

-----CALL FOR PAPERS-----

ESSEM 2013
International Workshop on
Emotion and Sentiment in Social and Expressive Media:
approaches and perspectives from AI

Turin, Italy, December 3rd, 2013

Workshop website: <http://di.unito.it/essem>
Submission deadline: September 15th, 2013

Workshop of AI*IA 2013, 25th Year Anniversary, Turin, Italy
XIII Conference of the Italian Association for Artificial Intelligence

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RATIONALE

Social and expressive media can represent a challenge and a push forward for research on emotion and sentiment in AI.

Although sentiment analysis and emotion detection have been trending topics since a while, not enough emphasis has been placed so far on 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 - created 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. The latter, in particular, is concerned with the integration of emotional states into agents and with the role of emotions in agent communication, with the possible goal of defining sophisticated emotion-aware coordination and negotiation strategies.

Cross-fertilization between different but related communities will be precious in order to face the challenges raised by the social and expressive media, such as:

- investigating advanced social aspects of emotions, i.e. regulative or ethic issues related to emotions in virtual agents;
- 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;
- fostering the interoperability and integration of tools by encouraging compliance with emerging standards (e.g., Emotion Markup Language).

TOPICS

ESSEM aims at bringing together researchers and practitioners both from academy and industry. The workshop wants to take an active part in growing a new field in terms of multi-disciplinary research and identifying and investigating open issues by cross-validating different approaches in emotion research from

the AI community. Therefore, we encourage the submission of research papers from different areas such as natural language processing, semantic web, intelligent agents and multi/agent systems, affective computing, and others.

Topics of interest include but are not limited to:

- social media corpora and annotations for subjectivity, emotion & sentiment
- subjectivity, sentiment and emotion detection in social & expressive media
- concept-level sentiment analysis
- biologically inspired opinion mining
- emotion modeling and ontologies of emotions
- knowledge representation and reasoning about emotions
- semantic web technologies for subjectivity & sentiment analysis
- emotions in virtual agents and multi-agent systems
- social simulation and emotions in cooperative MAS environments
- emotions in face to face interactions
- emotions in multimedia and multimodal systems
- emotions in sounds and music computing
- emotions in interactive entertainment (drama, games, etc.)
- emotions in storytelling
- aesthetic perception monitoring in museums (e.g. via wearable sensors)
- emotions in cultural heritage access
- sentiment summarization & visualization
- applications of sentiment analysis on social & expressive media

SPECIAL FOCUS on EMOTIONS in the PLANET ART: CALL FOR PAPERS & ARTWORKS

We propose a special focus for ESSEM 2013: emotions and sentiment in fields related to creativity, its expressions and its outcomes, i.e. figurative arts, music, drama, entertainment, etc. Artistic creation and performance seems to be a very interesting testbed for cross-validating and possibly integrating approaches, models and tools for automatically analyzing and generating emotion and sentiment. In fact, in such context the social and subjective dimension naturally emerges, think for instance to feedback by visitors of a real or virtual art exhibition, or to the audience-oeuvre (or audience-performance) interaction. Moreover, expressive features of the artistic performance can provide an interesting case study for evaluating systems for automatic generation of emotional behaviors. Our final goal is to encourage the research community to develop models and tools to bring innovation in several application fields (edutainment, healthcare, cultural heritage etc.), in order to give, in the next future, an essential contribution to the development of an inclusive and innovative society. On this line, we encourage the submission of research papers investigating aspects of emotion and sentiment in fields related to creativity and expressive media. Moreover, we welcome the submission of artworks, where affective computing is recognized to play a key role in the generation of artistic contents or in the implementation of new forms of interaction to engage the user/audience. A specific call for artworks and guidelines about the submission of artworks will be announced soon and published on the ESSEM Workshop website.

TIMEFRAME

- September 15th, 2013: Paper submission deadline
- October 15th, 2013: Notification of acceptance
- October, 31st, 2013: Early registration
- November 4th, 2013: Final manuscripts due
- December 3rd, 2013: Workshop date

PAPER SUBMISSION INFORMATION

All papers must represent original and unpublished work that is not currently under review. Papers will be evaluated according to their significance, originality, technical content, style, clarity, and relevance to the workshop. We welcome the following types of contributions:

- Full research papers (up to 8-12 pages)
- Short research papers (up to 4-6 pages)
- Demo (system demonstrations) papers (up to 4 pages)
- Position statements (up to 2-4 pages)

All submissions must be written in English and must be formatted according to the information for LNCS Authors:

<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>.

Please submit your contributions electronically in PDF format to EasyChair:

<https://www.easychair.org/conferences/?conf=essem2013>

PROCEEDINGS

Accepted papers will be included in the workshop proceedings published on-line by CEUR Workshop Proceedings (CEUR-WS.org), with ISSN.

At least one author of each accepted paper is expected to attend the workshop to present the paper and should then register to the conference with a workshop fee.

The workshop might be followed by a special issue on an ISI journal (details to be announced).

KEYNOTE SPEAKER

We are pleased to announce that Carlo Strapparava (FBK) will give an invited talk at ESSEM 2013.

<http://hit.fbk.eu/people/strapparava>

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The ESSEM 2013 workshop is under the auspices of:

- CELI: <http://www.celi.it/en/>
- Associazione Informatica Musicale Italiana (AIMI): <http://www.aimi-musica.org/>
- CIRMA: <http://www.cirma.unito.it/eng/>
- WIQ-EI - Web Information Quality Evaluation Initiative

CONTACT

If you have any questions regarding the workshop please send us an e-mail to: essem2013@easychair.org

Workshop web site: <http://di.unito.it/essem>

The CFP has been also published on the sentic.net web site:
<http://sentic.net/essem/>

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