummins, Univ. Passau, DE

Tutorial Chairs:

Georgios Yannakakis,
Univ. of Malta, Malta
Rafael Calvo, Univ. of Sydney, AU

Workshop Chairs:

Björn Schuller, Imp. College, UK
Joost Broekens, TU Delft, NL

Doctoral Consortium Chairs:

Sidney D'Mello, Notre Dame, USA
Nadia Bianchi-Berthouze, UCL, UK

Demo Chairs:

Ehsan Hoque, Univ. Rochester, USA
Daniel McDuff, MSR, USA
Marcello Mortillaro, Swiss Center for
Affective Sciences, CH

Publicity Chairs:

Michel Valstar, Nottingham, UK
Ronald Poppe, Univ. of Utrecht, NL

Publication Chairs:

Dongmei Jiang, NPU, China
Fabien Ringeval, UGA, France

Sponsorship Chairs:

Zhengyou Zhang, Microsoft, USA
Elizabeth Shriberg, SRI, USA

Web Chair:

Soheil Rayatdoost, U. of Geneva, CH

The Association for the Advancement of Affective Computing (AAAC) invites you to join us at our seventh International Conference on Affective Computing and Intelligent Interaction (ACII), which will be held in San Antonio, Texas on October 23-26, 2017. The Conference series is the premier international forum for interdisciplinary research on the design of systems that can recognize, interpret, and simulate human emotions and related affective phenomena.

A selection of the best articles will appear in a "Best of ACII2017" special section of IEEE's Transactions on Affective Computing. Proceedings will be published by the IEEE.

The theme of ACII 2017 is "Affective Computing in Action," highlighting the impact of affective computing technologies in the wider world. Topics of interest include, but are not limited to:

- **Recognition of Human Affect:** Uni- or multimodal recognition of affect from face, body, gesture, voice text, or physiology; affective face/body animation; expression and gesture recognition; sentiment analysis
- **Synthesis of Human Affect:** Affective speech synthesis, modeling and animation, synthesis of auditory affect bursts, synthesis of multimodal affective behavior)
- **Affective Interfaces:** Affective brain-computer interfaces, design of affective loop and affective dialog systems; mobile, tangible, haptic and virtual/augmented interfaces; affectively-smart environments; affectively proactive interfaces
- **Social and Behavioral Science Involving Affective Computing:** Cognitive-affective models; models of moral decision-making; tools for social science research; computational models of emotion; psychological factors in affective computing (personality, culture); ethical issues; dyadic and group affective processes
- **Affective and Social Robotics and Virtual Agents:** Emotions in robot cognition and action, embodied issues in emotion; affective virtual agents; memory, reasoning, and learning of affective systems; affective architectures for virtual & robotic systems
- **Affective Applications:** Databases and tools; biometrics; medical; assistive; virtual reality; entertainment; education; ambient intelligence; industrial

ACII 2017 will be soliciting:

- Regular papers (May 2, 2017)
- Proposals for special sessions (December 15, 2016)
- Proposals for workshops (February 24, 2017)
- Proposals for tutorials (April 21, 2017)

aaac
emotion-research.net

For more information:
<http://www.acii2017.org>