



## Meghívó

Szeretettel várunk minden kedves érdeklődőt a Neumann János Informatika Kar Biomatika Intézete által szervezett Prof. Enrique M. Albornoz előadására. Az előadó rövid életrajza és az előadás kivonata alább olvasható.

2016. november 18. péntek, 13:00-14:00

## Invitation

The Biomaterials Institute of the John von Neumann Faculty of Informatics cordially invites you to the lecture of Prof. Enrique M. Albornoz. The short bio of the lecturer and the abstract is given below.

Nov 18, 2016, Friday, 13:00-14:00



### **Prof. Enrique M. Albornoz** **Introduction to Affective Computing**

**Helyszín/Venue:** Óbudai Egyetem, Einstein terem  
(1032 Budapest, Kiscelli utca 82.)

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### Short bio of Enrique M. Albornoz

Enrique M. Albornoz received the Engineering informatics degree (Hons.) from National University of Litoral (UNL), Argentina, in 2006, and the Ph.D. degree on Engineering oriented to Computational Intelligence, Signals and Systems from National University of Litoral (UNL), Argentina, in 2011. He is a Research Scientist at the National Scientific and Technical Research Council (CONICET) and is with the Research Institute for Signals, Systems and Computational Intelligence - sinc(i) (UNL-CONICET) since 2004. In 2007 he started as Professor in the Department of Informatics at National University of Litoral (UNL). His research interests include statistical learning, pattern recognition, signal and image processing, with applications to speech recognition, affective computing and biomedical signals

### Introduction to Affective Computing

**MAIN OBJECTIVE:** The talk aims to introduce the issue of "speaker state recognition", particularly; the emotional state will be addressed.

**TOPICS:** Introduction to speaker state relevance and current challenges; definitions about affective state and emotions; emotional models: discrete and continuous; state of art for feature extraction and classification methods; review of data and the difficulties for preparation, acquisition and use; current trends and challenges; short review of own publications.

**ABSTRACT:** People communication involves a lot of implicit and explicit information that can be present in speech, body language, facial expressions, and biosignals. Humans are very good at interpreting implicit information in these messages and they are able to arrive at diverse judgements about the messages and the speaker states. In the scientific community, the concept of speaker state is used in different scopes, where the word "state" can refer to emotional states, psychological states, intoxication or sleepiness degrees, or specific illness states. Over the last years, the recognition of diverse speaker states has become a multi-disciplinary research area that has drawn great interest. These issues play an important role in the improvement of human-machine interaction, security, and medical diagnosis, among others. Particularly, moods and emotions shape our daily lives because these have a strong influence on our preferences, decisions, and behaviour in general.

An emotion is a complex psychological state that involves three distinct components: a subjective experience, a physiological response, and a behavioural or expressive response. But Why exactly do we experience emotions? What role do they serve? Emotions can motivate us to take action and help us survive, thrive, and avoid danger. In addition, Emotions can help us make decisions, allow other people to understand us and allow us to understand others. In recent years, emotions and personality have shown to play an important role in various aspects of personalized systems, such as implicit feedback, contextual information, affective content labelling, cross-domain recommendations, group recommendations, conversational systems, music information retrieval, etc. The development of robust techniques for the unobtrusive acquisition of emotions (e.g., from various modalities, such as video or physiological sensors) and personality (e.g., from social media) allows to collect massive datasets and improve the interactive systems.