



Affective Sciences
SWISS NATIONAL CENTER OF COMPETENCE IN RESEARCH

July 7 - 15, 2016

Château de Bossey (Switzerland)

7th
in International Summer School

AFFECTIVE SCIENCES

ISSAS 2016

Emotions, fiction, and virtual worlds

What is the role of emotions in fictional and virtual worlds ?
Which phenomena foster or disrupt immersion ?
How can virtual worlds be used to study or instruct affective competences ?

During this summer school, renowned scholars and PhD students from psychology, philosophy, literature, neuroscience, virtual reality, video game research, and affective computing will discuss the following **topics**:

- Emotions and imagination in fictional worlds
- Modeling emotions and curiosity in artificial agents
- Emotions and immersion in virtual worlds
- Fostering emotional learning through video games
- Integrating emotions in human-computer interactions
- Links between neuroscience, the humanities and computer science

Deadline for applications: March 20th, 2016

More information: www.affective-sciences.org/issas

SWISS CENTER FOR
AFFECTIVE SCIENCES

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SWISS NATIONAL SCIENCE FOUNDATION



UNIVERSITÉ
DE GENÈVE

Welcome to ISSAS 2016

The development of new technologies, which integrate the user's social and emotional experiences, needs to transcend the borders of our current technological and scientific fields by using a trans-disciplinary approach. This goal is all the more important since a growing body of research has started to highlight the potential power of new technologies such as virtual reality, robotics, videogames or human-computer interaction for health and learning purposes. Much of the current research, however, fails to bridge the gap between technology, virtual worlds and fundamental theoretical or empirical constructs such as emotions, immersion and reality, user engagement and related motivational aspects, as well as social interactions.

This year, the International Summer School in Affective Sciences (ISSAS 2016) will address those gaps by discussing the role of emotions in fictional (e.g. novels) and virtual worlds (such as virtual reality worlds or videogames). During one week, leading scholars in the field will question the psychological and aesthetic phenomena which foster or disrupt engagement and immersion, discuss how technologies such as virtual worlds and videogames can be used to study or train affective competencies, and will consider how computational approaches can help model emotions and improve the development of intelligent interfaces or virtual agents.

The summer school aims at gathering promising young researchers and PhD students from a variety of disciplines including psychology, educational sciences, philosophy, neuroscience, virtual reality, videogames, and affective computing to discuss cutting edge concepts and advances in research, modeling, and measurements of emotions in fictional and virtual worlds.

An important part of the summer school experience includes the opportunity to work daily in small transdisciplinary groups on concepts and state of the art research questions while benefiting from the invited speakers' advice. Moreover, using their knowledge and newly acquired skills and competencies, participants will contribute to the elaboration of an interdisciplinary research project. The best project will receive a prize at the end of the summer school.

The scientific coordination of the 2016 edition of the ISSAS was carried out by Dr Swann Pichon, who is currently funded by an Ambizione starting grant by the Swiss National Science Foundation on a project investigating the impact of prosocial and violent video-games on emotion perception, social behavior and emotion regulation.

Prof. David Sander, Director





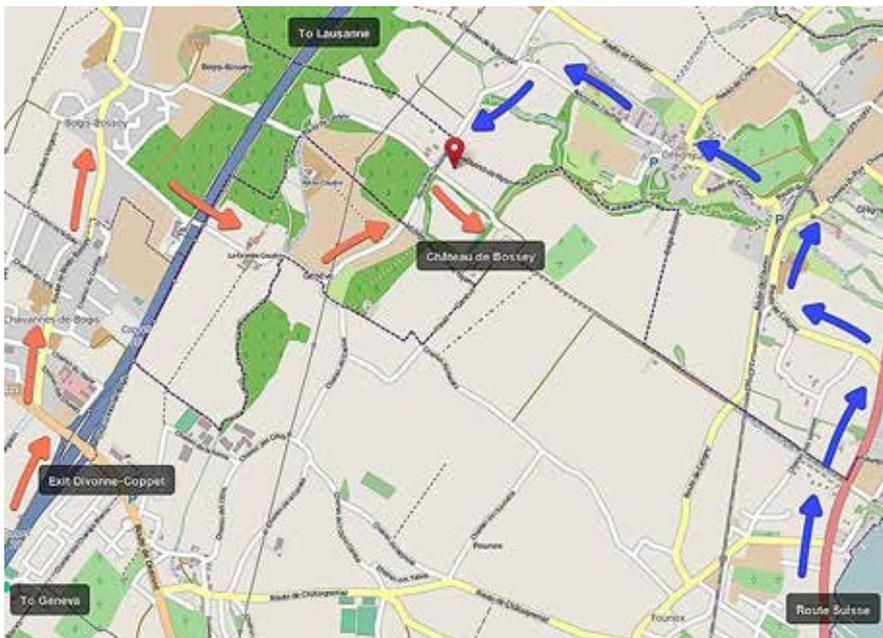
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Coming by Car or Taxi

If you are not driving yourself, make sure to inform the taxi driver that your destination is the **Château de Bossey located near Nyon** as there is another place called Bossey nearby in France.

The Château de Bossey is located **at Bogis-Bossey** between the villages of Bogis-Bossey and Céligny, in Switzerland, 2km away from A1 motorway and 20km from Geneva International Airport. The nearest motorway exit is marked Coppet-Divonne. As you exit the motorway, take the direction of the village of Chavannes-de-Bogis. As you drive through the village, you will see on your right a sign indicating "Institut Oecuménique – Château de Bossey". From there, follow the signs for about 1km to the Château de Bossey.

If you take the lake side road (route Suisse) from Geneva, drive through Versoix and Coppet, then take a left turn when you reach the sign « Céligny ». Drive north through the village of Céligny and follow the signs "Institut Oecuménique – Château de Bossey". Then turn left to the Château de Bossey.



Scientific Committee

Responsible for designing and developing the scientific program of ISSAS and selecting the participants, the Scientific Committee is composed of:

Daphné Bavelier
Mireille Betrancourt
Kerstin Brinkmann
Guillaume Chanel
Florian Cova
Julien Deonna
Donald Glowinski
Didier Grandjean
Patrizia Lombardo
Marcello Mortillaro
Swann Pichon
Kerstin Preuschoff
Thierry Pun
David Rudrauf
David Sander
Marianne Schmid Mast
Mohammad Soleymani
Cristina Soriano
Patrik Vuilleumier



Local Organizing Committee

Daphné Bavelier
Guillaume Chanel
Florian Cova
Julien Deonna
Donald Glowinski
Didier Grandjean
Marion Gummy
Marcello Mortillaro
Swann Pichon
Irene Rotondi
David Sander
Daniela Sauge
Cristina Soriano



The Château de Bossey

The Château de Bossey is located in Bogis-Bossey, 20 km away from Geneva.

It is set in an outstanding natural environment overlooking Lake Geneva and the French Alps. The 18th-century château combines traditional hospitality and a peaceful atmosphere with modern meeting facilities and comfortable accommodation. The quality self-service restaurant offers a choice of meat, fish and vegetarian menus, as well as a salad buffet and desserts. Opening hours: **7.30 am - 9.30 am; 12 pm - 1.30 pm; 6.30 pm - 8.00 pm.**

A vending machine with snacks and drinks is available for guests when the restaurant is closed.

A free wireless network is also available for the guests of the Château.

Everybody is responsible for their personal belongings. The management can unfortunately accept no responsibility in case of loss or theft.

Phone

Emergency numbers

Police: 117

Fire department: 118

Ambulances: 144

Château de Bossey

+41 22 960 7300

Swiss Center for Affective Sciences

+41 22 379 09 31

How to call foreign countries?

Dial 00 then your country code, then your local number without the initial 0.

For example, to call the US, dial 00-1-xxx-xx-xx-xxx

Phone cards are needed in public phones.

Local shops

Epicerie de Chavannes

Route de Bogis-Bossey 18

1279 Chavannes-de-Bogis

Tel: +41 22 776 07 74

Au Marché des Corbeaux

Rime Christopher

Rue du Grand Pré 23

1299 Crans-près-Céligny

Tel: +41 22 776 66 42

Local restaurants

Buffet de la Gare de Céligny

route de Founex 25

1298 Céligny

Tel: +41 22 776 27 70

Le Café de l'Union

Rue des Artisans 20

1299 Crans-près-Céligny

Sports and leisure

The area offers possibilities for hiking and walking, cycling and mountain biking, ball sports and swimming pools.

Swimming pool in Nyon

<http://www.nyon.ch>

Opening hours: from 9h30 to 20h00

You can take a walk to the Port of Crans-près-Céligny (3km from the château) that has well frequented bathing and volley-ball possibilities. Traditional cuisine and lake fish specialties are served at the "Buvette du Port", at the port.

Buvette du Port

Route de Suisse 16

1299 Crans-près-Céligny

Tel: +41 22 776 57 62

Etiquette

Tips are not mandatory, but they are welcome in restaurants and taxis if you enjoyed the service. Tips are generally a few CHF, rounding up your bill.





