

CURRICULUM VITÆ

(as of Fall 2008)

Christine Lætitia LISETTI

Professional Address

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Education and Professional Certification

- 2005 **Habilitation à Diriger des Recherches (HDR) par Equivalence - Qualification aux Fonctions de Professeur des Universités No. 05127157187 Section 27 Informatique**, Conseil National des Universités (CNU), Paris, FRANCE.
- 1996-1998 **Post-Doctoral Fellowship in Computer Science & Psychology**, Stanford University, Stanford, CA, USA.
- 1995 **Ph. D. in Computer Science**, Florida International University, Miami, FL, USA.
- 1994 **Certificate in Cognitive Science**, State University New-York at Buffalo, Buffalo, NY, USA.
- 1992 **Master of Science (M.S.) in Computer Science**, 1992, Florida International University, Miami, FL, USA.
- 1988 **Bachelor of Science (B.S.) in Computer Science *cum laude***, Florida International University, Miami, FL, USA

Professional Experience

- 2007-Present: **Associate Professor.**
Department of Computer Science, School of Computing and Information Sciences
Florida International University, Miami, Florida, USA.
- 2003-2007: **Professor.**
Department of Multimedia Communications
Institut Eurecom, Sophia Antipolis, Alpes Maritimes, France.
- 2003-2007: **Visiting Research Associate Professor.**
Department of Computer Science, School of Electrical Engineering and Computer Science
University of Central Florida, Orlando, Florida, USA.

2001-2003: **Assistant Professor.**

Department of Computer Science, School of Electrical Engineering and Computer Science
University of Central Florida, Orlando, Florida, USA.

1998-2001: **Assistant Professor.**

Department of Information Systems and Decision Sciences, College of Business
University of South Florida, Tampa, Florida, USA

1996-1998: **Post-Doctoral Research Associate.**

Jointly with Department of Computer Science and Department of Psychology
Stanford University, Stanford, California, USA, concurrently learning from:

* Parallel Distributed Processing (PDP) Laboratory with Professor D. Rumelhart

* Emotion Research Group with Professor B. Zajonc

1996-1998: **Computer Science Research Consultant.**

* Interval Research Corporation, Palo Alto, CA.

* Intel Corporation, San Jose, CA.: Visual Awareness Project.

1996: **Visiting Scholar.**

Economics and Cognition Program

Santa Fe Institute, Santa Fe, New Mexico, USA.

1989-1995: **Graduate Research and Teaching Assistant.**

School of Computer Science

Florida International University, Miami, Florida, USA.

1986-1989: **Computer Programmer.**

* National Oceanographic and Atmospheric Administration (NOAA), Miami, FL, USA.

* Coral Gables Federal, Miami, FL, USA.

* Ryder International Corporation (Co-Op internship), Miami, FL, USA.

Major Research Areas

Affective Computing, Artificial Intelligence, Human-Centered Computing, Human-Computer Interaction, Cognitive and Social Informatics

Awards

2006 **Marie-Curie International Fellowship**, European Commission.

2003 **Distinguished Research Lecturer Award**, UCF College of Engineering and Computer Science.

2002 **Distributed Mentoring Affiliate Award**, Computing Research Association-Women (CRA-W).

2000 **Nils Nilsson Award for Integrating AI Technologies**, (with Prof. R. Murphy) American Association for Artificial Intelligence (AAAI).

2000 **Technical Innovation Award**, (with Prof. R. Murphy) American Association for Artificial Intelligence (AAAI).

1998 **NIH Individual Research Service Award**, National Institute of Health (NIH).

Research Grant Awards: Present - 1997

Research Grant Awards in USA: Present - 2007

- *NSF CREST - Subproject 3 on Human-Computer Interaction for Universal Access*, (**Co-PI**) 09/01/2008 - 08/31/2013 \$150,000 for Lisetti / Total Budget \$5 Millions.
- *Artificial Agents and Social Interfaces for Mental Health Promotion*, (**Sole PI**) Faculty Research Support Program 2008 Rita and David Perlman Family Grants Endowment. 09/01/2008 - 08/31/2009 \$20,000.
- *NSF Quality of Life Technology (QoLT) Engineering Research Center*, (C. Lisetti is Partner University Faculty), National Science Foundation (NSF). 2006 -

Research Grant Awards in EUROPE: 2007 - 2003

- *CAVE Platform - Interacting with Affective Socially Intelligent Agent*, (Co-PI) with Prof. Drettakis (INRIA), Contrat Projets Etat Région (CPER), Conseil Général des Alpes Maritimes et État Français, 2007-2009 100,000 Euros pending for Lisetti/Eurecom.
- *ASIA: Affective Socially Intelligent Agent for Human-Robot Interaction*, (**Sole PI**), European Commission (EC) FP6-2002 Marie-Curie International Reintegration Grants, Contract No. MIRG-CT-2004-014885, 01/15/2006 - 01/14/2007 80,000 Euros.
- *BOON Companion: A Cognitive-Affective Intelligent System for Robotic Toys*, (**PI** of Work Package on Emotion) in Collaborating Project Consortium of 13 European partners. Information Technology for European Advancement (ITEA) – Human System. Lisetti's budget 191,700 Euros.
- *Construction de Modèle des Emotions de l'Utilisateur pour Interface Affectives Multimodales*, (**Sole PI**), Provence-Alpes-Côte-d'Azur PACA Lab / ST MicroElectronics – Advanced System Technology. No. PS52, 04/01/2004 - 09/31/2007 222,300 Euros.

