Preface

Welcome to the proceedings of the fourth bi-annual International Conference of the Humaine Association on Affective Computing and Intelligent Interaction (ACII 2011), which was held in Memphis, Tennessee from October 9th to 12th, 2011. Since its inception in 2005, the ACII conference series has featured some of the most innovative and fascinating basic and applied research in the burgeoning research area centered on emotions, affective computing, user modeling, and intelligent systems. This tradition of exemplary interdisciplinary research has been kept alive in 2011 as evident through the imaginative, exciting, and diverse set of papers spanning the fields of computer science, engineering, psychology, education, neuroscience, and linguistics.

The ACII 2011 conference program featured a rich tapestry of original research embodied through oral presentations, posters, invited talks, workshops, interactive demos, and a doctoral consortium. In all, we received 196 submissions (124 regular papers and 72 papers for workshops, Doctoral Consortium, and demos). Each paper was reviewed by at least two expert reviewers (most papers received three reviews) and vetted by members of the Senior Program Committee and organizers of various events. Forty-four out of the 124 regular papers were accepted as oral presentations (36 percent), and an additional 35 papers were accepted for poster presentations (an overall acceptance rate of 64 percent).

The conference also featured invited talks by three outstanding researchers: Rosalind Picard (MIT), Arvid Kappas (Jacobs University Bremen), and James Lester (North Carolina State University). The conference was kick-started by a full day of workshops on cutting-edge topics including affective brain-computer interfaces, machine learning for affective computing, emotions in games, as well as the first International Audio/Visual Emotion Challenge and Workshop. The conference also included an interactive events session where a number of researchers traveled the globe to demonstrate their affective interfaces and technologies. In keeping with ACIIs tradition of encouraging and scaffolding the next generation of researchers, the conference featured a Doctoral Consortium where 15 students presented their dissertation research. In all, the proceedings featured 138 papers, 79 regular papers (oral presentations and posters), and 59 additional papers for the workshops, Doctoral Consortium, demos, and invited speaker abstracts.

The ACII 2011 conference would not have been possible without the vision and dedicated effort of a number of people. We are indebted to the Program Committee and the Senior Program Committee for their exceptional work in reviewing the submissions and helping us select the best papers for the conference. We would like to acknowledge Kostas Karpouzis and Roddy Cowie, who along with Jean-Claude Martin, organized the Doctoral Consortium. Thanks to

Ginevra Castellano, who joined Björn Schuller to organize the workshops, and to Rafael Calvo and Tanner Jackson who joined Sidney D'Mello to organize the interactive events. We are grateful to Brendan Allison, Stephen Dunne, Dirk Heylen, and Anton Nijholt for organizing the Affective Brain-Computer Interfaces workshop; Georgios Yannakakis, Ana Paiva, Kostas Karpouzis, and Eva Hudlicka for organizing the Emotion in Games workshop; M. Ehsan Hoque, Dan McDuff, Louis Philippe, and Rosalind Picard for organizing the Machine Learning for Affective Computing workshop; and to Michel Valstar, Roddy Cowie, and Maja Pantic who, along with Björn Schuller, organized the First International Audio/Visual Emotion Challenge and Workshop. We would like to thank members of the Humaine Associations Executive Committee for their advice and support. Finally, thanks to the authors for sending us their best work and to all the attendees who bring ACII to life.

Sidney D'Mello and Art Graesser would also like to thank Cristina Conati for encouraging the Memphis team to host the 2011 conference and Jonathan Gratch for his invaluable support and assistance throughout the year leading up to the conference. We are indebted to the student volunteers from the Institute of Intelligent Systems, particularly Blair Lehman, Caitlin Mills, and Amber Strain, who were invaluable in numerous respects. Thanks to the staff of Conference Planning and Operations at the University of Memphis (with a special acknowledgement to Lauren Coggins) for all the local arrangements. Finally, we would like to thank our sponsors, the Institute for Intelligent Systems, the University of Memphis (Office of the Provost), the FedEx Institute of Technology, and Aldebran Robotics, who generously provided funds to help offset the registration costs for students.

In summary, 2011 appears to be an excellent year for Affective Computing and Intelligent Interaction. The keynotes, oral and poster presentations, live demos, Doctoral Consortium, opening workshops, attendees from all over the world, and the fall weather in Memphis (the Home of the Blues and the birth place of Rock and Roll) undoubtedly made the first ACII conference to be held in North America an intellectually stimulating, enjoyable, and memorable event.

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