Margherita Arcangeli

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I am currently a post-doctoral researcher at the University of Geneva (CISA and Department of Philosophy). Previously I was a post-doctoral researcher at the Jean-Nicod Institute (Paris). At the same institute and Paris 6 University I qualified as Doctor in Philosophy and Cognitive Sciences under the supervision of Jérôme Dokic. I graduated in Philosophy at the University of Roma Tre. My areas of research are philosophy of mind, philosophy of science, epistemology, philosophy of language, aesthetics and philosophy of emotions. One of the more specific topic-areas of my investigation is imagination. My research focuses on many aspects concerning the imagination: its unity and heterogeneity, its phenomenology, its perspectival nature, how it relates to other mental phenomena (such as supposition, memory, perception, belief). I am also interested in the debate on thought experiments, more specifically in the relationship between scientific and philosophical thought experiments and in cognitive approaches to thought experimentation.



Alexandra Balahur

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Dr. Alexandra Balahur holds a BSc. and a PhD in Computer Science. Her main research field is Natural Language Processing, a subfield of Artificial Intelligence. She obtained her PhD in 2011 with highest honours and has since been awarded the

Doctoral Special Award for the impact of her findings in computational methods to detect emotion, opinion and sentiment from text. Dr. Balahur has over 80 publications (h-index 20; i-10 index 33), in conferences, ISI-indexed journals, book chapters and books. She is/has been in the Scientific Committee of over 30 conferences and is a reviewer/ editor for many journals in the field. She has set up and co-organized 7 editions of an international workshop celebrated with the biggest conference in her research area and a main editor for the workshop proceedings and related journal special issues. Alexandra has been invited speaker or moderator for different high-level events and she is/was in the board of reviewers for national/regional projects for Romania, Belgium and France. Her work is concerned with developing and implementing methods and resources for automatic opinion extraction and classification from different types of media texts based on data mining and Big Data analysis tools and techniques. As a member of this team, she has developed, evaluated and implemented resources and methods to monitor traditional and social media sites in different languages aimed to extract relevant information with regard to categories of topics relevant to JRC policy-making processes. She has successfully contributed to developing software tools to support this aim. At the same time, she published and presented scientific publications and reports describing the methodologies exploited and best practices deduced from evaluations, leading to the extension and improvement of the tools for opinion detection and classification employed in media monitoring tools for policy support.



Daphne Bavelier

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Daphne Bavelier is an expert on how humans learn. In particular, she studies how the brain adapts to changes in experience, either by nature - for example, deafness - or by training - for example, playing video games. Initially trained in Biology at the 'Ecole Normale Supérieure de Paris', she then received a PhD in Brain and Cognitive Sciences from MIT and trained in human brain plasticity at the Salk Institute. Her work shows that playing fast-paced, action-packed entertainment video games typically thought to be mind-numbing actually benefits several aspects of behavior. Exploiting this counter-intuitive finding, her lab now investigates how new media, such as video games, can be leveraged to foster learning and brain plasticity. Daphne Bavelier now directs a Cognitive Neuroscience research team at the University of Geneva, Switzerland.



Guillaume Chanel

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Guillaume Chanel holds a Ph.D. in Computer science, University of Geneva, 2009, where he worked on machine learning for the automatic assessment of emotions based on EEG and peripheral signals. From 2009 to 2010 he was at the KML-Knowledge Media Laboratory, Aalto University, Helsinki, Finland, studying the physiological correlates of social processes taking place between players during video-gaming. Now a senior researcher and lecturer jointly affiliated with

CISA and with CVML, his research investigates how machines can learn to behave in a social and affective environment. He is particularly interested in the use of multimodal and physiological measures for improving man-machine and human remote interactions. Examples of his research include: dynamic adjustment of games mechanic based on players' emotions, inclusion of physiological emotional cues in mediated social interactions, movie highlight detection based on spectators' social reactions and adaptation of human social behaviors through machines.



Florian Cova

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Florian Cova is a postdoctoral researcher at the Swiss Centre for Affective Sciences. He works both in philosophy and psychology, with a focus on the emotional roots of evaluative judgments, be they moral or aesthetics. He is currently the principal investigator in a research project aiming to develop empirical methods to make progress in philosophical aesthetics. He also has an enduring interest in questions about intentional action, moral responsibility, and free will.



Will Cunningham

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Will Cunningham (Ph.D., 2003; Yale University) is a Professor of Psychology at the University of Toronto. His lab's research takes a cognitive science approach to understand the cognitive and motivational processes underlying emotional responses. Of primary interest are the affective evaluations of people and objects that guide

thought and behavior. To better understand these processes, his lab uses methods and theories from both social psychology (e.g., models of attitudes and latency-based evaluation measures) and cognitive science (e.g., biological models of emotion, fMRI/EEG methods, computational modeling). By using the «toolboxes» of each discipline with their distinct strengths and weaknesses, a more complete picture of emotion is likely to emerge. Current research examines how motivation and emotion-regulation (which can occur at both automatic and controlled levels of processing) contribute to emotional and evaluative states. This work suggests that affective states are constructed moment to moment from multiple component processes that integrate relevant information from various sources such as automatically activated attitudes and situational contexts.



Julien Deonna

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Prof. Julien A. Deonna works in the philosophy of mind, in particular the philosophy of emotions, on moral emotions and moral psychology. His work reflects the ambition of taking seriously the phenomenological, ordinary language and empirical dimensions of the emotions in the various philosophical discussions in which they are central. In addition to many articles in the area, he is the co-author of *In Defense of Shame* (OUP, 2011) and *The Emotions: a Philosophical Introduction* (Routledge, 2012). He is also very interested in the phenomenon we refer to with the expression 'being moved'.



David Farrell

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David Farrell is a game designer, researcher and lecturer at Glasgow Caledonian University where he teaches several player-centric classes on games design and development. His research focuses on improving our understanding of, and ability to create, effective Serious Games. David was the lead designer and games researcher on e-Bug, one of Europe's largest Serious Game projects, which was aimed at reducing inappropriate antibiotic use through better youth education. His work focuses on bridging the gap between affective and cognitive science theory and day to day game design practice. His recent publications include a cognitive walk-through based tool to help game designers better embed teaching in their games and an examination of the relationship between the Self Determination Theory of motivation and engagement in an educational game. In addition to his academic duties, David is an enthusiastic game jammer and game maker.



Nick Gillian

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Nicholas Gillian, Ph.D., is an engineer and creative technologist specializing in gesture recognition and machine learning. He currently leads the machine learning for Project Soli, a new sensing technology that uses miniature radar to detect touchless gesture interactions, at Google's Advanced Technology and Projects (ATAP) group. Nicholas is also the cre-

ator of the Gesture Recognition Toolkit, an open-source machine learning library, and is a strong advocate for open-source software. Nicholas completed his Ph.D. in 2011 at the Sonic Arts Research Center on Gesture Recognition for Musician Computer Interaction. Following his Ph.D., Nicholas was a postdoctoral associate and Fulbright Scholar at the Massachusetts Institute of Technology Media Lab, where he worked on gesture recognition and ubiquitous computing in the Responsive Environments research group. Prior to joining Google, Nicholas ran a machine-learning consulting company in London and worked for Samsung Research America. In his free time, he enjoys riding motorcycles and hiking.



Donald Glowinski
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His background covers scientific, humanistic academic studies and high-level musical training. - EHESS (Ecole des Hautes Etudes en Sciences Sociales) MSc, in Cognitive Science, CNSMDP (Conservatoire National Supérieur de Musique et de Danse de Paris) MSc. in Music and Acoustics, Sorbonne-Paris IV MSc. in Philosophy. He completed his Phd in computer engineering at University of Genoa. He works now as a senior scientist at University of Geneva with Prof. Didier Grandjean (Swiss Center for Affective Sciences). He is laureate of the Swiss Institute of Rome, and has been awarded the Prix pour la Vocation by the Bleustein-Blanchet Foundation and the Declic Jeunes award by Fondation de France for his scientific activities applied to music. His research interests include the study of behavioural and brain bases of human interaction in musical contexts.



Marientina Gotsis
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Gotsis has a broad background in arts, design and engineering with a special interest in interactive entertainment applications for health, happiness and rehabilitation. She founded and leads USC's Games for Health Initiative since 2007, connecting health professionals with innovation in various forms of interactive media. She is co-founder and director of the Creative Media & Behavioral Health Center, an organized research unit between the School of Cinematic Arts and the Keck School of Medicine. This center designs, develops and evaluates entertainment applications at the intersection of behavioral science, medicine and public health. Gotsis and her teams have developed interactive experiences and products to help increase literacy and public awareness, change behavior, and improve assessment and treatment techniques with funding from the National Institutes of Health, Robert Wood Johnson Foundation, Norlien Foundation, Department of Education, Department of Defense, Children's Hospital Los Angeles and the Shafallah Center for Special Needs Children.