Research Grant Awards in the UNITED STATES: 2004 - 1997

- *Situated Rational Agents: Modeling the Role of Emotion and Affective Phenomena with the Brahms Simulation Multi-Agent System*, (**Sole PI**), NASA Ames, Human-Centered Computing – Intelligent Systems Program, 07/15/2003 - 06/14/2004 \$ 17,000
- *Emotion-Based Architectures for Artificial Autonomous Agents*, (**Sole PI**), Office of Naval Research – Intelligent Systems Program. Award N00014-03-1-0187, 10/15/2002 - 09/14/2004 \$ 100,000
- *Multimodality of Emotion Elicitation and Experience in Virtual Environments*, (**Sole PI**). US Army STRICOM, Advanced Concepts and Basic Research. Award N61339-02-C-0107, 05/01/2002 - 04/31/2005 \$ 400,000
- *Emotion-Based Control for Cooperation and Collaboration of Heterogeneous Agents* (**Sole PI**) University of South Florida Subcontract Grant No. 71363 - Office of Naval Research, 02/01/2002 - 09/30/2002 \$ 16,408

- Cooperation and Collaboration of Heterogeneous Agents Under Sensing Uncertainty, (Co-PI) with Professor Robin Murphy (USF), Office of Naval Research, Robotics Program, 04/01/2001 - 03/30/2004 \$ 252,595
- *Awareness for Human-Computer Interaction: What the Face Reveals*, (**Sole PI**), University of South Florida Research and Creative Scholarship Grant, 01/01/2000 - 12/31/2000 \$ 7,500
- *Facial Expressions in the Human-Computer Interface (Continuation Grant)*, (**Sole PI**), Interval Research Corporation, 09/01/1999 - 09/31/2000 \$ 10,000
- Facial Expressions in the Human-Computer Interface, (**Sole PI**). Interval Research Corporation, 09/01/1998 - 09/31/1999 \$ 10,000
- *Individual Research Service Award: Computational Modeling of the Affect-Cognition Interface*, (**Sole PI**), Sponsor: Prof. R. Zajonc (Stanford), National Institute of Health. Grant No 1F32MH11900-01, 09/01/1997 - 09/31/1999 \$ 60,772
- *Automatic Integrated Facial Expression Interpretation System*, (**Program Director**), PI Prof. D. Rumelhart (Stanford), Intel Corporation. Grant No. 172R685, 09/01/1997 - 08/31/1998 \$ 193,000

Scholarly Publications

Refereed Journal Articles

1. F. Nasoz and **C. L. Lisetti**. Recognizing and Adapting to Driver's Emotions with Multimodal Intelligent Car Interfaces, (submitted).
2. **C. L. Lisetti (2006)**. Le Paradigme MAUI pour Agents Multimodaux d'Interface Homme-Machine Socialement Intelligents. *Revue d'Intelligence Artificielle – Numero Spécial sur les Interactions Émotionnelles*, Vol. 20(4-5), 583-606.
3. F. Nasoz and **C. L. Lisetti (2006)**. MAUI Avatars: Mirroring the User's Sensed Emotions via Expressive Multi-ethnic Facial Avatars. *Journal of Visual Languages and Computing – Special Issue on Context and Emotion Aware Visual Interaction*, Vol. 17(5), 430-444.
4. C. LeRouge and **C. L. Lisetti (2005)**. Triangulating Design Science, Behavioral Science, and Practice for Technological Advancement in Tele-Home Health. *International Journal of Healthcare Technology and Management*, Vol. 7(5), 348-363.
5. **C. L. Lisetti**, F. Nasoz (**2004**). Using Noninvasive Wearable Computers to Recognize Human Emotions from Physiological Signals. *EURASIP Journal on Applied Signal Processing – Special Issue on Multimedia Human-Computer Interface*, 11, 1672-1687.
6. **C. L. Lisetti**, S. Brown, K. Alvarez, A. Marpaung (**2004**). A Social Informatics Approach to Human-Robot Interaction with an Office Robot. *IEEE Transactions on Systems, Man, and Cybernetics - Special Issue on Human-Robot Interaction*, Vol. 34(2), 195-209.
7. F. Nasoz, K. Alvarez, **C. L. Lisetti**, and N. Finkelstein (**2003**). Emotion Recognition from Physiological Signals Using Wireless Sensors for Presence Technologies. *International Journal*

of Cognition, Technology and Work – Special Issue on Presence: Design and Technology Challenges for Cooperative Activities in Virtual or Remote Environments, Springer, Vol. 6, 4-14.

8. **C. L. Lisetti**, F. Nasoz, C. LeRouge, and O. Ozyer, and K. Alvarez (**2003**). Developing Intelligent Affective Interfaces for Telemedicine. *International Journal of Human-Computer Studies and Knowledge Acquisition*, Vol. 59, 245-255.
9. R. Murphy, **C. L. Lisetti**, R. Tardif, L. Irish, and A. Gage (**2002**). Emotion-Based Control of Cooperating Heterogeneous Robots. *IEEE Transactions on Robotics and Automation*, Vol. 18(5), 744-757.
10. **C. L. Lisetti** and P. Gmytrasiewicz (**2002**). Can a Rational Agent Afford to be Affectless? A Formal Approach. *Applied Artificial Intelligence, An International Journal*, Vol. 16, 577-609.
11. S. Carberry, C. Conati, F. de Rosis, P. Gmytrasiewicz, E. Hudlicka, **C. L. Lisetti**, A. Ortony, H. Prendiger and W. Revelle (**2002**). Panel Discussion on Emotions in Human-Computer Interaction. *Applied Artificial Intelligence, An International Journal*, Vol. 16, 643-670.
12. N. Bianchi and **C. L. Lisetti**. (**2002**). Modeling Multimodal Expression of User's Affective Subjective Experience. *User Modeling and User-Adapted Interaction, An International Journal*, Vol. 12(1), 49-84.
13. **C. L. Lisetti** and D. Schiano (**2000**). Facial Expression Recognition: Where Human-Computer Interaction, Artificial Intelligence, and Cognitive Science Intersect. *Pragmatics and Cognition*, Vol. 8(1), 185-235.
14. **C. L. Lisetti** (**1998**). *(Invited) Book Review of Affective Computing by R. Picard, MIT Press, 1997, *Pattern Analysis and Applications*, Springer-Verlag London Limited, Vol. 1, 71-73.

Refereed Conference Publications in Proceedings

16. **C. L. Lisetti** and E. Wagner (**2008**). Mental Health Promotion with Animated Characters: Exploring Issues and Potential. In *Proceedings of the AAAI Spring Symposium on Emotions, Personality and Behavior*, (Stanford, USA, March 2008).
17. O. Villon and **C. L. Lisetti** (**2007**). A User Model of Psycho-Physiological Measure of Emotion. In *Proceedings of the User-Modeling International Conference*, (GREECE, July 2007).
18. A. Grizard, M. Paleari and **C. L. Lisetti** (**2007**). Adapting Psychologically Grounded Facial Emotional Expressions to Different Anthropomorphic Embodiment Platforms. In *Proceedings of FLAIRS*, (Key West, FL, USA), May 2007).
19. F. Nasoz and **C. L. Lisetti** (**2007**). Affective User Modeling for Adaptive Intelligent User Interfaces. To Appear In *Proceedings of the Human Computer Interaction International Conference (HCI 07)*, (Beijing, P.R. CHINA, July 2007).
20. A. Grizard and **C. L. Lisetti** (**2006**). La Génération d'Expressions Faciales avec la Théorie Psychologique des Composants Emotionels. In *Proceedings of the Workshop on Animated Conversational Agents (WACA06)*, (Toulouse, FRANCE, October 2006).

