

Syllabus

1. Information regarding the program

1.1 University	Babes-Bolyai University, Cluj-Napoca
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Program level (bachelor or master)	Bachelor
1.6 Study program / Qualification	Computer Science – English line

2. Information regarding the discipline

2.1 Name of the discipline	Affective Computing						
2.2 Course coordinator	Lecturer dr. eng. Iulian Bența						
2.3 Seminar coordinator	Lecturer dr. eng. Iulian Bența						
2.4 Year of study	3	2.5 Semester	5	2.6 Type of evaluation	C	2.7 Type of discipline	Optional

3. Total estimated time (hours/semester of didactic activities)

3.1 Number of hours per week	3	out of which: 3.2 course	2	3.3 seminar/laboratory	1
3.4 Total number of hours in the curriculum	40	out of which: 3.5 course	28	3.6 seminar/laboratory	14
Time distribution					Hours
Study after textbook, course support, bibliography and notes					10
Additional documentation in the library, through specialized databases and field activities					10
Preparing seminars/laboratories, essays, portfolios and reports.					14
Tutoring					8
Assessment (examinations)					18
Others activities.....					-
3.7 Total hours for individual study	64				
3.8 Total hours per semester	100				
3.9 Number of credits	4				

4. Preconditions (if necessary)

4.1 Curriculum	- Algorithms, Data structures
4.2 Skills	- High level programming language (OOP) skills

5. Conditions (if necessary)

5.1. For course development	A room with Internet access and presentation devices
5.2. For seminar / laboratory development	A room with computers (with up to date processing power, minimum 8 GB RAM) and high-speed Internet access

6. Acquired specific competences

Professional competences	C3.1 Description of concepts, theories and models used in the application domain C3.2 Identification and explanation of basic informatic models for the application domain C3.3 Use of informatic and mathematical models and tools to solve domain specific problems C3.4 Data and model analysis C3.5 Design and development of software components for interdisciplinary projects
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Transversal competences	<p>CT1 Application of efficient and organized work rules, of responsible attitudes towards the didactic-scientific domain, to creatively value one's own potential, with the respect towards the principles and norms of professional etc.</p> <p>CT2 Efficient fulfillment of organized activities in an interdisciplinary group and development of empathic abilities of interpersonal communication, relationship and collaboration with various groups</p> <p>CT3 Use of efficient methods and techniques to learn, inform, research and develop the abilities to value the knowledge, to adapt to requirements of a dynamic society and to communicate in Romanian language and in a language of international circulation</p>
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7. Objectives of the discipline(outcome of the acquired competencies)

7.1 Subject's general objective	Developing the ability to analyze, design and implement user's affective states adapted applications
7.2 Specific objectives	<ul style="list-style-type: none"> - Acquaintance with signals and algorithms for mono, bi and multimodal affective states - Skills to develop complex modular applications with signal processing, feature extraction and machine learning

8. Contents

8.1 Course	Teaching methods	Remarks
1. Introduction to Affective Computing (examples, historical facts, definitions)	Presentation, interactive lecture, discussions, case studies, problem solving	1 lecture / week
2. Affect Models (Russell, activation-valence, OCC, appraisal)		
3. Affective States Representation (discrete, dimensional, fuzzy; measures in modelling)		
4. Facial Expression Recognition (models, approaches, model fusion, deep learning)		
5. Voice-based Affective States Assessment (feature extraction, pattern recognition)		
6. Physiological Affective States Detection (feature extraction, pattern recognition)		
7. Affective States Assessment from Other Communication Channels (kinesthetic-postural, contextual, text content)		
8. Multimodal Affective States Detection (sensor fusion, computing infrastructure)		
9. Presentation and discussion of the Theoretical Projects		
10. Ethical Aspects in Affective Computing		
11. -12. Presentation and discussion of the Practical Projects (I and II)		
13. -14. Research Challenges in Affective Computing (I and II)		
References		
<p>1. Emotionale Intelligenz erhöhen: Emotionen wahrnehmen, verstehen und ausdrücken, by Casten Voller, ISBN-13: 978-1521902776, ISBN-10: 1521902771, 2017</p> <p>2. Mensch und Maschine: Wie künstliche Intelligenz und Roboter unser Leben verändern, by Thomas Ramge (Author), Dinara Galieva (Illustrator), ISBN-13: 978-3150194997, ISBN-10: 3150194997, 2018</p> <p>3. The Oxford Handbook of Affective Computing (Oxford Library of Psychology) 1st Edition, by Rafael A. Calvo (Editor), Sidney D'Mello (Editor), Jonathan Gratch (Editor), Arvid Kappas (Editor), ISBN-13: 978-0199942237, ISBN-10: 9780199942237, 2014</p> <p>4. Emotions and Affect in Human Factors and Human-Computer Interaction, by Myoungsoon Jeon (Editor), ISBN-13: 978-0128018514, ISBN-10: 0128018518, 2017.</p> <p>5. Deep Learning. Das umfassende Handbuch: Grundlagen, aktuelle Verfahren und Algorithmen, neue Forschungsansätze, Ian Goodfellow, Yoshua Bengio, Aaron Courville, mitp Professional, 2018</p>		