Isabela Granic
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Isabela Granic got her PhD at the University of Toronto in developmental psychology. She is currently Professor and Chair of the Developmental Psychopathology department at Radboud University, in the Netherlands. She is also co-founder of The PlayNice Institute, an organization that

builds evidence-based games that promote emotional health and well-being for children and youth. Her research focuses on the positive effects of playing video games, including the emotional and social benefits. By integrating clinical and developmental research with interactive media design, she is creating a suite of evidence-based games that are also commercially viable and can be widely disseminated to slash the prevalence rates of anxiety and depression in youth. Sample publications: Granic, I., et al. (2014). The benefits of playing video games. *American Psychologist*, 69, 66-78. Schoneveld, E. A., et al., & Granic, I. (2016). A neurofeedback video game (MindLight) to prevent anxiety in children: A randomized controlled trial. *Computers in Human Behavior*, 63, 321-333.



Jonathan Gratch

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Jonathan Gratch is Director for Virtual Human Research at the University of Southern California's (USC) Institute for Creative Technologies, a Research Full Professor of Computer Science and Psychology at USC and director of USC's Computational Emotion Group. Dr. Gratch's research focuses on computational models of human cognitive and social processes, especially emotion, and explores these models' role in shaping human-computer interactions in virtual environments. He is the founding Editor-in-Chief of IEEE's *Transactions on Affective Computing*, Associate Editor of *Emotion Review* and the *Journal of Autonomous Agents and Multiagent Systems*, and former President of the Association for the Advancement of Affective Computing (AAAC). He is a AAAI Fellow, a SIGART Autonomous Agent's Award recipient, a Senior Member of IEEE, and member of the International Society for Research on Emotion (ISRE).



Didier Grandjean

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Didier Grandjean is associate professor at the Department of Psychology and Educational Sciences and at the Swiss Center for Affective Sciences at the University of Geneva. He achieved his thesis in 2005 under the direction of Klaus Scherer about the dynamic of appraisal processes using electroencephalographic methods. He published more than 90 peer review articles in international scientific journals in psychology and neuroscience about emotional processes related to emotional prosody perception and production, appraisal processes, the emergence of feelings, music and emotion, olfaction and emotion, and emotional facial expression perception and production.



Patrizia Lombardo

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Degrees from Venice University Ca' Foscari; Oxford University; École des Hautes Études en Sciences Sociales (EHESS, Paris). She has taught at Princeton University, University of Southern California (Los Angeles), University of Pittsburgh, in Departments of French; Comparative Literature; Rhetoric; History; Programs for Cultural Studies, and Programs of Film Studies. She has been teaching at the University of Geneva (Department of French) since 1996;

CISA since 2007. Her main fields of research: literature, the arts, aesthetics (mainly 18th -21th centuries). Among her publications: 2003. *Cities, Words, Images*. From Poe to Scorsese. Houndsmills, Hampshire: Palgrave Macmillan. 2005. *Rallo-Dichte E., Fontanille J., Lombardo P. Dictionnaire des passions littéraires*. Paris: Belin. 2008. *The Intelligence of the Heart*, ed. Lombardo P., ("Special Issue: Emotions") *Critical Quarterly* 50-IV-Fall. 2009. *Critique* ("L'Europe romantique") 45-746 June-July, ed. with Philippe Roger.



Derek Matravers

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Derek Matravers is Professor of Philosophy at The Open University and a Senior Member of Darwin College, Cambridge. His recent work includes *Introducing Philosophy of Art: Eight Case Studies* (Routledge, 2013); *Fiction and Narrative* (OUP, 2014); and *Empathy* (Polity, 2017). He is the author of *Art and Emotion* (OUP, 1998), as well as numerous articles in aesthetics, ethics, and the philosophy of mind. His current research project is on the Just War Theory and the convention concerning the protection of cultural property.



Aaron Meskin

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I'm an Associate Professor of Philosophy at the University of Leeds. Before my move to Leeds in 2005, I taught at Texas Tech University in Lubbock, Texas. I did my PhD at Rutgers University and received my undergraduate degree from Brown University. The primary focus of my research

is in the field of philosophical aesthetics. I have published on a wide variety of topics in this area, including aesthetic testimony, authorship, the definition of art, emotional responses to fiction, the epistemology of photography, experimental aesthetics, the semantics of aesthetic adjectives, style, and the philosophical questions raised by comics, dance, food, theatre, and videogames. Outside of aesthetics, I have co-authored works on information and the imagination. I have been Treasurer and Officer of the British Society of Aesthetics and a Trustee of the American Society for Aesthetics. I'm currently Director of the Centre for Aesthetics at the University of Leeds.



Ben Meuleman

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I obtained master degrees in experimental psychology (2008) and data analysis (2010) at the University of Ghent in Belgium. I completed my doctoral research in affective science (2015) at the Swiss Center for Affective Sciences (CISA) in Geneva, under the direction of Klaus Scherer. The topic of my dissertation concerned computational modelling of appraisal theory of emotion. At present, I work as a postdoctoral researcher in the lab for Multimodal Modelling of Emotion and Feeling at CISA, under the direction of David Rudrauf. Interests include simulation of emotion, dynamic systems approaches to emotion, appraisal theory, machine learning, and virtual reality.



Pierre-Yves Oudeyer

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Dr. Pierre-Yves Oudeyer is Research Director at Inria and head of the Flowers lab at Inria and Ensta-ParisTech, France. He studies mechanisms of learning and development of sensorimotor, cognitive and social skills in humans and robots. Following a multidisciplinary approach, where computational and robotic sciences contribute to our understanding of humans, he focuses on the role self-organization and active learning through interactions among brains, bodies and environment. In particular, he studies the role of curiosity and intrinsic motivation in the acquisition of new skills, and has been with his colleagues a pioneer in modeling curiosity in robots and artificial intelligence systems. These robotic experiments lead to new hypotheses on the organization of cognitive development in infants, and the they progressively discover their body and how to interact with their environment. He also studied how new languages can form in populations of individuals, building and analyzing populations of robots that invent and evolve their own languages. He was awarded an ERC grant, the prize Le Monde for academic research, and has been previously working for 8 years at Sony Computer Science Lab, Paris. He is editor of the IEEE CIS Newsletter on Autonomous Mental Development, and associate editor of IEEE Transactions on Autonomous Mental Development, Frontiers in Neurobotics, and of the International Journal of Social Robotics. He is also working actively for the diffusion of science towards the general public, through the writing of popular science articles and participation to radio and TV programs, as well as collabo-

ration with artists and science exhibitions. Web: <http://www.pyoudeyer.com> and <http://flowers.inria.fr>



Swann Pichon

Senior Researcher

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I am a young investigator/research associate funded by the Swiss National Science Foundation at the Department of Psychology at the University of Geneva. My team is hosted in the lab of Daphne Bavelier since October 2013 at Geneva's Campus Biotech. An overarching goal of my research is to understand how emotional states and personality traits respectively contribute to affective functioning, from emotion perception to social behaviour, and how mental health conditions such as anxiety or mood disorders may alter these processes. We are also working on adapting the technology of video-games for training specific attentional or affective competences. Besides this, I am also the coordinator of the research focus on Emotions, video-games and virtual reality hosted at the Swiss Center for Affective Sciences.



Susan Rivers

PhD

Yale Center for Emotional Intelligence

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Susan E. Rivers, PhD, is executive director of iThrive, the non-profit committed to using digital games to help teens develop their social and emotional skills and positive psychology habits. Dr. Rivers oversees the strategic direction and execution for iThrive and fosters the development of programs

and a cooperative ecosystem of youth, game developers, researchers, parents, mental health experts, and investors and donors. Prior to joining iThrive, Susan served on the research faculty at Yale University for a decade in the Department of Psychology. While at Yale, she co-founded the Yale Center for Emotional Intelligence and served as its founding deputy director. Susan co-developed the RULER framework for teaching emotional intelligence and social and emotional learning, and has lead efforts to evaluate its impact. She has published and spoken widely on emotional intelligence and social and emotional learning.



Albert «Skip» Rizzo

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Skip Rizzo is a clinical psychologist and Director of Medical Virtual Reality at the University of Southern California Institute for Creative Technologies. He is also a Research Professor with the USC Dept. of Psychiatry and at the USC Davis School of Gerontology. Over the last 20 years, Rizzo has conducted research on the design, development and evaluation of Virtual Reality systems targeting the areas of clinical assessment, treatment and rehabilitation across the domains of psychological, cognitive and motor functioning in both healthy and clinical populations. This work has focused on PTSD, TBI, Autism, ADHD, Alzheimer's, stroke and other clinical conditions. In spite of the diversity of these clinical R&D areas, the common thread that drives all of his work with digital technologies involves the study of how interactive and immersive Virtual Reality simulations can be usefully applied to address human heal-

thcare needs beyond what is possible with traditional 20th Century tools and methods..