21. M. Paleari and **C. L. Lisetti (2006)**. Toward Multimodal Fusion of Affective Cues. In *Proceedings of the ACM Multimedia International Conference Human-Centered Multimedia Workshop (ACM HCM 06)*, Santa Barbara, CA, USA, October 2006.
22. **C. L. Lisetti** and F. Nasoz (2006). Categorizing Autonomic Nervous System (ANS) Emotional Signals using Bio-Sensors for HRI within the MAUI Paradigm. In *Proceedings of the 15th IEEE International Symposium on Robot and Human Interactive Communication (IEEE RO-MAN 2006)*, (Hatfield, UNITED KINGDOM, September 2006).
23. O. Villon and **C. L. Lisetti (2006)**. A User-Modeling Approach to Build User's Psycho-Physiological Maps of Emotions using Bio-Sensors. In *Proceedings of the 15th IEEE International Symposium on Robot and Human Interactive Communication (IEEE RO-MAN 2006)*, (Hatfield, UNITED KINGDOM, September 2006).
24. **C. L. Lisetti** and A. Marpaung (2006). Affective Cognitive Modeling for Autonomous Agents based on Scherer's Emotion Theory. In *Proceedings of the 29th Annual German Conference of Artificial Intelligence (KI 2006)*, (Bremen, GERMANY, June 2006).
25. A. Grizard and **C. L. Lisetti (2006)**. Generation of Facial Emotional Expressions Based on Psychological Theory. In *Proceedings of the 29th Annual German Conference of Artificial Intelligence 2006 Workshop on Emotion and Computing (KI 2006)*, (Bremen, GERMANY, June 2006).
26. Marco Paleari and **C. L. Lisetti (2006)**. Psychologically Grounded Avatar Expressions. In *Proceedings of the 29th Annual German Conference of Artificial Intelligence Workshop on Emotion and Computing (KI 2006)*, (Bremen, GERMANY, June 2006).
27. O. Villon and **C. L. Lisetti (2006)**. Toward Building Adaptive User's Psycho-Physiological Maps of Emotions using Bio-Sensors. In *Proceedings of the 29th Annual German Conference of Artificial Intelligence 2006 Workshop on Emotion and Computing (KI 2006)*, (Bremen, GERMANY, June 2006).
28. **C. L. Lisetti** and A. Marpaung (2005). A Three-Layered Architecture for Socially Intelligent Agents: Modeling the Multilevel Process of Emotions. In *Proceedings of the 1st International Conference on Affective Computing and Intelligent Interaction 2005*, (Beijing, CHINA, October 2005).
29. M. Paleari, **C. L. Lisetti**, and M. Lethonen (2005). VALERIE: A Virtual Agent for a Learning Environment, Reacting and Emotional Interaction. In *Proceedings of the International Conference on Artificial Intelligence and Education (AIED 2005)*, (Amsterdam, HOLLAND, July 2005).
30. **C. L. Lisetti** and F. Nasoz (2005). ***(Invited)** Machine Learning of Autonomic Nervous System Signals Related to Emotions Collected via Non-Invasive Wearable Sensors during Immersion in a Virtual Reality Driving Simulator. In *Proceedings of the 11th International Conference on Human Computer Interaction (HCI 2005)*, (Las Vegas, USA, July 2005).
31. **C. Lisetti**, A. Cami, M. Sierhuis and W. J. Clancey (2005). Towards Simulating the Multi-Level Process Theory of Human Emotions in Brahms Multi-Agent Modeling System. In *Proceedings of the Agent-Directed Simulation (ADS'05) Part of the 2005 Advanced Simulation Technologies Conference* (San Diego, CA, USA, April 2005).

32. **C. L. Lisetti** and A. Marpaung (2004). Multilevel Emotion Modeling for Autonomous Agents. In *Proceedings of the AAAI Fall Symposium on The Intersection of Cognitive Science and Robotics: From Interfaces to Intelligence (AAAI FSS'04)*, (Washington D.C. USA, October 2004).
33. **C. L. Lisetti** and G. Bastard (2004). MAUI a Multimodal Affective User Interface based on Appraisal Theory. In *Proceedings of the First Workshop of the HUMAINE European Network of Excellence (NoE) on Research on Emotions and Human-Machine Interaction*, (Geneva, SWITZERLAND, June, 2004).
34. **C. L. Lisetti** (2004). ***(Invited)** Emotions as the Quintessential Multimodal Phenomena: From Emotion Research to Signal Processing to HCI and Back... In *Proceedings of the 72nd Congrès de l'AFCCAS - Informatique Cognitive*, (Montreal, CANADA, May 2004).
35. **C. L. Lisetti**, A. Cami, and M. Sierhuis (2004). Cognitive Modeling with Emotion Elicitation. In *Proceedings of the AAAI Spring Symposium on Architectures for Modeling Emotions (AAAI SSS'04)*, (Stanford University, CA, USA, March 2004).
36. **C. L. Lisetti** and C. LeRouge (2004). Affective Computing in Tele-home Health: Design Science Possibilities in Recognition of Adoption and Diffusion Issues. In *Proceedings of the Hawaii International Conference on System Sciences (HICSS-37)*, (Hawaii, USA, January 2004).
37. **C. L. Lisetti**, F. Nasoz, and N. Yu (2003). ***(Invited)** Visualizing User's Emotions for Enhanced Human-Computer Interaction. In *Proceedings of the International Conference on Visual Languages and Computing* jointly with the *International Conference on Distributed MultiMedia Systems (DMS'03)*, (Miami, FL, USA, September 2003).
38. A. Cami and **C. L. Lisetti** (2003). Accounting for Emotion and Personality in Multi-Agent Modeling and Simulation Systems, In *Proceedings of the 3rd Workshop on Attitude, Personality, and Emotions in User-Adapted Interaction of the International Conference on User-Modeling*, (Pittsburg, PA, USA, June, 2003).
39. F. Nasoz, **C. Lisetti**, K. Alvarez, and N. Finkelstein (2003). Emotion Recognition from Physiological Signals for User Modeling of Affect, In *Proceedings of the 3rd Workshop on Attitude, Personality, and Emotions in User-Adapted Interaction of the International Conference on User-Modeling*, (Pittsburg, PA, USA, June, 2003).
40. G. Barrett, B. Stensrud, **C. L. Lisetti**, and A. Gonzalez (2003). Modeling Affect in Context Based Reasoning, In *Proceedings of the 12th Conference on Behavior Representation In Modeling and Simulation (BRIMS'03)*, (Orlando, FL, USA, May 2003).
41. **C. L. Lisetti** (2003). ***(Invited)** Affective Computing in Tele-home Health. In *Proceedings of the 1st Conference on Home as the Site of Care: Redesigning Health Care for the 21st Century*, (St. Pete Beach, FL, USA, February 2003).
42. A. Marpaung, S. Brown, and **C. L. Lisetti** (2002). A Technical Demonstration of Lola, the Robot Entertainer. In *Proceedings of the ACM MultiMedia International Conference 2002*, New-York, NY: ACM Press, (Juan les Pins, FRANCE, December 2002).
43. F. Nasoz, O. Ozyer, **C. L. Lisetti**, and N. Finkelstein (2002). Multimodal Affective Driver Interfaces for Future Cars. In *Proceedings of the ACM MultiMedia International Conference 2002*, New-York, NY: ACM Press, (Juan les Pins, FRANCE, December 2002).

