

Design Mood Dynamics for Virtual Human

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Outline

- Introduction
- Related works
- Proposed mood dynamics model
- Experiments

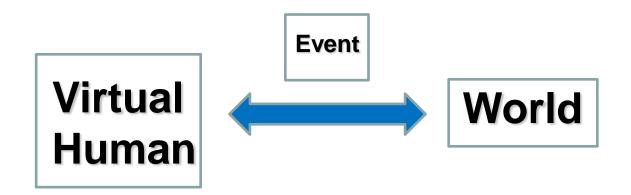


Introduction



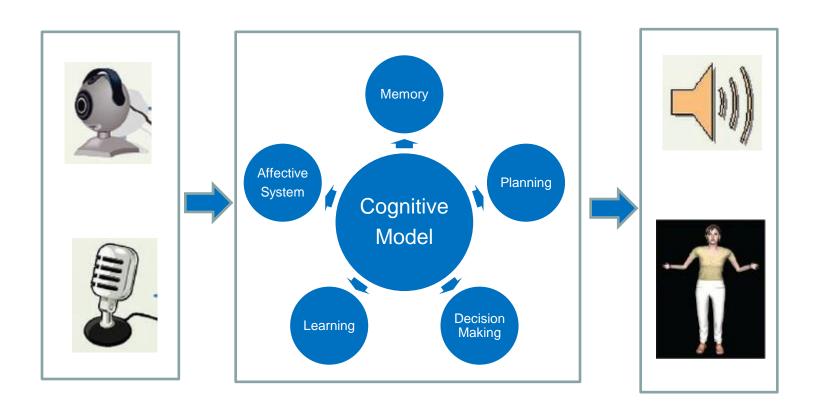
Virtual Human

The key point is to deal with the interaction between virtual human and the world



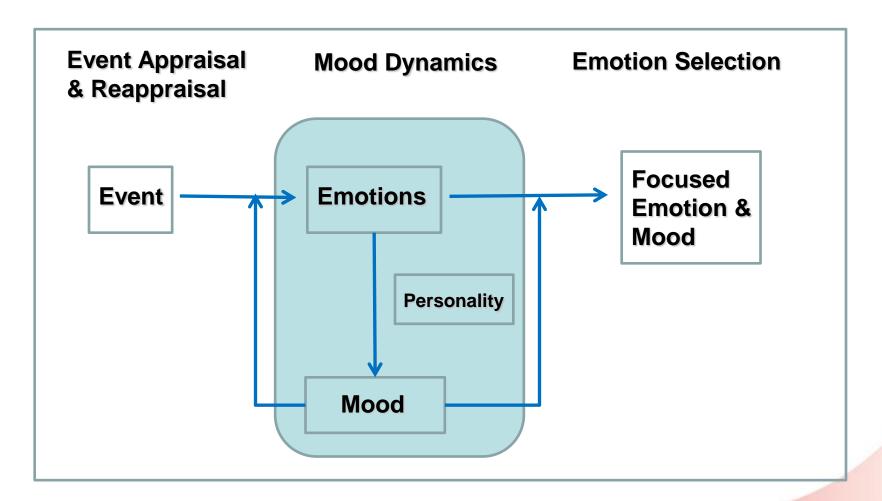


Cognitive Model





Affective System





Psychology



- Emotion: short-term affect, bound to a specific event, action or object
- Mood: medium-term affect, not related with a concrete event, action or object.
- Personality: long-term affect, mental characteristics.