David Rudrauf

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Prof. Rudrauf is a psychologist and a neuroscientist at the University of Geneva (FPSE, CISA, Campus Biotech). His team: the Laboratory of Multimodal Modeling of Emotion and Feeling aims at developing and applying methods and models in affective sciences for the study of emotion, bodily representations and self-awareness. The central scientific focus is to model and study human consciousness in the context of emotional processes, its relationships to the body and the brain, and its role in learning, across different levels of appraisals. We study the relationships between the objective body and the subjective body as projected in self-awareness as well as in the (physical and social) environment, in normal and pathological contexts. We study the multisensory integration and supramodal representation of the body in perception, imagination and action planning, and the arbitration of this process through adaptive affective mechanisms and biases. We pursue a theoretical and experimental understanding of structure-function relationships between the mind and the brain. We develop theoretical and computational models, and use a range of empirical techniques: Virtual Reality, psychophysiology, neuroimaging, neuropsychology, pharmacology and electrophysiology.



David Sander

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David Sander studied mathematics and psychology at the University René Descartes (Paris, France), and received a PhD in Cognitive Sciences from the University Louis Lumière (Lyon, France). In 2002, he joined the Department of Psychology at the University of Geneva (Switzerland). He is now Professor in this Department where he directs the Laboratory for the study of Emotion Elicitation and Expression (E3Lab). In 2012, he has also been appointed Director of the Swiss Center for Affective Sciences. He is mainly interested in the mechanisms involved in emotion elicitation, and how these mechanisms modulate attention, memory, and decision-making.



Valentina Sintsova

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Valentina is a PhD student in HCI Group at EPFL. Her research is devoted to recognition of fine-grained emotions from textual social media streams, such as tweets. Particularly, she adapts the model of 20 emotions from the Geneva Emotion Wheel to categorize the emotional experiences expressed in the text. In addition to high granularity, the challenge of building such emotion classifiers is the lack of high-quality annotated data. To address this challenge, she designed the techniques of human computation and distant learning suitable for application with the fine-grained emotion model. She also investigated how different linguistic constructions, such as negation and modality, affect the emotional meaning of the statements. As a part of

EPFL HCI team, she participated in designing EmotionWatch – the system visualizing emotions expressed in social media towards specific events, such as the Olympic Games.



Mel Slater

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Mel Slater is an ICREA Research Professor at the University of Barcelona. He became Professor of Virtual Environments at University College London in 1997. He was a UK EPSRC Senior Research Fellow from 1999 to 2004. Thirty four of his PhD students have obtained their PhDs since 1989. In 2005 he was awarded the Virtual Reality Career Award by IEEE Virtual Reality 'In Recognition of Seminal Achievements in Engineering Virtual Reality.' He leads the Event Lab (www.event-lab.org) at UB. He was Coordinator of the EU 7th Framework Integrated Project VERE (www.vereproject.org), and was scientific leader of the Integrated Project BEAMING (www.beaming-eu.org). He held a European Research Council grant TRAVERSE (www.traverserc.org) 2009-2015, and currently has a follow-on ERC Proof of Concept. His research focuses on the application of virtual reality in the field of body representation and he has contributed to the understanding of presence in virtual environments.



Cristina Soriano

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Cristina Soriano is a cognitive linguist at the Swiss Center for Affective Sciences, where she investigates the language of emotion. She is interested in the

metaphors we use to talk about feelings, the meaning of emotion words across languages and cultures, and what these two things tell us about the way emotions are conceptualized. She is also the coordinator of the Education and Training program at the Center.

**Fabrice Teroni**

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Fabrice Teroni is Associate Professor in Philosophy at the University of Geneva. He works in the philosophy of mind and epistemology. His background is in the philosophy of memory, of perception and of affective states. He has published several articles and monographs on the general theory of emotions (*The Emotions: A Philosophical Introduction*, Routledge 2012), on the nature of shame (*In Defense of Shame: The Faces of an Emotion*, Oxford 2011) and on memory. He is currently developing his views regarding the epistemology of emotions, the emotions elicited by fiction, feelings of familiarity as well as the involvement of the self in emotions.

**Alessandro Vinciarelli**

PhD
University of Glasgow
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Alessandro Vinciarelli (<http://www.dcs.gla.ac.uk/vincia>) is with University of Glasgow. He is Associate Professor at the School of Computing Science and Associate Academic of the Institute of Neuroscience and Psychology. His main research interest is Social Signal Processing, the computing domain aimed at modelling, analysis and synthesis of nonverbal behaviour in social interactions.

He has been Coordinator of the Social Signal Processing Network (<http://www.sspnet.eu>) and PI of over 10 national and international projects. He has published over 120 works, including 32 journal papers, that have attracted more than 3800 citations. Alessandro has been Program Chair and General Chair of the IEEE International Conference on Social Computing and he has chaired several series of international workshops, including the Social Signal Processing Workshop or the International Workshop on Socially Intelligent Surveillance and Monitoring. Last, but not least, he is co-founder of Klewel (<http://www.klewel.com>), a knowledge management company recognised with several national and international awards.

Artistic program contributors



Patrick Rameau

Rameau_16@hotmail.com

Patrik Rameau works as a professor of acting at Penn state University and as cinema actor (know for e.g. Maria Full of Grace (2004), Haitian Corner (1988) and The Man on the Shore (1993)) and a theater comedian. Patrik will organize a theater performance on The actor's fictional world. «In an interactive performance, we will try to understand the actor's creative process. Actors achieve dramatic or comic momentum through the use of improvisations, monologues, and poems. We will attempt to decipher the means by which the actor approaches and accesses fictional characters, and how he or she succeeds in moving the audience. Active participation will be encouraged as it is part of the very process of what makes somebody an actor.»



Samuel Schwarz

kammacher@gmail.com

Samuel Schwarz works as an independent director and writer. He is known in cinema for Polder (2016) and Mary & Johnny (2011). He is also the founder of the Swiss theater and transmedia company «400asa» and «Digitalbuehne» such as of the company Kamm(m)acher GmbH 2006, that develops theater, film, web, and video game projects. «400asa» won the Swiss Theater Award 2016 for «modern-day storytelling» by the Federal Office of Culture (FOC). Samuel Schwarz works as theater director in Switzerland, Germany, Austria, Slovenia, and China. He will present his movie Polder: Become a game. Synopsis: «NEUROO-X», a German-Swiss-Chinese entertainment company group, that stands for games that dissolve the boundary between reality and gaming. A new gadget, the myth-en-shrouded RED BOOK, offers the ultimate gaming experience. The most secret longings of gamers are scanned by the engine and transformed into fantastic adventures. The conspiracy psychoses of users are the raw material for the storytelling of NEUROO-X. Marcus, Chief Development Manager of NEUROO-X dies shortly before completion of the RED BOOK. His lover Ryuko finds out that something terrible happened during testing of the game in China, and the deeper she submerges into the secret of NEUROO-X, the more she loses touch with reality. She neglects her son Walter, who logs into the game and disappears into the digital parallel world. The more Ryuko fights the corporation in order to rescue her son, the more she updates the narrative desired by NEUROO-X. Ryuko finds herself in a world full of demons, witches, knights and terrorists.



Bruno Zamborlin

PhD

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After completing a PhD in Computer Science between IRCAM (Paris) and Goldsmiths (London), Bruno is now the founder and CEO of Mogees, a music technology that combines contact microphones, machine learning and audio physical modelling in order to transform any object into a unique musical instrument. Mogees sold more than 5000 units world-wide and has been used by artists such as Plaid (Warp records), Rodrigo y Gabriela, Jordan Rudess (Dream Theatre) as well as in contemporary dance productions.



For more info, please check <https://www.derpolder.com/> and www.digital-buehne-zurich.com



Leopold Helbich

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Leopold Helbich is a freelance writer/researcher and artist based in Leipzig whose work crosses the boundary between philosophy and poetry. He is co-founder of Digitalbühne Zürich with Samuel Schwarz, a convergent platform dedicated to bring together performative arts, new media technologies, and scientific research in multimedia projects with the aim of rising the awareness of the emancipatory potentials and biopolitical dangers of contemporary tech-

nologies (<http://digital-buehne-zurich.ch>). He is a founding member of Neue Dringlichkeit, an award-winning collective for political and activist theatre based in Zurich, Berlin, and Leipzig (<https://nd-blog.org>). Leopold received his MA from Kingston University in Modern European Philosophy where he scrutinized the intersection of philosophy and technology. His research areas include media studies, political philosophy, artificial intelligence, security and surveillance studies, and bio-politics.



