Agents and affect: why embodied agents need affective systems.

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Abstract. We discuss why intelligent embodied agents concentrating on the case of graphically-embodied agents require affective systems. We consider requirements and mechanisms for expressive behaviour, and then discuss action-selection. The impact of these requirements on agent architecture is examined and we differentiate between high-level and low-level affective systems, giving examples of each and looking at what can be taken from other disciplines. Finally, we consider whether affective systems can act as an integrative mechanism in heterogeneous agent architectures.