44. **C. L. Lisetti** and F. Nasoz (**2002**). MAUI: A Multimodal Affective User Interface. In *Proceedings of the ACM MultiMedia International Conference 2002*, New-York, NY: ACM Press, (Juan les Pins, FRANCE, December 2002).
45. S. Brown, **C. L. Lisetti**, and A. Marpaung (**2002**). Cherry, the Little Red Robot with a Mission AND a Personality, In *Working Notes of the AAAI Fall Symposium Series on Human-Robot Interaction (AAAI FSS'02)*, Menlo Park, CA: AAAI Press (Cape Cod, MA, USA, November 2002).
46. **C. L. Lisetti**, D. Glinos, R. Murphy, and R. Tardif (**2002**). A Multilevel Emotion-Based Architecture for Autonomous Agents, In *Working Notes of the AAAI Fall Symposium Series on Human-Robot Interaction (AAAI FSS'02)*, Menlo Park, CA: AAAI Press (Cape Cod, MA, USA, November 2002).
47. B. Stensrud, G. Barrett, **C. L. Lisetti**, and A. Gonzalez (**2002**). Modeling Affect in Context Based Reasoning, In *Proceedings of the First Swedish-American Workshop on Modeling and Simulation (SAWMAS'02)*, (Orlando, FL, USA, October 2002).
48. **C. L. Lisetti**, F. Nasoz, and C. LeRouge (**2002**). The MAUI Project: Building MultiModal Affective User Interfaces for Everyone. In *Proceedings of the AAAI 18th National Conference Workshop on Automation as Caregiver: The Role of Intelligent Technology in Elder Care (AAAI'02)*, Menlo Park, CA: AAAI Press, (Edmonton, CANADA, July 2002).
49. **C. L. Lisetti** and F. Nasoz (**2002**). Application of the Multilevel Process Theory of Emotion to User-Modeling. In *Proceedings of the 15th International Florida Artificial Intelligence Research Society Conference (FLAIRS'02)*, Menlo Park, CA: AAAI Press, (Pensacola, FL, USA, May 2002).
50. **C. L. Lisetti** (**2002**). Personality, Affect and Emotion Taxonomy for Socially Intelligent Agents. In *Proceedings of the 15th International Florida Artificial Intelligence Research Society Conference (FLAIRS'02)*, Menlo Park, CA: AAAI Press, (Pensacola, FL, USA, May 2002).
51. P. Gmytrasiewicz and **C. L. Lisetti** (**2001**). Personality and Emotion in Agent Design and Modeling. In *Working Notes of the AAAI Fall Symposium Series on Emotional and Intelligent II: The Tangled Knot of Social Cognition (AAAI FSS'2001)*, Menlo Park, CA: AAAI Press (Cape Cod, MA, USA, November 2001).
52. Gmytrasiewicz and **C. L. Lisetti** (**2001**). Personality and Emotion in Agent Design and Modeling. In *Proceedings of the 2nd Workshop on Attitude, Personality, and Emotions in User-Adapted Interaction of the International Conference on User-Modeling*, (Sonthofen, GERMANY, July, 2001).
53. P. Gmytrasiewicz and **C. L. Lisetti** (**2001**). Emotions and Personality in Agent Design and Modeling. In *Proceedings of the 8th International Conference on User Modeling (UM'01)*, New York, NY: Springer, (Sonthofen, GERMANY, July 2001).
54. **C. L. Lisetti**, M. Douglas, and C. LeRouge (**2001**). ***(Invited)** Intelligent Affective Interfaces: A User-Modeling Approach for Telemedicine. In *Proceedings of the First International Conference on Universal Access in Human-Computer Interaction jointly with Human-Computer Interaction (HCI'01)*, Elsevier Science Publishers, (New Orleans, LA, USA, August 2001).