Polder: Become a game (2016)

	Thursday 7th	Friday 8th	Saturday 9th	Sunday 10th	
09:00		T1: Aaron Meskin	T3: Jonathan Gratch	T5: Albert "Skipp" Rizzo	
09:30					
10:00					
10:30		coffe break	coffe break	coffe break	
11:00		T2: Derek Matravers	T4: Pierre-Yves Oudeyer	T6: Mel Slater	
11:30					
12:00					
12:30		lunch	lunch	lunch	
13:00					
13:30					
14:00		W1: Arcangeli & Cova	W2: Chanel, Meuleman & Rudrauf W3: Oudever	T7: William Cunningham	
14:30					
15:00					
15:30		coffee break	coffee break	coffee break	
16:00					
16:30				T8: Susan Rivers	
17:00		registration	(W2 only)		
17:30		opening and blitz	group work	group work	group work
18:00					
18:30					
19:00	dinner	dinner	dinner		
19:30	dinner				
20:00					
20:30	SP1: performance (Rameau)	SP2: movie and cineforum (Schwartz & Helbich)			
21:00					
21:30					
22:00					
22:30					

Monday 11th	Tuesday 12th	Wednesday 13th	Thursday 14th	
departure (8:30)				09:00
kayak outing	T10: Isabela Granic	T12: Nick Gillian	Students presentations	09:30
				10:00
	coffe break	coffe break		10:30
	T11: David Farrell	T13: Alessandro Vinciarelli	Students presentations	11:00
				11:30
				12:00
lunch	lunch	lunch	lunch	12:30
free time				13:00
				13:30
	W4: Balahur	T14: Valentina Sintsova	Students presentations	14:00
				14:30
	coffee break	coffee break		15:00
				15:30
			coffee break	16:00
			T15: Daphne Bavelier	16:30
	group work	group work	17:00	
			17:30	
return to château			closing	18:00
				18:30
dinner	dinner	dinner	dinner	19:00
				19:30
				20:00
T9: Marientina Gotsis	SP4: music demo (Zamborlin)		farewel party	20:30
				21:00
				21:30
SP3: Game (Gotsis)				22:00
				22:30

**Matilde Aliffi**

PhD student
University of Birmingham
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I am a PhD student in philosophy at the University of Birmingham, supervised by Lisa Bortolotti, Iain Law and Philip Percival. I did a BA in philosophy at the University of Milan, a MA in analytic philosophy and a MA in cognitive science at the University of Barcelona. My current research is on the epistemic rationality of the emotions. In particular, I am very interested in understanding if the partiality and the subjectivity of the emotions undermine their rationality. Using empirically informed philosophical analysis I investigate whether and how belief-like states influence the emotions and their triggering process. The core part of my work consist in analyzing whether and how influences from belief-like states affect the rationality of the emotion. The main aim of the thesis is to state the conditions of the epistemic rationality of the emotions. I am also extremely interested in emotional contagion, appraisal theories and in emotional contagion by music.

**Devon Allcoat**

PhD student
University of Warwick
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I am a PhD student in the School of Psychology at Warwick University. I am currently in the second year of my PhD, and I am researching the cognitive effects and possible applications of video games and virtual environments. I hope to incorporate new technologies into my research by using new virtual reality hardware to study the effects of immersion. The aim of my work is to examine the impact such widely-used technology has on individuals, and also

to consider possible beneficial applications. This is a topic I am very passionate about, and I wish to pursue further in my career.

**Maher Ben Moussa**

Scientific Collaborator
University of Geneva
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I am a senior researcher at the University of Geneva with a background in Computer Science and particularly in Affective Computing. In my work, I strive to develop computational models integrating different theories from Social Sciences and apply them to the development of intelligent social robots and virtual humans, with focus on the causation of emotions, the interaction between different affective phenomena, the regulation of emotions and the consequences of emotions and mood on different cognitive components (attention, memory, biasing, etc) as well as on the decision making / action selection. As a computer scientist, I always seek to define psychological concepts in more precise definitions than usually done in social sciences. However, my experiences in social sciences also makes me aware not to do unjust to psychological theories by oversimplifying them. With my background I hope to contribute to the discussions in ISSAS and to initiate new future scientific collaborations.

**Heather Carlson**

PhD student
University of Geneva
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I am a PhD student in Neuroscience studying at the University of Geneva, where I am studying how smells are coded and understood within the brain. Previously,

I worked for IBM and the Brain and Mind Institute at Western University, where I worked implementing real-time fMRI methods as well as researched various projects in the fields of computer science, numerical cognition, and developmental cognitive neuroscience. From my time working as a councillor for abusive men, I am particularly interested in how emotion relates to cognitive control. When I am not at work, I spend a lot of time practising Farsi, biking, and painting.



Sergio Cervera Torres

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In 2003 I graduated with a diploma in Psychology at the University of Valencia (Spain). From 2004 to 2010, I worked in the area of group organization, communication and enhanced learning environments with children and mentally handicapped people. Since 2011 I've been an associated member in the Psychology and Technology Lab (LABPSITEC) at the University of Valencia. In 2013 I got a M.Sc. on Advanced Clinical and Health Psychology. My master thesis focused on the interaction of information and communication technologies (ICTs) with emotional regulation processes. Since September 2013, I've been a PhD candidate in the Multimodal Interaction Lab at the IWM (Institute für Wissensmedien) in Tübingen. My project focuses on potential emotional and cognitive effects in digital environments. Specifically, my interests are to study, from an embodied perspective, memory effects and emotional processes that are potentially involved in hand and arm interactions in multi-touch interfaces (MTIs).



Caterina Constantinescu

PhD student
University of Edinburgh
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ed.ac.uk*

I am a Psychology PhD student at the University of Edinburgh, with a passion for research methods and R statistical programming. My doctoral research focuses on investigating the uses of Virtual Reality (VR) as an alternative for more common methods of eliciting emotions, such as affective pictures, film clips, etc. I believe VR may be more suitable in the pursuit to mimic real-life emotional situations in the lab, and may thus improve the quality of experimental data we can collect to describe affective processing. In my spare time, I am a committee member of the Edinburgh R Usergroup (Local R-language user group).



Lucie Cormons

PhD Student
University Grenoble Alps
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alpes.fr*

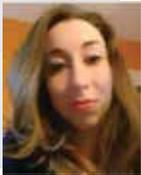
I am a french Ph.D student from University of Grenoble Alps. I study Psychology in Grenoble University the all time but I also had an opportunity to study 1 semester in Ecuador. Doing research in psychology feels like evidence to me and it also felt natural that I chose to work on emotions and human interaction framework. Last year my director offered me to take up a thesis regarding "The implementation of emotional and social competencies into a Social Assistive Robot made to prevent Alzheimer" and I couldn't be happier. I always have been excited to learn new things from various fields and that's exactly my thesis calls for as it involves many partners in Computing Science. To say few more words about me, I love to travel and meet new people. I

also practice lot of sports so you might notice me running at the end of the day.



Ioana Dalca
PhD Student
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Ioana Dalca hails from London, where she is pursuing her Ph.D. on empirical aesthetics at Queen Mary University of London. She is trying to tease out how emotion is processed during our engagement with music and narratives. Before settling on this obsession, Ioana has worn many research hats in Canada and US, where she's dabbled in music cognition, expressive performance statistics, mood psychology and cognitive linguistics. Ideally, Ioana would poke into numerous minds while they make up a live audience occasionally veiled with sensors.



Coralie Debraque
PhD Student
University of Geneva
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I am currently working under the supervision of Prof. Didier Grandjean and Dr. Thibaud Gruber at the Neuroscience of Emotion and Affective Dynamics lab (NEAD). The goal of my phd is to develop such a protocol, with the functional Near Infrared Spectroscopy (fNIRS), to collect behavioral and functional data to investigate in parallel how humans and chimpanzees understand their emotions. How I am: A french girl who found in Switzerland an opportunity to work with her favorite brain imagery (the fNIRS of course!)



Guillaume Demary
PhD candidate
LIMSIS
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I am a first year PhD student in psychology at LIMSIS/ CNRS in France. My doctoral thesis is about the impact of non-verbal behaviors (especially facial expressions) in the categorization process of a leader in a military medical team. I try to determine 1/ how the perception of non-verbal behaviors, including emotional ones, would affect the categorization done by the team leader of his followers, and 2/ how this categorization would have an impact on his leadership's strategies. The purpose of this research, besides its theoretical advance, is the determination and the implementation of non-verbal behaviors for virtual agents in a virtual world designed to train nontechnical skills of military medical leader in crisis situation with mass casualty.



Giada Dirupo
PhD Student
University of Geneva
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My name is Giada Dirupo, I am from a little seaside town of Italy. I have done my bachelor studies in psychology in Genova, with an experimental thesis of predictors of attentional deficits in children. I did my master in neuropsychology in Pavia, where I focused on the interplay of working memory and attention to the body. At the same department I did a one-year internship, where I studied facial emotion recognition and I experienced the use of tDCS, CVS, basics of designing and data analyses in cognitive neuropsychology. I am currently a PhD student at the Theory of Pain Laboratory (Unige- FAPSE), where I am in-

investigating the influence of social and contextual cues in the recognition of pain in others. My main interests include: pain recognition, (facial) emotion recognition, physiological measures, fMRI also body perception, peripersonal space and their role in interaction with others.



Sergio Estupinan

PhD Student

University of Geneva

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Hi, I'm Sergio from Colombia. I'm a Computer Science Engineer, European Master in Media Engineering for Education and now Ph.D. candidate in Education Sciences at the University of Geneva, in the field of Interactive Storytelling. Prior to my Ph.D., I was working with Virtual Reality (VR) for serious games development and user experience (UX) evaluation. Then I became interested in exploring applications of educational neurosciences using videogames in VR, particularly for the assessment of attention. I also have professional experiences in E-learning in South America and Africa and working in the International Organizations sector. I consider myself as a person with a positive attitude and open-mind who loves working in multidisciplinary and diverse teams. I also enjoy cycling, meeting new people, photography, travelling, dancing and many more things. I speak English, French, Portuguese and Spanish. I'm looking forward to meet everybody at ISSAS 2016!



