

## **Affective Computing at USF**

In this talk, I will give an overview of some of the research taking place, here at USF, in the field of Affective Computing. I will discuss available data that includes 2D, 3D, and 4D facial data, as well as physiological data such as heart rate and blood pressure. The projects discussed will involve multimodal emotion classification and prediction using classical machine learning approaches such as random forests, as well as state of the art deep neural networks. I will discuss some of the results, challenges, and remaining open questions. The research discussed has real-world applications in video games, enhancing user experiences, pain classification and prediction, analysis of stress levels, prediction of autism in children, and lie detection.