

PREFACE

The Proceedings of the Affective Computing and Context Awareness in Ambient Intelligence Workshop (AfCAI), held in Murcia on November 24-25, 2016

Affective computing (AfC) is a novel computing paradigm that builds on the results of artificial intelligence, biomedical engineering, and psychology to allow computer systems to detect, use, and express emotions. AfCAI2016 (Affective Computing and Context Awareness in Ambient Intelligence) was a two day workshop held in Universidad de Murcia, Spain, on 24-25 November 2016. It was organized by Maria Trinidad Herrero Ezquerro, Grzegorz J. Nalepa, and José Tomás Palma Méndez. The focus of the workshop was on the intersection of computer science and experimental sciences, including affective computing (AfC), ambient intelligence (AmI), context aware systems (CaS), neurobiological approaches for AfC, psychological and philosophical models of emotions and affects, physiological measurements for affect detection, emotive user interfaces, data mining and knowledge discovery methods for AfC and AmI, mobile platforms for context-aware affective systems, mixed (virtual/augmented) reality environments for affect generation and acquisition, and affective games.

The objective of the workshop was to bring together scientists interested in research on affective computing, and the above mentioned topics. We assumed goal oriented yet multidisciplinary research approach, including computer science, artificial intelligence, biomedical engineering, and experimental sciences. We considered both fundamental and applied research with participation of companies where possible. The objective of the workshop was also identifying opportunities for cooperation and EU project applications.

The international programme committee included: Piotr Augustyniak, AGH University of Science and Technology, Poland, Fabio Babiloni, Università di Roma, Sapienza, Joachim Baumeister, denkbare GmbH, Universität Würzburg, Germany, David Camacho, Universidad Autónoma de Madrid, Spain, Maria Trinidad Herrero Ezquerro, Universidad de Murcia, Jason Jung, Chung Ang University, South Korea, Grzegorz J. Nalepa, AGH University of Science and Technology, Jagiellonian University, Paulo Novais, Universidade do Minho, Portugal, Andreas Nauerz, IBM Research & Development, Germany, José Tomás Palma Méndez, Universidad de Murcia, Adrian Paschke, Freie Universität Berlin, Fraunhofer FOKUS, Germany, Arianna Trettel, Brainsigns, Italy.

In the workshop scientists and researchers from Spain, Poland, Germany and South Korea gave their presentations on the topics of Context Awareness for Ambient Intelligence, Affective Characters in Narrative Contents, Games Technology and Design: Serious Games, Virtual Reality, and Emotive Interfaces, as well as BioInspired and Evolutionary Computation, Affective Information Systems, and finally, AfC Experiments in Virtual Reality with Wearable Sensors.

The organizers wish to express their gratitude for the support of the workshop to:
Universidad de Murcia, Fundación SeNeCa, Ilustre Colegio de Médicos de la Región de Murcia, Real Academia de Medicina y Cirugía de la Región de Murcia.

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