Martina Fusaro

PhD Student

University Sapienza of Rome

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I am a PhD Student in Cognitive, Social and

Affective Neuroscience at "la Sapienza", University of Rome, under the supervision of Prof. Salvatore Maria Aglioti. My research using Immersive Virtual Reality (IVR) focuses on investigating how people react in first- and in third- person perspective when a pleasant or an unpleasant stimulus is delivered on the body. We combine IVR with psychophysiological measures as Skin Conductance Responses, Heart Rate and TMS (Motor evoked Potentials). IVR allows us to recreate realistic empathogenic scenario and to investigate, without actually delivering stimuli, reactivity to pain and pleasure, highlighting differences in perceiving the virtual body as belonging to the self or to others.



Elizabeth Halfen

PhD Student

Baylor College of Medicine

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Liz received her B.S. in Neurobiology at the University of Texas, where she worked with Dr. David Ress, who specializes in high-resolution fMRI of human subcortical structures & modeling of the hemodynamic response. She is now a 2nd year student at Baylor College of Medicine and continues to work with Dr. Ress. For 3 years, Liz has studied vision in human superior colliculus (SC). She found herself interested in SC because of its role in attention and eye movements. Since SC is difficult to image using fMRI, given its small size & proximity to blood vessels, Liz understands the limitations of neuroimaging techniques & how to handle noisy data. Although her background is in basic neuroscience research, she wants to learn more about the affective sciences and user interface & experience design, as she has the long-term goal of working on a commercial virtual reality project.

**Emily Hammond**

PhD Student
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I am a research student in experimental psychology with a particular interest in integrating phenomenological accounts of emotion and traditional quantitative measurement techniques. The essence of my research idea is that the way we study emotion in the psychology laboratory lacks ecological validity, and that's important if we want basic science research to effectively inform our understanding of mental health conditions and how therapeutic interventions can best help people. With this therapeutic application in mind, my research will use immersive virtual reality to investigate affective responses in realistic simulations of everyday situations.

**Thomas Janssoone**

PhD Student
Université Pierre et Marie Curie
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I am interested in the link between Human and Computer and my previous experiences allowed me its study. First I designed software to help for doctors and surgeons in their everyday practice, then to help users to interact in a smart environment. Now I am doing my PhD thesis to improve the interaction between a human and a virtual agent with a special focus set on the temporal dynamics of the social signals involved.

**Yulia Kozhukhova**

PhD Student
Institute of Psychology of the Russian Academy of Sciences
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My name is Yulia Kozhukhova and I am a PhD student at the Institute of Psychology at Russian Academy of Science in Moscow. My research is dedicated to a relationship between personality characteristics and an emotional state of an observer, specifically how one's personal traits relate to his/her ability to recognize the emotions of the others. In particular, I study the effect of emotional congruency that consists in facilitation of the emotions processing when the stimuli are congruent with the current state of the participants or their emotional state. For example, if a person's current mood matches the modality of the stimuli, these stimuli are processed faster. At the moment I'm interested to use eyetracking in my research.

**Wolf-Gero Lange**

Assistant Professor
Radboud University Nijmegen
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My name is Wolf-Gero although the Wolf is neglected most of the time. I'm human, psychologist, lecturer and Social Anxiety Researcher by heart. In the past, I have investigated many different facets of face processing in socially anxious individuals. But, after becoming somewhat weary of reaction time experiments, my curiosity has brought me, under more, to the use of VR in my research and thus to you and the ISSAS this summer. Most recently, I have explored the potential that the «cuddling-hormone» Oxytocin may have on subtle behaviors in social situations (with

avatars) but I'm also very much interested in social exclusion, in- and out-group phenomena and the likes, new VR developments, their implementation in research, new experiences and new colleagues.. . Curious? In the 7 ISSAS-days, I'd love to meet 'partners in crime', and chat, discuss, brainstorm, develop, have fun & learn as much as possible.



Monika Lohani

Postdoc
Yale University
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I am currently a postdoctoral research associate at Yale University, under the advisement of Drs. Susan Rivers and Charlene Stokes. The overarching theme of my research is to investigate efficient ways to manage ongoing social and personal crises with the goal of developing intervention programs to facilitate emotional and cognitive health. I adopt a multi-method approach that includes experiential, behavioral, and physiological assessments of moment-to-moment variations in emotional state. In my current research, I am extending basic emotion regulation research to applied real-world contexts (e.g., search and rescue missions, air-traffic control) and investigating the key factors essential to develop team building between humans and machines (e.g., virtual agents and intelligent systems) in such contexts. Such team building is envisioned to provide technical and non-technical support to improve stress and emotion management with the ultimate goal of improving effective performance.



Bora Meraj

PhD Student
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I studied Psychology at the University of Toronto (BSc) under the supervision of Prof. Adam Anderson and at the University of Oxford (MSc) under the guidance of Prof. Dorothy Bishop. Currently, I reside in Berlin and I am a PhD candidate at the Free University. My PhD thesis, supervised by Prof. Malek Bajbouj, focuses on using the imagination or verbal thinking to change the way we may feel about past, negative experiences. I am also interested in exploring the process of writing about scientific subjects in a literary way. In this respect, I write about science in a creative way and contribute to a blog. Some of my side interests include German and Russian Literature and that awful German language.



Alexander Miloff

PhD Student
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Alexander Miloff is a PhD student in the Clinical Division of the Department of Psychology at Stockholm University. His research examines the treatment of phobia using virtual reality and exposure therapy applications, with a focus on gamification and adaptive, automated one-session therapies. Interests include treatment efficacy factors such as presence, working alliance with virtual therapists, as well as modern inhibitory learning models for phobia emphasising engagement and new learning. In addition to psychology research, Alexander loves trekking and has done so on mountains in 3 continents. He looks forward to adding Switzerland to the list this summer!



Michal Muszynski
PhD Student
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I am currently a PhD student in computer science focusing on affective computing at University of Geneva (Computer Vision and Multimedia Laboratory) in Switzerland. I work under supervision of Prof. Thierry Pun and Dr. Guillaume Chanel. I have got involved in the “Emotional and aesthetic highlights detection in movies” project that is very cross-disciplinary research within a collaboration of Prof. Patrizia Lombardo from the Faculty of Humanities. My scientific interests include machine learning, data mining and signal processing applied to research on emotion and affective phenomena. Also, I am interested in carrying out research on interpersonal synchrony and human-computer interaction.



Katharina Ohrnberger
PhD Student
Max Planck Institute for
Human Cognitive and Brain
Sciences
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In my doctoral research, I am investigating the neural systems and mechanisms involved with switching attention between internally and externally generated information. The topic fascinates me since it unites four of my main academic interests: 1) cognitive and brain functions/structures related to self-relevance and affective meaning 2) spatio-temporal organization of large-scale brain networks 3) the function of the default mode network 4) self-

organization and stability in living systems. Originally (undergraduate studies) from the humanities and social sciences, I also enjoy connecting theories about subjectivity, identity, and imagination with the computational and empirical brain sciences, whenever it is possible.



Marcello Passarelli
PhD Student
University of Genoa
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I am a PhD Student at the Department of Educational Sciences, University of Genoa, Italy. The main focus of my research project is the production and recognition of facial expressions. My goal is understanding which information is embedded in facial expressions beyond what is classically studied (e.g., emotional experience and lie detection), and how this information is gathered and analyzed by individuals. In particular, I’m currently investigating:

- how emotional and non emotional expressivity can be used to infer an individual’s personality traits;
- how facial expressions are used to convey the speaker’s illocutionary meaning during conversations (asking a question, giving an order, declaring a fact);
- how emotional facial expressions are perceived by individuals affected by congenital prosopagnosia.

The other focus of my research project is advanced statistical modeling, especially Bayesian mixed models and their application to the analysis of non-normally distributed data -- such as reaction times.



Marlou Poppelaars
PhD student
Radboud University
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My name is Marlou Poppelaars and I am a PhD-student at the Behavioural Science Institute at the Radboud University Nijmegen in the Netherlands. Me and my colleagues on the Developmental Psychopathology department focus on testing and developing video games for emotional mental health. Personally, I am intrigued by the motivational effects of using videogames and the opportunity to galvanize on the strong emotions experienced during gameplay to promote mental health. In my current projects I focus on depression prevention through a commercial video game (Journey) and emotional facial expressions during co-operative video gameplay. I enjoy brainstorming and exploring new cutting edge research ideas. I am looking forward to meeting you, sharing ideas and perhaps play some games.



Weiqiang Qian
PhD student
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Having worked with Prof. Craig Smith on the appraisal theory during my undergraduate education, I will continue working with him as a doctoral student at Vanderbilt University, to explore my interest in better understanding how appraisals are correlated with emotions, as well as the interpersonal aspect of the appraisal theory. I believe the appraisal theory has great potential in helping to model affective phenomenon in digital environment, and my work with iThrive, an research initiative by Centerstone Research Institute aimed

at embedding positive emotion theories into game development that benefits the well-beings of adolescents, fits nicely with the topic of this year's summer school.



