

- ESSEM 2017 -

3rd International Workshop on Emotion and Sentiment in Social and Expressive Media:  
*User Engagement and Interaction*

San Antonio, Texas, USA, October 23, 2017

**CALL FOR PAPERS**

<http://di.unito.it/essem17>

Workshop of ACII 2017, the 7th International Conference on Affective Computing and Intelligent Interaction

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### Scope

The role of emotional intelligence is increasing at fast speed in everyday computer-mediated interactions, thanks to the integration of more or less explicit affective elements in social networks, apps, virtual assistants, etc. Expressed through emojis, color, tags or speech, affect has become part of our relationships with computers, adding depth and involvement to them. The technical advancement of the available expressive means, from 3D to language technologies, is one of the key factors of this process.

ESSEM 2017 addresses the expression of emotions in many-to-many interaction and in one-to-one interaction as a tool for promoting, analysing and measuring user engagement. In particular, we are interested in tools and models that rely on NLP, acoustic and video analysis; theories and methods that bridge the expression of emotions from language to media are especially needed to overcome the limitations of language-specific and media-specific approaches.

ESSEM 2017 focuses on interaction as a testbed for the models and tools developed for social and expressive media. The ultimate goal is to devise socio-emotional strategies to foster user engagement. We encourage contributions on applications that specifically address the role of sentiment and emotions in the interactions that occur through social and expressive media, with a special focus on cultural heritage, artistic expression, education and entertainment (e.g., storytelling, artistic curation, audience development, games and edutainment).

### Topics of interest include, but are not limited to:

- Affect-related phenomena in social media
- Affect-related phenomena in expressive media
- Affect-related phenomena in the user's engagement process
- Subjectivity, sentiment and emotions in social & expressive media
- Affect and figurative language, stance or deception in social & expressive media
- Design of engaging agents
- Socio-emotional strategies for user engagement
- User engagement in human-human and human-agent interactions using NLP & audio-video analysis
- Grounding and affect in conversational context

- Affect and regulation of human-agent interaction
- Affect and emotions in embodiment
- Affect in interactive entertainment (storytelling, drama, games, etc.) and art (curation, audience development, etc.)
- Applications of affective computing in multimodal interaction
- Applications of sentiment analysis and emotion detection on social & expressive media

### Keynote

**Georgios Yannakakis**, Institute of Digital Games, Univ. of Malta

### Important Dates

**June 15, 2017:** Paper submission deadline

**July 15, 2017:** Notification of acceptance

**August 18, 2017:** Final manuscripts due

**Workshop date:** October 23, 2017

### Paper submission

Standard papers should be a maximum of 6 pages long. We also encourage submission of short research papers (including opinion statements) of maximum 3 pages long.

Submissions must be anonymous and follow the ACII 2017 formatting guidelines:

<http://acii2017.org/submission>

All papers should be electronically submitted in PDF format via the main conference platform: <https://cmt3.research.microsoft.com/ACII2017>, (track ESSEM).

Workshop Proceedings will be published in IEEE Xplore.

### With the support of

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### Contact & Follow us!

If you have any enquiries/comments about the workshop or the submission procedure, please just contact us via email: [essem4acii2017@gmail.com](mailto:essem4acii2017@gmail.com)  
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