Call for Papers for a Special Section on

Affect and Interaction in Agent-based Systems and Social Media

ACM Transactions on Internet Technology

Special Section Editors

Chloé Clavel
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Rossana Damiano
Università degli Studi di Torino, Italy

Viviana Patti
Università degli Studi di Torino, Italy

Paolo Rosso
Universitat Politècnica de València, Spain

Send generic questions about the special section to

aiassm.toit@gmail.com

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Submission

http://toit.acm.org/submission.html

Please select "Special Section: Affect and Interaction in Agent-based Systems and Social Media" under Manuscript Type dropdown in the Manuscript Central website.

ACM TOIT Editor-in-Chief

Munindar P. Singh
Department of Computer Science, North Carolina State University
mpsingh@acm.org

Today's Internet is evolving towards an open society of humans and computational entities, where social media and intelligent agent systems increasingly support the interaction and collaboration among and between users and computational components. In this scenario, affect can recognizably play a key role, with multi-faceted functions that span from creating and maintaining interpersonal relations, to establishing cooperation and trust for ensuring social cohesion. Artificial systems—independently of their role as actors or facilitators of these interactions—are more and more requested to model and integrate the affective component of the interaction, in order to face the challenges of implementing truly realistic social behaviors and of fostering the creation of natural and stable bonds with the users. This may involve to understand and reproduce human expressive capabilities, and possibly to account for affect-related phenomena (gathering sentiments, emotions, and moods) that engage the use of social abilities, such as empathy, and expressive means, such as irony.

The aim of this special section is to bring together leading research on computational models of affect-related phenomena in interactions occurring either in social media or agent-based systems, by attaining cross-fertilization between two relevant perspectives: on the one hand, research on agent architectures and cognitive models, which is concerned with the integration of affective states into agents; on the other hand, research on techniques for sentiment analysis and opinion mining, mainly focussing on processing of affective information in social media, where spontaneous, multi-faceted user responses about shared contents are expressed in natural language.

The possible integration, in terms of models and methods, between the two perspectives can open the way to: a) a fruitful combination of complementary aspects, such as affect-related phenomena expression and reception; b) the definition of sophisticated affect-aware agent interaction and decision making strategies; c) the development of a new generation of social and interactive applications that leverage the affective dimension to foster improved, spontaneous technology-mediated interactions, including human computer and human robot interactions.

Topics of interest include but are not limited to:

- Affective models and ontologies
- Affect and regulation of agent interactions in multi-agent systems
- Affect and decision making
- Affect and norms in agent societies
- Affect and models of reputation and trust
- Affect in cooperation, teamwork, negotiation
- Multimodal affect models for socially believable virtual agents
- Grounding affect in conversational context
- Affect-related phenomena in social media
- Affect-related phenomena in ironic expressions