Maria Alejandra Quiros Ramirez
Postdoc
Max Planck Institute for Intelligent Systems
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I received my B.Sc. in computer engineering from the Instituto Tecnológico de Costa Rica, followed by my M.Sc. and Ph.D. in intelligent interaction technologies from the University of Tsukuba, Japan. I am currently a postdoctoral researcher in the Max Planck Institute for Intelligent Systems, Germany, where I investigate the influence of human body shape and pose in our perception of people. My main research interests are subjective well-being; emotion recognition, perception and regulation; body perception; individual factors and human machine interaction.



Gal Raz
Postdoc
Tel Aviv University
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I am a visiting lecturer at the Tel Aviv University Film and Television School, and a researcher at the Functional Brain Center, Tel-Aviv Sourasky Medical Center. My academic background includes Bachelor's degrees in Film and Television studies and Biology, a Master degree in Culture Research, and PhD. at the Graduate School of Medicine. My elds of research include brain network dynamics, neuroscience of empathy, cinematic empathy, the neuroaesthetics of motion pictures, audiovisual brain computer interfaces, immersive environments

and gaming, and multi-modal learning. I currently conduct a post-doctoral BCI project in collaboration with the faculty of Psychology and Neuroscience, Maastricht University (Professor Rainer Goebel). This project includes the development of an audiovisual braincomputer interface based for learning enhancement. In another running neurofeedback project, we develop an animated environment driven by an EEG-fingerprint of amygdalar activity and apply it in the context of PTSD, Premenstrual dysphoric disorder, and bromyalgia.



Letizia Roellin

PhD student
University of Neuchâtel
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I am currently in the second year of my PHD in Linguistics and Conversation Analysis at the University of Neuchâtel in Switzerland. My degrees in Psychology (BA) and Language Sciences and communication (MA) helped me to direct my thesis on metaphorical expression and empathy. In particular, in the context of emotional support, I try to understand how the listener (the caregiver) manages to represent the state of the speaker (the patient) using linguistic metaphors. The research is part of the Semantic, Intercultural Pragmatics and Discourse Analysis fields and presents two main objectives. The first is to understand how the linguistic metaphors are used and understood by the interlocutors. The second is to compare these metaphorical expressions in three different languages (Italian, French and English) to identify what is specific and what is universal.



Lisa Rombout

PhD student
Tilburg University
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I am in the early stages of my PhD research in cognitive science and artificial intelligence. My background is in cognitive neuroscience and media technology. The interaction between humans and AI interests me particularly. In practice these interactions are often placed within virtual spaces or virtual reality. In this context, I have previously studied some of the fundamental differences between a VR and a real world health-care experience, as well as affect induction in virtual spaces. Other specific topics of interest include identity construction and social learning experiences in VR. Apart from my research, I teach theater and programming courses and organize creative coding meet-ups and hackathons in Amsterdam.



Marius Rubo

PhD student
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I joined Matthias Gamer's group «Experimental Clinical Psychology» at the University of Würzburg in April 2015 as a PhD student after finishing my studies in psychology at the University of Freiburg. I am working in the project "Mechanisms of Social Attention", in which my first study assessed the amount of fixations that can be attributed to the processing of social information when viewing naturalistic videos. For my second study, my goal is to investigate naturalistic perception in ecologically valid situations in virtual reality. To this end, I am compiling a pool of virtual reality scenes and tasks such as observing a

restaurant scene or playing rock-paper-scissors with virtual agents. This will require both technological solutions such as automated emotion and gesture recognition, as well as the consideration of theoretical and empirical dimensions of emotion and narration.



John Sabo
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I am in the third and final year of my PhD studying social psychology at the University of Kent, UK. My research interests include moral judgments, moral emotions, and video game research. My thesis research explores moral judgments of immoral acts that occur in different contexts. Following observations of ethics and public reactions to media, I propose that fictional contexts such as imagination and virtual environments will mitigate people's moral condemnation of harmful behavior more so than impure behavior. Put more plainly, to play a video game in which one commits an act of harm (such as verbal abuse) should be given a «pass» in moral judgment. On the other hand, playing a video game in which one uses their body in a strange and abnormal way should be evaluated more negatively because it seen as diagnostic of bad character.



Simon Schaerlaeken
PhD student
University of Geneva
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After obtaining my Master of Sciences in Life Sciences and Technologies at EPFL, Lausanne and conducting my master project at UC Berkeley, USA during a semester,

I started my PhD under the supervision of Prof. Didier Grandjean at the Neuroscience of Emotion and Affective Dynamics lab. I'm currently working on a project studying the impact of gesture and conceptual metaphor dynamics on the production and perception of musical emotions. My engineering background provides me with strong coding skills which I use to analyze Motion Capture data among many other projects. I'm also fascinated by Machine Learning in general. I'm always eager to learn and make new connections. On the personal side, I'm Belgian, always down for fun activities, and deeply optimistic. I like people and good conversation. I'm fond of good beers, chocolate and cheese, therefore combining my two favorite countries: Belgium and Switzerland.



Angela Stiegler
Research associate
Academy of Fine Arts Munich
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I am a visual artist based in Munich and Berlin. Since my graduation I am teaching part time at the Academy of Fine Arts Munich. In my time-based practice I use the connection of contemporary imaging methods with historical and narrative fragments to define the insights into a still human body. I research environments where computer generated imaging technologies and emotion screening methods meet the arts. Therefore I make use of different media as performance, video, 3D-animation and installation. I find these connections in neuroscience, science-fiction films, theatre practice, feminist and queer theory. I am especially interested in taking part in the ISSAS 2016 as it gives the opportunity for a critical reflection on science and fiction in relation to the present.

To think about emotions, fiction, and virtual worlds artistic research is an important practice between the fields undermining a border between science and the art.



Stephan Streuber

PostDoc
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I am a neuroscientist with a background in psychology and computer science. I received a PhD in neural and behavioral sciences at the Max Planck Institute for Biological Cybernetics in Germany, where I investigated the role of visual information in social interactions using immersive virtual environments. Afterwards, I worked for 2 years in the Perceiving Systems Department of the Max Planck Institute for Intelligent Systems where I developed BodyTalk: a patented tool to generate realistic 3D-avatars from verbal descriptors. Currently, I am a Postdoctoral Researcher at the Brain Mind Institute at the École Polytechnique Fédérale de Lausanne (EPFL). In my project I use Virtual Reality in combination with physiological monitoring to study the pathology of stress and aggression in humans.



Christiana Tsiourti

PhD student
University of Geneva
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I am PhD candidate in the Institute of Service Science of the University of Geneva, working in the interdisciplinary research topic of affective human-machine interaction. I have an academic background in Computer Science. I am fascinated by novel interaction trends that are narrowing the

gap between the human and the machine. I conduct research towards the development of affective social robots and intelligent conversational agents that autonomously integrate into daily life environments and succeed in the creation of long-lasting bonds with humans, to improve well-being. Due to recent technological advancements, this research has a huge potential and will have a substantial societal impact in the years to come, when socially intelligent agents will fundamentally transform our lives in domains such as healthcare, eldercare, education and work.



Anouk Tuijnman

PhD student
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My name is Anouk Tuijnman and I am a PhD candidate at the Radboud University in Nijmegen, The Netherlands. The focus of my PhD project is games for depression. I am interested in translating evidence based principles of prevention and intervention to engaging (video) games. Before starting as a PhD candidate I worked at a youth care facility with children in different age groups with mental health problems. My goal is to help develop games that can be used in everyday practice and will support treatment for children suffering from depression. I am currently working on a game that targets rejection sensitivity in young male adolescents. In my spare time I enjoy playing board and video games with friends so I am very pleased I am able to combine my personal interests with my professional ones.



Nele Van de Mosselaer

PhD student

University of Antwerp

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Nele Van de Mosselaer studied Philosophy and English literature and is currently working as a research assistant at the University of Antwerp, analysing the use of metaphors in the works of Franz Kafka, Maurice Blanchot, and Samuel Beckett. In her master's thesis "The Paradox of Fiction: A Critical Re-examination and Extension of the Philosophical Debate about Emotional Responses to Fiction", she investigated how we can be moved by fiction if we know that the narrated events are not real. In her doctoral research "The Paradox of Interactive Fiction: A New Approach to Imaginative Participation in Light of Interactive Fiction Experiences", she will be studying the imaginative experience of interactive fictions such as video games and virtual or augmented reality games to determine whether and how the dominant conception of the relation between imagination, emotion, and action within the philosophy of fiction should be modified to account for the phenomenological experience of fiction.