55. **C. L. Lisetti** and Gmytrasiewicz (2000). Decisions, Decisions... and the Role of Emotions in the Process: A Formal Theory. In *Working Notes of the AAAI Fall Symposium Series on Socially Intelligent Agents: The Human in the Loop (AAAI FSS'2000)*, Menlo Park, CA: AAAI Press, (Cape Cod, MA, USA, November 2000).
56. P. Gmytrasiewicz and **C. L. Lisetti** (2000). Modeling User's Emotions During Interactive Entertainment Sessions. In *Working Notes of the AAAI Spring Symposium Series on Artificial Intelligence and Interactive Entertainment (AAAI SSS'2000)*, Menlo Park, CA: AAAI Press (Stanford, CA, USA, March 2000).
57. **C. L. Lisetti** (1999). Modeling Cognition-Emotion of Users for Improved Interaction with Software Systems. In *User-Modeling: Proceedings of the 7th International Conference on User Modeling (UM'99)*, A. Jameson (ed.), NY, NY: Springer Wien, (Banff, CANADA, July 1999).
58. **C. L. Lisetti** (1999). A User Model of Emotion-Cognition. In *Proceedings of the First Workshop on Attitude, Personality, and Emotions in User-Adapted Interaction of the International Conference on User-Modeling (UM'99)*, (Banff, CANADA, June 1999).
59. **C. L. Lisetti** (1999). Emotion Generation via a Hybrid Architecture. In *Proceedings of the Autonomous Agents Workshop on Emotion-Based Agent Architecture (EBAA'99)*, (Seattle, WA, USA, May 1999).
60. **C. L. Lisetti** (1998). Emotion Synthesis: Some Research Directions. In *Working Notes of the AAAI Fall Symposium Series on Emotional and Intelligent: The Tangled Knot of Cognition (AAAI FSS'98)*, Menlo Park, CA: AAAI Press, (Orlando, FL, USA, October 1998).
61. **C. L. Lisetti** and D. E. Rumelhart (1998). Facial Expression Recognition using a Neural Network. In *Proceedings of the 11th International Florida Artificial Intelligence Research Society Conference (FLAIRS'98)*, Menlo Park, CA: AAAI Press, (Sanibel Island, FL, USA, May 1998).
62. **C. L. Lisetti**, and D. E. Rumelhart, and M. Holler (1998). An Environment to Acknowledge the Interface between Affect and Cognition. In *Working Notes of the AAAI Spring Symposium on Intelligent Environments (AAAI SSS'98)*, Menlo Park, CA: AAAI Press, (Stanford, CA, USA, March 1998).
63. B. Hayes-Roth, G. Ball, **C. L. Lisetti**, R. Picard, A. Stern (1998). Panel on Affect and Emotion in the User Interface. In *Proceedings of the International Conference on Intelligent User Interfaces (IUI'98)*, New-York, NY: ACM Press, (San Francisco, CA, USA, January 1998).
64. **C. L. Lisetti** (1997). Motives for Intelligent Agents: Computational Scripts for Emotion Concepts. In *Proceedings of the 6th Scandinavian Conference on Artificial Intelligence (SCAI'97)*, Amsterdam, Holland: IOS Press Frontiers in Artificial Intelligence and Applications, (Helsinki, FINLAND, August 1997).
65. D. E. Rumelhart and **C. L. Lisetti** (1996). Emotion and Consciousness. *Special Edition of the Journal of Consciousness Studies: Toward a Science of Consciousness (Tuscon II)*, Imprint Academic, (Tuscon, AZ, USA, April, 1996).

66. **C. L. Lisetti (1995)**. *Affect Arousal and Regulation: A Connectionist Approach* (Ph.D. Dissertation, Florida International University, School of Computer Science), Ann Arbor, MI: UMI, 1995.
67. **C. L. Lisetti (1994)**. Understanding Human Emotions: An A.I. Approach. In *Handbook of First International Summer Institute in Cognitive Science (FISI)*, (SUNY Buffalo, NY, USA, July, 1994).
68. **C. L. Lisetti and Pasztor A. P. (1993)**. Neuro-Linguistic Programming: A Meta-Model of Cognition. In *Proceedings of the 3rd Colloquium in Cognitive Science*, (SPAIN, May 1993).

Book Chapters

69. **C. L. Lisetti. (to appear in 2007)** Émotions dans la Prise de Décisions. In *Informatique et Sciences Cognitives : Influences ou Confluences ?*, Cogniprisme (Co-édition Ophrys/MSH),
70. P. Gmytrasiewicz and **C. L. Lisetti (2002)**. Emotions and Personality in Agent Design and Modeling. In *Game Theoretic and Decision Theoretic Agents - MultiAgent Systems, Artificial Societies, and Simulated Organizations International Book Series*, Parsons, S., Wooldridge, M. and Gmytrasiewicz, P. (Eds.), Boston, MA: Kluwer Academic Publishers.

Technical Reports and Other Publications

71. **C. L. Lisetti (1997)**. A Connectionist Model of Emotions along the Autonomic Nervous System. *Stanford PDP Research Group Technical Report PDP-97-001*.
72. **C. L. Lisetti (1997)**. Economics, Cognition, and the Role of Emotions in Decision-Making. *Stanford PDP Research Group Technical Report PDP-97-002*.
73. **C. L. Lisetti (1996)**. Economics and Cognition: Some Interdisciplinary Issues. *Santa Fe Institute Working Paper*.
74. **C. L. Lisetti and Pasztor, A. (1994)**. Meta-Model Challenger: A Communication Tool. *FIU School of Computer Science Technical Report*. Also Poster at the *8th Florida Annual Conference on Cognition, Perception, Language and Action*, Host: Dr. Kelso, (Boca Raton, FL, March, 1994).

Invited Seminars, Keynotes and Press Interviews: Present - 1996

- Women and Affective Computing: *IFIP World Congress on Computing - Women and Technology Conference*, Host: Dr. Gianna Martinengo, (Milan, ITALY, September 2008).
- Avatars for Health Promotion: *FIU/NIH CRUSADA Center for Research on U.S. Latino HIV/AIDS and Drug Abuse*, Host: Dr. Mario De La Rosa , (Miami, USA, May 2008).
- Ambient Intelligence and Affective Computing: *Laboratoire d'Informatique de Paris 6*, (LIP6) Host: Dr. Bouchon-Meunier, (Paris, FRANCE, June 2007).
- Emotion Recognition via Wearable Computers: *SAP Labs France*, Host: Dr. Cedric Ulmer, (Sophia-Antipolis, FRANCE).
- User-Modeling for Driver's Safety: *IMRA Europe - Intelligent Transport Systems (ITS)*,

