# ESSEM 2013: Emotion and Sentiment in Social and Expressive Media

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The 1st International Workshop on Emotion and Sentiment in Social and Expressive Media (ESSEM 2013[1]) is taking place on December 3rd, 2013, in Turin as a workshop of the XIII conference of the Italian Association for Artificial Intelligence (AI*IA 2013).

Sentiment analysis and emotion detection have been trending topics since a while, but not enough emphasis has been placed so far on their relations with in social and expressive media. The latter, in particular, play a key role in applicative fields related to creativity, its expressions and outcomes, such as figurative arts, music or drama. In such fields, the advent of digital social media has brought about new paradigms of interactions that foster first-person engagement and crowdsourcing content creation: the subjective and expressive dimensions move to the foreground, opening the way to the emergence of an affective component within a dynamic corpus of contents - contributed or enriched by users. This calls for delving into the evolution of approaches, techniques and tools for modeling and analyzing emotion and sentiment.

The workshop aims at bridging between the communities of AI researchers working in the field of affective computing under different perspectives. Such perspectives include, on the one hand, research on models and techniques for sentiment analysis and opinion mining on linguistic corpora and unstructured data from social web; on the other hand, research on formal and cognitive models in intelligent agents and multi-agent systems. We believe that cross-fertilization between different but related communities is precious in order to face open challenges, in particular, the ones raised by the social and expressive media, e.g:

  – extracting concept-level sentiment conveyed by social media texts by relying on structured knowledge of affective information, i.e. affective categorization models expressed by ontologies, better still if psychologically motivated and encoded in the semantic web standards;
  – cross-validation between sentiment-based approaches and cognitive models;
  – investigating advanced social aspects of emotions, i.e. regulative or ethic issues related to emotions in virtual agents;
  – fostering the interoperability and integration of tools by encouraging compliance with emerging standards.

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[1] di.unito.it/essem

Given the leading thread described above, we have proposed a special focus for ESSEM 2013: emotions and sentiment in applicative fields related to creativity, its expressions and its outcomes, i.e. figurative arts, music, drama, etc. Artistic creation and performance, in fact, provide a very interesting testbed for cross-validating and possibly integrating approaches, models and tools for automatically analyzing and generating emotion and sentiment. On this line, we encouraged the submission of research papers investigating aspects of emotion and sentiment in fields related to creativity and expressive media. Moreover, in order to foster the bringing together of artists and researchers reflecting on the ESSEM themes, we launched a call for artworks, by welcoming submissions of artworks, where the generation of artistic contents or the implementation of new forms of interaction with the audience relies on affecting computing or stems from a media design specifically and recognizably tailored to the elicitation of emotions and emotional feedback.

We were very pleased to receive 38 submissions from 13 different countries, distributed among full, short, position and artwork papers. We provided authors with 3 reviews per full/short/position paper. The program committee did an exceptional job, managing to complete the review process in record time. Out of the 19 submissions that were reviewed in the full paper category, we selected 10 full papers (acceptance rate: around 50%). In addition, we selected 5 submissions as short papers and 2 submissions as position papers. For what concerns the 'artwork track', the artistic committee selected 5 artworks (out of 15 submitted artworks) to be presented and exhibited in a special 'artwork session' of the workshop. We included in the proceedings five artwork papers, where artists describe the concept and the technology behind their works.

We would like to thank: the members of the Program Committee and the external reviewers for their support and reviews; the members of the Artistic Committee for managing the artwork selection. We thank our invited speaker Carlo Strapparava for accepting to deliver the keynote talk. We would like to express our gratitude for the sponsorship we received from Dipartimento di Informatica and for the official endorsement we received from the Working Group on Natural Language Processing of the AI*IA, CELI Torino, AIMI (Associazione Informatica Musicale Italiana), CIRMA and WIQ-EI (Web Information Quality Evaluation Initiative). Furthermore, we are grateful to all authors (researchers and artists) who submitted their works to ESSEM 2013, believing in a first edition like this, and in the ideas it brings forth.


November 2013                                                    Cristina Bosco
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