Marieke van Rooij

Postdoc

Radboud University

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Marieke van Rooij is a postdoctoral researcher at the Behavioural Science Institute, Radboud University Nijmegen. She has a cross-disciplinary background and received her MSc in Applied Mathematics from Delft University of Technology, her PhD in Experimental Psychology from the University of Cincinnati,

and held a previous postdoc position in Affective Computing. Her research interests include nonlinear dynamical systems modelling, applied games, and automated detection of behavioural change. Her focus is the analysis of in-game behaviour and physiological states towards the personalization of game interventions.



Joanneke Weerdmeester

PhD student

Behavioural Science Institute

Nijmegen

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My name is Joanneke Weerdmeester and I am a PHD-student at the Developmental Psychopathology program of the Behavioural Science Institute in Nijmegen, the Netherlands. My research is focused on testing and developing game-based biofeedback interventions to help children cope with their anxiety. Currently I am exploring the potential of a virtual reality game where players have to use deep diaphragmatic breathing to move through an underwater world. By being a part of our research group and working together with children and game designers, I have increasingly come to believe in the potential of using videogames as intervention tools. However, as scientific research on the possible benefits of video games is still fairly scarce, there is so much left to be uncovered about their true potential. In my opinion, this therefore makes it a very exciting and challenging area of research with a huge range of possibilities which I am glad to contribute to.



Veronica Weser

PhD student
University of Virginia
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I am a graduate student in the cognitive psychology area at the University of Virginia where I work with Dennis Proffitt. Broadly, my research focuses on the ways in which bottom-up information from multiple senses interacts with top-down expectations and learned skills. I am interested in how these interactions affect the way we

perceive our bodies, the actions and skills of others, and the tools and objects with which we interact. My research relies on virtual reality equipment and multisensory perceptual illusions like the size-weight illusion and the rubber hand illusion to manipulate and control the experiences of the body. Above all, I am interested in the application of VR technology to investigations of body ownership and the ways in which alterations to our embodiment—either through technology or simply the use of tools—affects our perception of the world around us.

Social program

On **Monday 11 at 8:30**, a bus will take you to Geneva for a trip down the river Rhone in kayak.

You will need: to be able to swim, a swimsuit, a towel, a cap, a pair of shoes (if the water is cold).

The kayak trip will last around 2.5 hours; and you will then be driven back to town (Place de Neuve), where you will be able to have a picnic lunch at around 12:30.



There is no specific program for the afternoon, you will have free time to walk around town. The bus will bring you back from **Place de Neuve** to the Château at **6pm** for dinner and the scheduled activities of the evening.

Geneva

The world's smallest metropolis. Cosmopolitan Geneva - a world of its own, a world for everyone, quite apart from the rest of Switzerland.

Tourist office- rue du Mont-Blanc 18-www.geneve-tourisme.ch
Official website of the city: - <http://www.ville-geneve.ch/>
City map - <http://www.ville-geneve.ch/plan-ville>
Transports- <http://www.tpg.ch>
Train connexion and bus back to Céligny – <http://www.sbb.ch>
Cruises: <http://www.cgn.ch>



Museums and galleries

Geneva is home to more than thirty museums and galleries presenting a wide array of cultural and historical offerings. From the ultra modern Museum of Modern and Contemporary Art to the ancient Maison Tavel.

The Lake

The Jet d'eau spouting 140 meters into the air is the world's tallest water fountain and symbolizes Geneva's heritage as a leader in the field of hydraulic power. The promenades along the left and right banks of the lake are filled with cafes, parks, street markets and other forms of entertainment. Dominating the eastern bank, the giant Flower Clock in the English Garden is a tribute to Geneva's watch industry, harmonizing Swiss genius with the floral bounties of nature.

Saint Peter's Cathedral,

Towering over the Old Town in the heart of the city, Saint Peter's Cathedral is Geneva's oldest and most impressive architectural treasure. The cathedral was begun in 1160 and took over 400 years to complete, suffering numerous fires and makeovers throughout the years. The North tower offers incredible panoramic views of the city, while the basement houses an Archaeological Museum chronicling the excavation of artefacts found beneath the Cathedral, some dating back as far as 350 AD.

The Old Town

Geneva's ancient Old Town is a maze of sloping cobblestone streets and alleyways filled with cafes, boutiques and historical

landmarks at every turn. The Bourg-de-Four is the oldest public square in Geneva and remains a hub of activity surrounded by bistros, terraces, bars and other popular meeting spots. The Hotel De Ville located along Rue de l'Hotel-de-Ville still serves as the seat of government and is the site of many political milestones.

Reformation Wall

Located in the beautiful Bastions Park, this monument commemorates the major events and figures of the Protestant Reformation. Larger than life statues of Guillaume Farel, Jean Calvin, Théodore de Bèze and John Knox dominate the central part of the 100 meter wall, eternally guarding over their "City of Refuge."

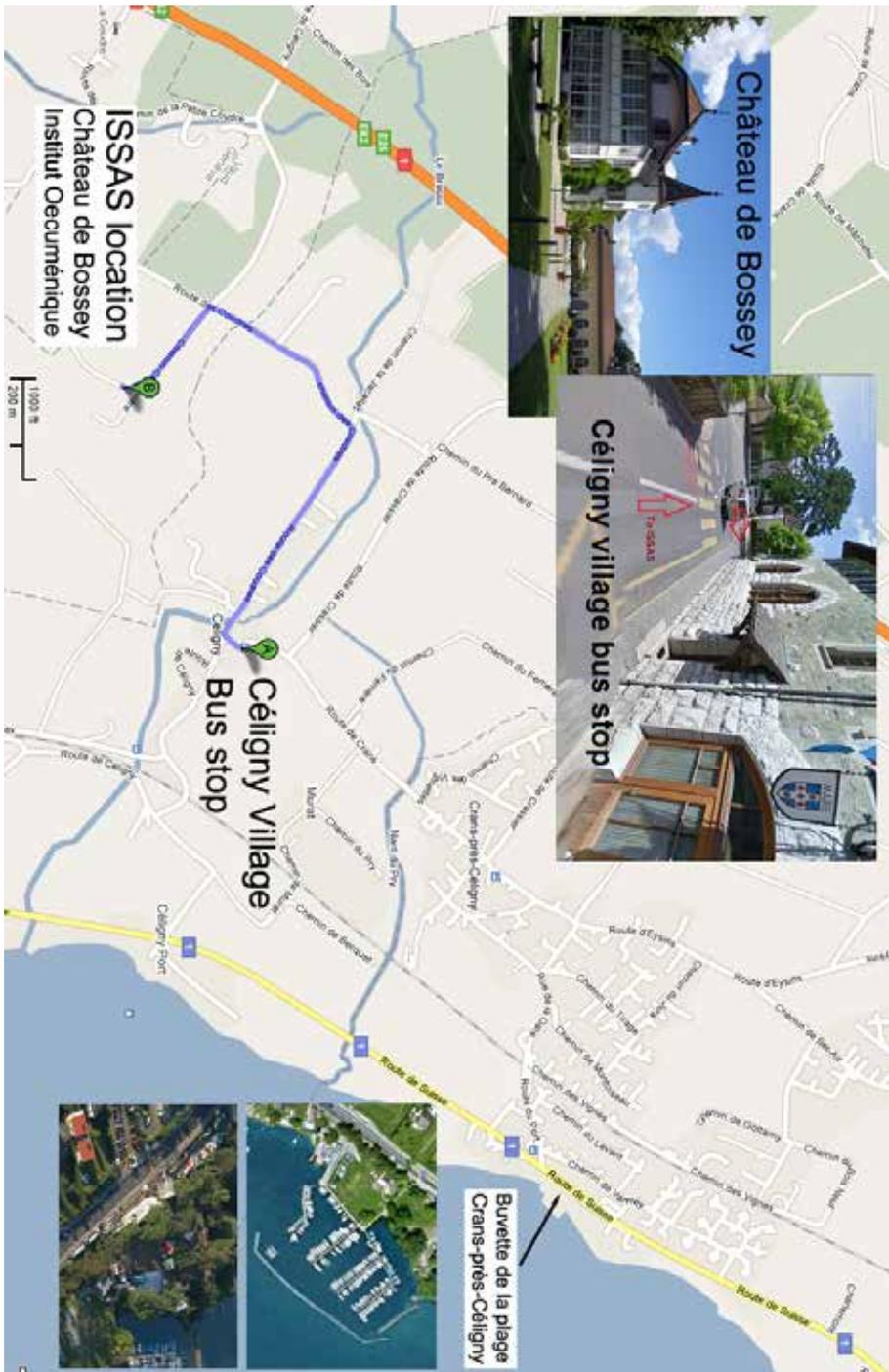
The Paquis

Despite its reputation as Geneva's unofficial red light district, the Paquis in the heart of the right bank is actually Geneva's most diverse and colourful neighbourhood. The area is filled with authentic ethnic restaurants and numerous interesting shops, bars and nightclubs.

Carouge

Just over the Arve River, the neighbouring town of Carouge is a Mediterranean style hamlet modelled after the city of Nice in France. The former trading town is today commonly referred to as the 'Greenwich Village of Geneva' for its many boutiques and studios where artisans and craftsmen of every ilk can be observed plying their trade.





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For further information on our work, see our website
www.affective-sciences.org

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