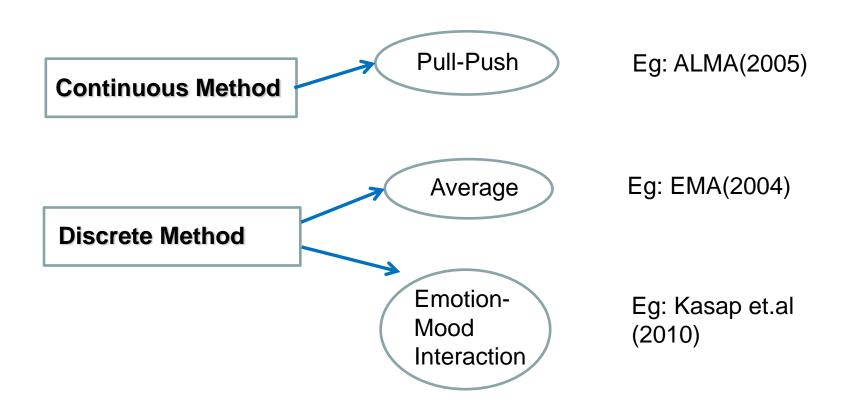


Related works



Methods

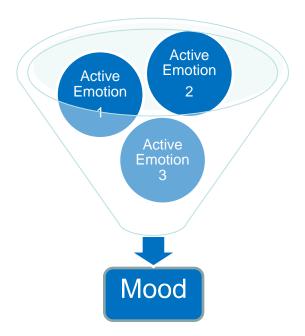






Average Method

- EMA(2004)
 - Mood is calculated by averaging all the active emotions

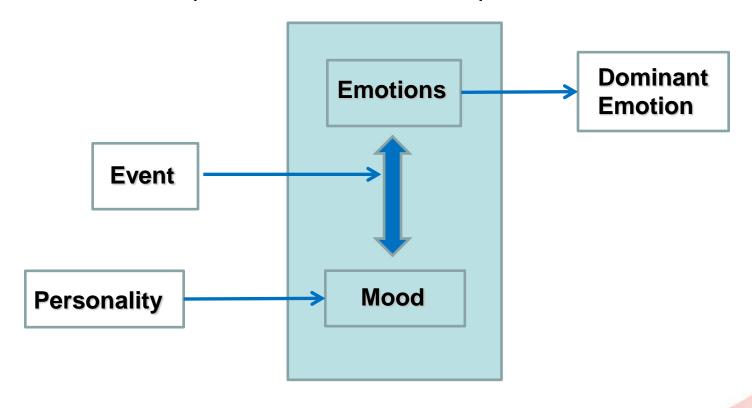




Gratch, J., & Marsella, S. (2004a). A domain independent framework for modeling emotion. *Journal of Cognitive Systems Research*, *5*(4), 269-306.

Emotion-Mood Interaction

- Kasap et.al (2010)
 - In each timestep, mood and emotions update each other

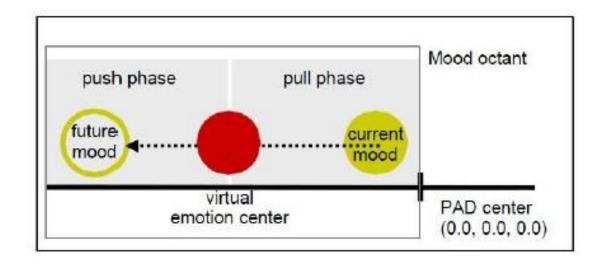




Kasap Z., Magnenat-Thalmann, N., Towards Episodic Memory-based Long-term Affective Interaction with a Human-like Robot. RO-MAN2010, pp. 479-484. Attachment.

Pull-Push Method

ALMA(2004)





Gebhard, P., ALMA - A Layered Model of Affect, 4th International Joint Conference of Autonomous Agents & Multi-Agent Systems (AAMAS'05), Utrecht, The Netherlands, 2005.

Pros & Cons

	EMA(2004)	Kasap et.al(2010)	ALMA(2004)
Consistency	X	X	\checkmark
Efficiency	X	\sqrt{X}	X
Event-dependent	\checkmark	$\sqrt{}$	\checkmark
Time-dependent	\checkmark	$\sqrt{}$	\checkmark
Personality- dependent	X	√×	X



Proposed Affective System



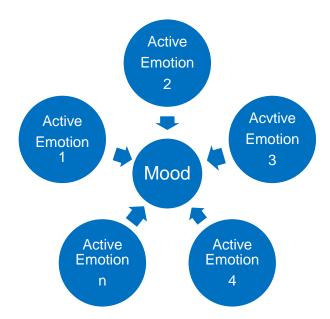
Hypothesis

- Continuous change
- Emotions to mood
 - attraction or repulsion force
 - exerts individually
 - The force magnitude is determined by the emotion, the personality and the attraction/repulsive factor
 - The force sign is determined by the relative direction between the emotion and the mood



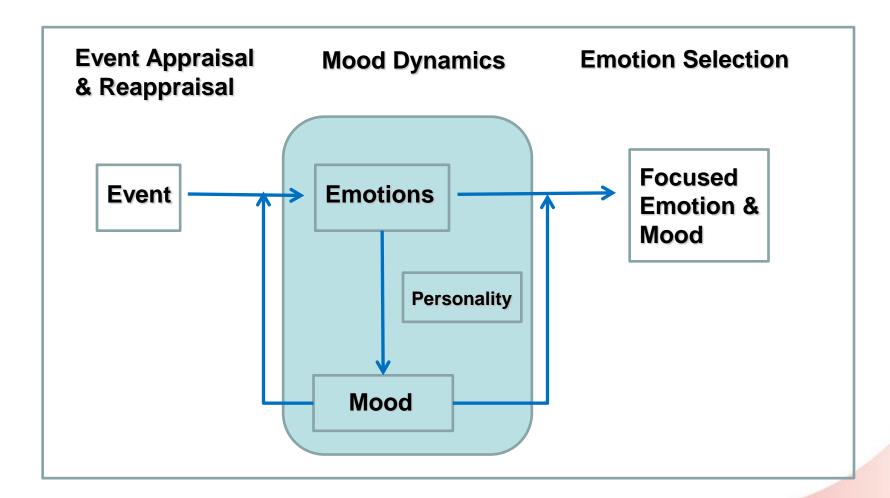
Hypothesis

- Mood to emotions
 - event appraisal/reappraisal process
 - Mood determine emotion focus



