



# **A Blueprint for Affective Computing: A sourcebook and manual (Affective Science)**

*Klaus R. Scherer, Tanja Banziger, Etienne Roesch*

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'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.

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