Principles and Applications of Socio-Cognitive and Affective Computing

Recent advances in socio-cognitive and affective computing require further study as countless benefits and opportunities have emerged from these innovative technologies that may be useful in a number of contexts throughout daily life. In order to ensure these technologies are appropriately utilized across sectors, the challenges and strategies for adoption as well as potential uses must be thoroughly considered. Principles and Applications of Socio-Cognitive and Affective Computing discusses several aspects of affective interactions and concepts in affective computing, the fundamentals of emotions, and emerging research and exciting techniques for bridging the emotional disparity between humans and machines, all within the context of interactions. The book also considers problem and solution guidelines emerging in cognitive computing, thus summarizing the roadmap of current machine computational intelligence techniques for affective computing. Covering a range of topics such as social interaction, robotics, and virtual reality, this reference work is crucial for scientists, engineers, industry professionals, academicians, researchers, scholars, practitioners, instructors, and students.



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