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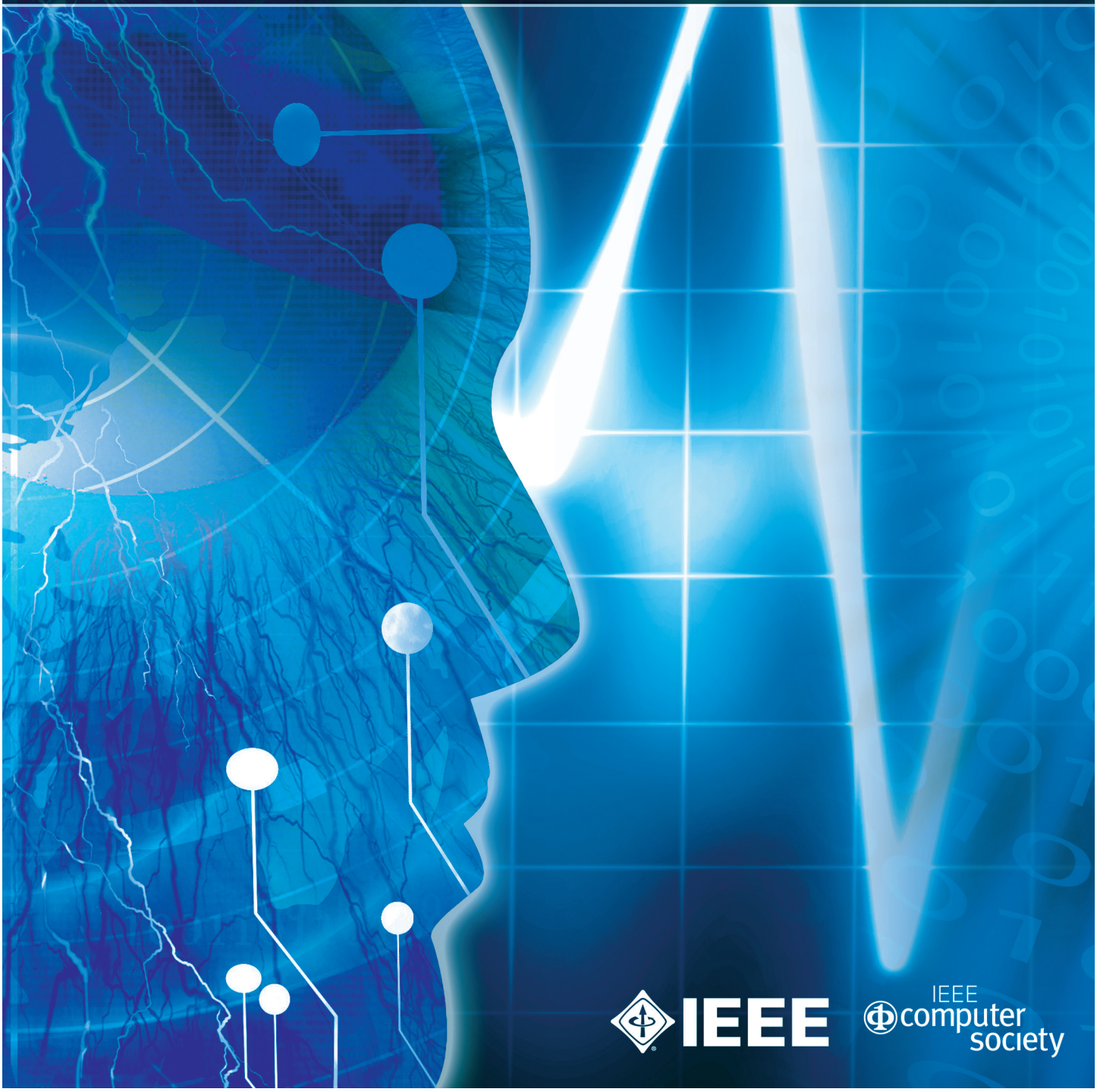

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Affective Computing is the field of study concerned with understanding, recognizing and utilizing human emotions in the design of computational systems. The *IEEE Transactions on Affective Computing* (*TAC*) is intended to be a cross disciplinary and international archive journal aimed at disseminating results of research on the design of systems that can recognize, interpret, and simulate human emotions and related affective phenomena. The journal will publish original research on the principles and theories explaining why and how affective factors condition interaction between humans and technology, on how affective sensing and simulation techniques can inform our understanding of human affective processes, and on the design, implementation and evaluation of systems that carefully consider affect among the factors that influence their usability.

Research areas of relevance to this publication includes, but is not limited to, the following topics:

- Algorithms and features for the recognition of affective state from speech, nonverbal behavior and physiological measures
- Methods for multi-modal recognition of affective state
- Tools, methods and standards to development of emotional corpora
- Computational models of human emotion processes (e.g., decision-making models that account for the influence of emotion; predictive models of user emotional state)
- Studies on cross-cultural, group and cross-language differences in emotional expression
- Computational models of visual, acoustic and textual emotional expression for synthetic and robotic agents
- Methods to adapt interaction with technology to the affective state of users
- New methods for defining and evaluating the usability of affective systems and the role of affect in usability
- Application of affective computing including education, health care, entertainment, customer service, design, vehicle operation, social agents/ robotics, affective ambient intelligence, customer experience measurement, multimedia retrieval, surveillance systems, biometrics, music retrieval and generation

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