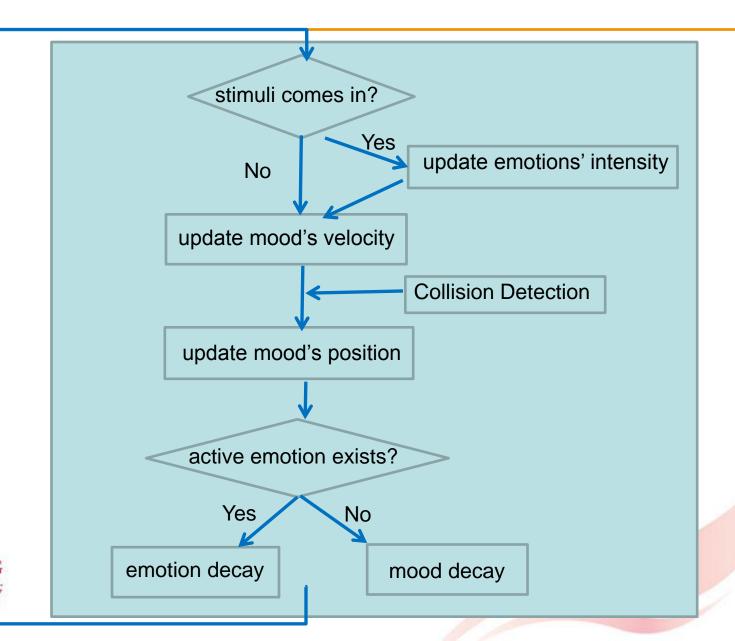


Framework



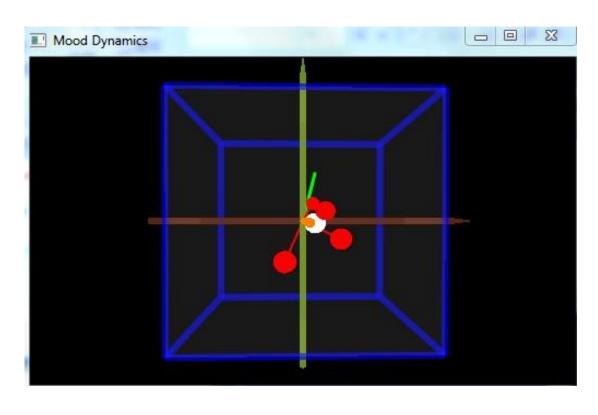


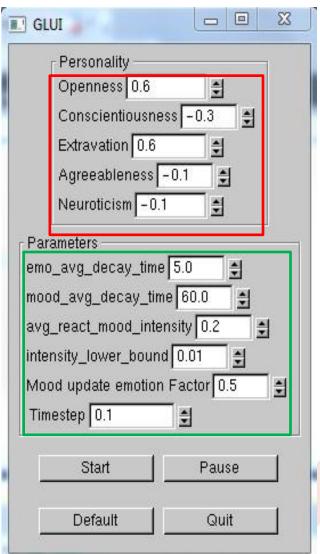
Mood Dynamics Process





Interface







Comparison

ALMA(2004)	Our Method	
Using the average of emotions	Using each emotion individually	
The sign of the force from an emotion to mood is determined by the relative position and the octant	The sign of the force from an emotion to mood is determined by the relative direction of the mood and the emotion	
Not Integrate the personality	Integrate the personality	
Parameters are decided by manually	All the parameters are decided by psychology measurable variables	
Mood doesn't influence emotions	Mood influence emotions in event appraisal process.	



Comparison

Kasap et.al(2010)	Our Method	
Mood changes discretely	Mood Changes smoothly	
Emotions influence mood only when new event comes in	Emotions influence mood in every timestep	
When new event comes in, the mood influences all kinds of emotions	When new event comes in, the mood only influences those event related emotions	
Using personality to determine the starting point of mood	Using personality to determine the influencing strength of individual emotion to mood	
Parameters are decided by manually	All the parameters are decided by psychology measurable variables	

Experiments



Experiment

- Demo 1
- <u>Demo 2</u>



Future Work

- Complete the event appraisal part
- Integrate affective system with episodic memory



Q&A



Thank you!