- Host: Dr. Michel Gaeta, (Sophia-Antipolis, FRANCE).
- Affective Social Computing for Future Technologies: *Accenture*, Host: Dr. Younes Souilmi (Sophia-Antipolis, FRANCE).
 - Ambient Intelligence and Affective Computing: *Institut fur Elektronik, ETH*, Host: Dr. Daniel Roggen, (Zurich, SWITZERLAND, January 2007).
 - Keynote Human-Centered Computing: Challenges and Issues. *ACM Multimedia International Conference Human-Centered Multimedia Workshop (ACM HCM 06)*, (Santa Barbara, CA, USA, October 2006).
 - MAUI as a Framework for Building Socially Intelligent User Interfaces: *European Commission (EC) IST 2006 Workshop on Affective Computing for Assisted Living*, Host: Dr. Limni Tao, (Helsinki, FINLAND, November, 2006).
 - Facial Expression Graphical Animation based on Psychological Component Process Theory: *Swiss Center for Affective Sciences*, Host: Dr. Klaus Scherer, (Geneva, SWITZERLAND, 2006).
 - Informatique Affective: *Revue 01 Informatique – Special 40 ans*.
 - Human-Robot Interaction on Philips iCat Platform: *1st Workshop on Philips iCat*, Host: Dr. Van Breemer, (Eindhoven, HOLLAND, March 2006).
 - Professeur à Eurecom en Informatique Affective: *Nice Matin (6 Mars 2006)*.
 - Professor Christine Lisetti Reconcilie Informatique et Emotions: *SophiaNet (8 Juin 2005)*.
 - Keynote Multimodal User Interfaces Aware of User's Emotions: *Workshop on Context and Emotion Aware Computing at the Interact 2005 Communicating Naturally through Computers International Conference* (Rome, ITALY, September 2005).
 - Building Affective Intelligent Agents for Robots: *France Telecom Research & Development - Laboratoire Dialogue et Intermédiations Intelligentes*, Host: Dr. Franck Panaget, (Lannion, FRANCE, January 2005).
 - MAUI a Multimodal Affective User Interface based on Appraisal Theory, with Questions...: *First Workshop of the HUMAINE European Network of Excellence (NoE) on Research on Emotions and Human-Machine Interaction*, Host: Dr. Klaus Scherer, (Geneva, SWITZERLAND, June, 2004).
 - Keynote Emotions as the Quintessential Multimodal Phenomena: From Emotion Research to Signal Processing to HCI and Back.... At the *72nd Congrès de l'AF CAS - Informatique Cognitive*, Host: Dr. Nmbamkou, (Montreal, CANADA, May 2004).
 - Affective Social Computing for Robotic Applications: *Institut National des Telecommunications (INT) - Handicom Handicap Engineering and Communication Laboratory*, Host: Dr. Mounir Mokhtari, (Evry, FRANCE, April, 2004).
 - Multimodal Affective User Interfaces - From Emotion Research to Signal Processing to HCI and Back: *Plenary Meeting of the HUMAINE European Network of Excellence (NoE) on Research on Emotions and Human-Machine Interaction* representing the *SIMILAR Network of Excellence (NoE) on Human-Machine Interfaces*, Host: Dr. Heather Anderson, (Saarbrücken, GERMANY, March, 2004).
 - Affective Social Computing: From Emotion User-Modeling to Building Social Robots: *ST Microelectronics*, Host: Dr. Theresa Gatti, (Milan, ITALY, January, 2004).
 - Affective Social Computing Laboratory Projects: *Commisariat à l'Énergie Atomique (CEA) - Interactive System Project*, Host: Dr. Raymond Fournier, (Paris, FRANCE, December 2003).
 - Expert Panel Discussant: *European Commission - FP6*, Host: Dr. Domenico Perrotta and Dr. Giovanni B. Varile, (Brussels, BELGIUM, October, 2003).
 - Building Cognitive-Affective Embodied Systems: *Centre Francais du Commerce Extérieur*

- (CFCE) – Réunion sur les Systèmes Cognitifs - FP6 Calls, Host: Ms. Manchado, (Paris, FRANCE, September, 2003).
- Affective Social Computing: From Emotion User-Modeling to Building Social Robots: *UCF College Of Engineering and Computer Science Distinguished Research Lecturer Series*, Host: Dr. Debra Reinhart, (Orlando, FL, USA, August, 2003).
 - Affective Social Computing: Building Social Robots: *Association of Computing Machinery (ACM) UCF Student Chapter Seminar Series*, Host: Dr. Neils Lobo, (Orlando, FL, USA, February 2003).
 - Being a Woman Computer Scientist: *Society of Women Engineers*, Host: Ms. Andrea Wesser, (Orlando, FL, USA, October, 2002).
 - Socially Intelligent Agents: *Human Factors and Ergonomics Society UCF Student Chapter*, Host: Ms. Katherin Wilson, (Orlando, FL, USA, September, 2002).
 - Social Intelligence for the Next Generation of Robots: *CBC Canadian French Television*, Journalist: Ms. Marie-Claude Guay, (Edmonton, CANADA, August, 2002).
 - Emotions in Elderly – How to Truly Care: Panelist – Panel on Technical Needs and Opportunities, *AAAI 2002 Workshop on Automation as Caregiver: The Role of Intelligent Technology in Elder Care*, Chair: Dr. Holly Yanco, (Edmonton, CANADA, August, 2002).
 - Affective Social Computing: From User-Modeling to Emotion-Based Architecture: *Burnett Honors College*, Hosts: Mr. Arup Guha and Dr. Madi Dogaiu, (Orlando, FL, USA, July 2002).
 - Affective Social Computing and the Future: *Association of Computing Machinery (ACM) UCF Student Chapter Seminar Series*, Host: Dr. Neils Lobo, (Orlando, FL, USA, February 2002).
 - Emotion Modeling: Participation at the DARPA/NSF Study on Human-Robot Interaction, Hosts: Dr. Erika Rogers, Dr. Robin Murphy, and Steering Committee, *California Polytechnic State University*, (San Luis Obispo, CA, USA, October, 2001).
 - Emotions and Artificial Intelligence: Phone Interview with IEEE Intelligent Systems Contributing Editor David Lewin for the article: Why is That Computer Laughing?, *IEEE Intelligent Systems*, September-October Issue, 2001.
 - Emotions in Human-Computer Interaction: Panelist – Panel on Attitude, Personality and Emotions in User-Adapted Interaction, *User-Modeling 2001 International Conference*, Chair: Dr. Fiorella de Rosis, (Sonthophen, GERMANY, July, 2001).
 - Emotive Robots and Artificial Intelligence: Interview with *ABC Local Television News*, Journalist: Mary Jurasci, (Tampa, FL, USA, October, 2000).
 - Emotive Robots (with Prof. Murphy): Interview with *ABC Local Television News*, Journalist: Mary Jurasci, (Tampa, FL, USA, September, 2000).
 - Emotive Agents: USF Robotics, Artificial Intelligence and Vision Open House, Department of Computer Science, *University of South Florida*, Host: Dr. Robin Murphy, (Tampa, FL, USA, April, 2000).
 - Facial Expression Recognition:, Research Seminar Series, *Interval Research Corporation*, Host: Dr. Diane Schiano, (Palo Alto, CA, USA, December, 1998).
 - Acknowledging the Interface between Affect and Cognition:, Almaden Research Center Seminar Series, *IBM Corporation*, Host: Dr. Myron Flickner, (San Jose, CA, USA, March, 1998).
 - Automatic Facial Expression Recognition:, Seminar Series, *Intel Corporation*, Host: Mark Holler, (Portland, OR, USA, April, 1997).
 - Affect and Human-Computer Interaction: Seminar, *Stanford University*, Host: Dr. Ted Selker, (Stanford, CA, USA, May, 1997).

- The Role of Emotions in Consciousness (with Prof. Rumelhart): CogLunch Series, *Stanford University Center for Studies in Language and Information (CSLI)*, (Stanford, CA, USA, February, 1996).
- Emotion-Embodying-Action: Economics and Cognition Workshop, *Santa Fe Institute*, Host: Dr. Brian Arthur, (Santa Fe, NM, USA, January, 1996).

Invited Scientific International Activities: Present - 1998

Co-Chair at Scientific International Conferences

- Publicity Co-Chair of the *International 2009 ACM/IEEE Human-Robot Interaction Conference (HRI'09)*, San Diego, USA, 2009.
Responsible for the publicity with Professors Rene Depontbriand and Geb Thomas.
- Co-Chair of the *Third Workshop on Attitude, Personality, and Emotions in User-Adapted Interaction at the User-Modeling International Conference (UM'03)*, Pittsburg, PA, USA, 2003.
Responsible for the organization with Professor Cristina Conati and Dr. Hudlicka.
- Co-Chair of the *Special Track on Integrating Emotion and Cognition in Formal Models of the 16th Florida Artificial Intelligence Research Society Conference (FLAIRS'03)*, St. Augustine, FL, USA, 2003.
Responsible for the organization with Professor Colette Faucher and Dr. Hudlicka.

Member of Scientific Committees for International Conferences

- Program Committee of the *16th 20th IEEE conference on Computer Based Medical Systems (IEEE CBMS2007)*, Maribor, SLOVENIA, June, 2007.
- Program Committee of the *16th IEEE International Symposium on Robot and Human Interactive Communication (IEEE RO-MAN'07)*, Jeju Island, KOREA, September 2007.
- Program Committee of the *2007 International ACM/IEEE Conference on Human-Robot Interaction (HRI'07)*, Washington, DC, USA, March 2007.
- Program Committee of the *Second International Conference on Affective Computing and Intelligent Interaction (ACII'07)*, Lisbon, PORTUGAL, October 2007.
- Program Committee of the *ACM Multimedia International Conference Human-Centered Multimedia Workshop (ACM HCM 06)*, Santa Barbara, CA, USA, October 2006.
- Program Committee of the *15th IEEE International Symposium on Robot and Human Interactive Communication - Special Session on Emotional Cues in Human-Robot Interaction (IEEE RO-MAN'06)*, Hatfield, UK, September 2006.
- Program Committee of the *Tutorial and Research Workshop on Perception and Interactive Technologies (PIT'06)*, Kloster Irsee, GERMANY, June 2006.
- Program Committee of the *19th International Florida Artificial Intelligence Research Society International Conference (FLAIRS'06)*, Florida, USA, May 2006.
- Program Committee of the *2nd International Conference on Agent-Directed Simulation (ADS'06)* jointly with the *2006 Advanced Simulation Technologies Conference (ASTC'06)*, San Diego, CA, USA, April 2006.
- Program Committee of the *2006 International ACM/IEEE Conference on Human-Robot Interaction (HRI'06)*, Salt Lake City, Utah, USA, March 2006.
- Program Committee of the *International Conference on Intelligent User Interfaces (IUI'06)*,

Sydney, AUSTRALIA, January 2006.

- Program Committee of the *First International Conference on Affective Computing and Intelligent Interaction (ACII'05)*, Beijing, CHINA, October 2005.
- Program Committee of the *Special Session on Multilingual, Multimodal User Interfaces and Avatars at HCI International 2005 the 11th International Conference on Human-Computer Interaction (HCI'05)*, Las Vegas, Nevada, USA, July 2005.
- Program Committee of the *Agent-Directed Simulation (ADS'05)* jointly with the *2005 Advanced Simulation Technologies Conference (ASTC'05)*, CA, USA, March 2005.
- Program Committee of the *Workshop on Affective Interfaces at IUI'05*, San Diego, CA, USA, January 2005.
- Program Committee of the *International Conference on Intelligent User Interfaces (IUI'05)*, San Diego, CA, USA, January 2005.
- Program Committee of the *7th International Conference on Intelligent Tutoring Systems (ITS'04)*, BRAZIL, 2004.
- Program Committee of the *Workshop on How much human-like should an Intelligent Interface be?* in conjunction with the *International Conference on Advanced Visual Interfaces (AVI'04)*, ITALY, 2004.
- Program Committee of the *Tutorial and Research Workshop on Affective Dialogue Systems*, Kloster Irsee, GERMANY, 2004.
- Program Committee of the *AAAI Spring Symposium Series on Architectures for Modeling Emotion (AAAI SSS'04)*, Stanford University, CA, USA, 2004.
- Program Committee of Short Paper Track of the *ACM Multimedia International Conference*, Berkeley, CA, USA, 2004.
- Program Committee of the *Doctoral Consortium of the User-Modeling International Conference (UM'03)*, Pittsburg, PA, USA, 2003.
- Program Committee of the *16th International Florida Artificial Intelligence Research Society Conference (FLAIRS'03)*, Florida, USA, 2003.
- Chair of the *Behavior and Emotion Track Session of the 15th Florida Artificial Intelligence Research Society Conference (FLAIRS'02)*, Pensacola, FL, USA, 2002.
- Program Committee of the *15th International Florida Artificial Intelligence Research Society Conference (FLAIRS'02)*, Florida, USA, 2002.
- Chair of the *Emotions in Decision Making Session of the AAAI Fall Symposium Series Emotional and Intelligent II: The Tangled Knot of Social Cognition (AAAI FSS'01)*, Cape Cod, USA, 2001.
- Program Committee of the *14th International Florida Artificial Intelligence Research Society Conference (FLAIRS'01)*, Florida, USA, 2001.
- Program Committee of the *Second Workshop on Attitude, Personality and Emotions in User-Adapted Interaction at the User-Modeling International Conference (UM'01)*, GERMANY, 2001.
- Program Committee of the *12th International Florida Artificial Intelligence Research Society Conference (FLAIRS'99)*, Florida, USA, 1999.
- Chair of the Computer Vision Session at the *11th International Florida Artificial Intelligence Research Society Conference (FLAIRS'98)*, Sanibel, FL, USA, 1998.

Invited as Reviewer for International Journals

Interaction Studies, User Modeling and User-Adapted Interaction (UMUAI): Journal of Personalization Research, International Journal of Healthcare Technology and Management (IJHTM), Simulation and Gaming Journal, IEEE Transactions on Systems, Man, and Cybernetics (TSMC), IEEE Transactions on Multimedia (TM), Artificial Intelligence Journal (AIJ), IEEE Transactions on Robotics (TR), IEEE Transactions on Industrial Electronics (TIE), Human Technology: An Interdisciplinary Journal on Humans in ICT Environments, ACM Transactions on Applied Perception (TAP), Journal of Artificial Intelligence Research (JAIR), International Journal on Artificial Intelligence Tools (IJAIT), Revue en Intelligence Artificielle (RIA), Cognitive Science Quarterly, IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI), International Journal of Human-Computer Studies (IJHCS), Autonomous Agents and Multi-Agent Systems (AAMAS).

Invited Expert for International Research Granting Institutions

- Expert for the *Agence Nationale de la Recherche (ANR)*, FRANCE.
- Expert for the *European Commission (EC)* - Brussels, BELGIUM: FP6 Cognitive Systems Program, FP6 Multimodal Interfaces Program, FP6 Advanced Robotics Program
- Expert for the *National Science Foundation (NSF) - CISE Program*, Washington D.C. USA.
- Expert for les *Fonds de Recherche sur la Nature et les Technologies*, Québec, CANADA.
- Expert for *Utah State University, College of Engineering*, USA.

Major Teaching Interests and Experience

Human-Computer Interaction, Human-Centered Computing, Intelligent User Interfaces, Affective Social Computing, Intelligent Agents, Simulation, Social Informatics, Artificial Intelligence, Database Systems, Computer Ethics.

Mentoring Experience

Graduate Research Mentoring

* Ph.D. Dissertations Committee Chair *

- Frank Hernandez (Computer Science, FIU), Fall 2008-present.
- Mark Allison (Computer Science, FIU), Fall 2007-present.
- Olivier Villon (Multimedia, Eurécom/University de Nice-Sophia Antipolis), 2003-2007.
- Fatma Nasoz (Computer Science, UCF), 2001-2004; is now Assistant Professor in Informatics at the University of Las Vegas, Nevada, USA.

* Master Theses and *Diplôme d'Etudes Approfondies (DEA)* Chair *

- Agnes Abastado (Multimedia, Eurecom), 2007.
- Damien Birraux (Multimedia, Eurecom), 2007.
- Charles Lecoq (Multimedia, Eurecom), 2007.
- Eric Bahini (Multimedia, Eurecom), 2007.

- Mikko Lehtonen (Multimedia, Eurecom), 2005.
- Marco Paleari (Eurecom/Université de Nice Sophia-Antipolis), 2005.
- Guillaume Bastard (Eurecom/Université de Nice Sophia-Antipolis UNSA), 2004.
- Andreas Marpaung (Computer Science, UCF), 2004.
- Russ Tardif, Co-Chaired with Dr. Robin Murphy (Computer Science, USF), 2002.

Undergraduate Research Mentoring

- Eric Baumer, (Computer Science, UCF Burnett Honors College), 2004.
- Sarah Brown, (CRA-W Distributed Mentoring Affiliate, Computer Science, UCF), 2003.

Administrative University Service: Present - 1998

- **Head** of the *Affective Social Computing Group*, Department of Multimedia, Eurecom Institute, 2003-2007.
- **Jury Member** of the *Diplôme de Mastère Recherche (M2)*, Image et Géométrie pour le Multimédia et la Modélisation du Vivant (IGMMV), Eurecom/Université de Nice - Sophia Antipolis (UNSA), 2003-2007.
- **Coordinator Assistant** for *Multimedia Track*, Department of Multimedia Communications, Institut Eurecom, 2003.
- **Academic Coordinator** for the *Internship Program*, Department of Multimedia Communications, Institut Eurécom, 2003.
- **Member of Committee** of the *Communication/Redaction*, Institut Eurecom, 2003.
- **Director** of the *UCF Affective Social Computing Laboratory*, Department of Computer Science, School of Electrical Engineering and Computer Science, College of Engineering and Computer Science, University of Central Florida, Fall 2001 - 2004:
- **Coordinator** of the *Ph.D. Qualifier Examination*, Department of Computer Science, College of Engineering and Computer Science, University of Central Florida, Spring 2003.
- **Member** of the *Graduate Committee*, School of Computer Science College of Engineering and Computer Science, University of Central Florida: 2001-2003.
- **Member** of the *Undergraduate Foundation Examination Committee*, School of Computer Science, College of Engineering and Computer Science, University of Central Florida, 2002.
- **Member** of the *Undergraduate Committee*, Information Systems and Decision Sciences Department, College of Business Administration, University of South Florida, 2000-2001.
- **Member** of *Ad-hoc Bearn Sterns Research Laboratory Design Committee*, Information Systems and Decision Sciences Department, College of Business Administration, University of South Florida, 1998.
- **Coordinator** of the *Multi-Session Course on Introduction to Programming*, Department of Information Systems, College of Business Administration, University of South Florida, Fall 1998 - 2001.
- **Member** of the *Research Incentive Award Program Committee*, College of Engineering and Computer Science, University of Central Florida, 2003.
- **Member** of the *Teaching Incentive Plan Award Criteria Committee*, College of Engineering and Computer Science, University of Central Florida, 2003.
- **Member** of the *Affirmative Action Committee*, College of Business Administration, University of South Florida, 1999-2001.

Biographical Citations

- Published in *Marquis Edition of Who's Who in America*, 2003.
- Published in *International Who's Who of Women in Information Technology*, 1999.
- Published in *International Who's Who of Professionals*, 1997.

Professional Affiliations

- Association for Computing Machinery (ACM)
- American Association for Artificial Intelligence (AAAI)
- Institute of Electrical and Electronics Engineers Computer Society (IEEE)
- International Emotion Research Society
- IEEE Society on Social Implications of Technology