CURRICULUM VITÆ
(as of 2018)

Christine Lætitia LISETTI

Title: Associate Professor - Director, Affective Social Computing Laboratory

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Education and Professional Certification

1996 – 1998   **Post-Doctoral Fellowship in Computer Science & Psychology**, Funded by the *Individual Research Service Award National Institute of Health* and *Intel Corporation*, 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**, 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, École Nationale des Télécommunication (ENST) Sophia/Eurecom, Sophia Antipolis, France.

2003 – 2005   **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.

1997 – 1998   **Research Associate.** Department of Computer Science, Stanford University, Stanford, California, USA.

1996 – 1997 **Post-Doctoral Fellow.** Department of Computer Science and Department of Psychology jointly, Stanford University, Stanford, California, USA, member of: (a) Parallel Distributed Processing (PDP) Laboratory with Professor D. Rumelhart and (b) Emotion Research Group with Professor B. Zajonc.

1996 – 1998 **Computer Science Research Consultant.** (a) Interval Research Corporation, Palo Alto, CA. and (b) Intel Corporation, San Jose, CA.: Visual Awareness Project.

1996 **Visiting Scholar.** Economics and Cognition Program, Santa Fe Institute, Santa Fe, New Mexico, USA.

Awards and Honors

2013 **Keynote Speaker** at the Affective Computing and Intelligent Interactions (ACII'13) International Conference, Geneva, SWITZERLAND.

2009 **Excellence in Teaching Award**, School of Computing and Information Sciences, Florida International University.

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

2003 **Distinguished Research Lecturer Award**, College of Engineering and Computer Science, University of Central Florida.

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

2000 **Nils Nilsson Award for Integrating AI Technologies**, Association for the Advancement of Artificial Intelligence (AAAI).

2000 **Technical Innovation Award**, Association for the Advancement of Artificial Intelligence (AAAI).

1997 **NIH Individual Research Service Award**, National Institute of Health (NIH).

Research Interests

Main topics: Human-Computer Interaction (HCI), Intelligent User Interfaces (IUI), Human-Centered Computing, Affective Computing, Artificial Intelligence (AI), Applied Artificial Intelligence, Intelligent Virtual Agents (IVA), Embodied Conversational Agents (ECA, 3D graphics and robotic embodiment), Personal Healthcare and Medical Informatics, Cybertherapy.

Main Appplication Domains Interests: medicine, public health clinical care, consumer health informatics, virtual health motivational coaches, educational (serious) computer games, virtual agents for social skills training, virtual agents for games for health, domestic robotics (domotics).

Teaching Experience

Graduate Courses: Human-Computer Interaction, Affective Computing with Artificial Intelligence, Affective Intelligent Agents, Artificial Intelligence, Personal Health Informatics.

Undergraduate Courses: Human-Computer Interaction, Logic for Computer Scientists, Introduction to Computer Science, Database Systems.

Scholarly Publications

Journal Articles

1. Shernoff, E.S., Frazier, S.L., **Lisetti, C.**, Buche, C., Lunn, S., Brown, C.,Delamarre, A., Chou, T., Gabbard, J. & Morgan, E. **(accepted with revisions)**. Early Career Teacher Professional Development: Bridging Simulation Technology with Evidence-Based Behavior Management. *Journal of Technology and Teacher Education (JTATE)*.

2. R. Amini, **C. L. Lisetti**. **(accepted with revisions)**. A survey of Empathic Virtual Agents. *IEEE Transactions on Affective Computing*. [impact factor = 3.466].

3. U. Yasavur, J. Travieso, and **C. L. Lisetti**. Exploiting Linked Expert Knowledge For Affective And Sentiment Analysis of Words **(accepted with revisions)**. *Information Processing and Management*.

4. C. LeRouge, **C. Lisetti**,T. Malasanos **(2015)**. Avatars and Virtual Coaches Requirements for Engaging Adolescents in a Computer Based Weight Management Program. *Journal of the American Medical Informatics Association*, Jul 9. pii: ocv078. doi: 10.1093/jamia/ocv078. [impact factor = 3.5]

5. R. Amini, **C. L. Lisetti**, and G. Ruiz. **(2015)**. HapFACS 3.0: Open-Source FACS-Based Facial Expression Generator for 3D speaking virtual characters. *IEEE Transactions on Affective Computing*, Vol. 6(4), pp-348-360. [impact factor = 3.466].

6. **C. Lisetti**, A. Amini, and U. Yasavur **(2015)**. Now All Together: Overview of Virtual Health Assistants Emulating Face-to-Face Health Interview Experience. *Kunstliche Intelligenz German Journal on AI* (DOI 10.1007/s13218-015-0357-0).

7. R. Calvo, G. Riva and **C. Lisetti**, **(2014)**. Introduction to the IEEE Transactions on Affective Computing Special Issue on Technologies for Affect and Wellbeing. *IEEE Transactions on Affective Computing*, Vol. 5(3), pp. 215-216. [impact factor = 3.466].

8. A. Bhattacharya, **C. Lisetti**, Z. Yang **(2014)**. Data-Driven Affective Enhancement of Images. *International Journal of Multimedia Technology*. Vol. 4(3), pp. 40-57. [impact factor: pending, new journal]

9. U. Yasavur, **C. Lisetti**, and N. Rishe **(2014)**. Intelligent Virtual Agents and Spoken Dialog Systems come Together to Deliver Behavior Change Health Interventions. *Journal on Multimodal User Interfaces*, DOI 10.1007/s12193-014-0169-9, Vol. 8, pp. 381-398.

10. **C. L. Lisetti**, R. Amini, U. Yasavur, N. Rishe **(2013)**. I can help you change! An Empathic Virtual Agent Delivers Behavior Change Health Interventions. *ACM Transactions on Management Information Systems*, Vol. 4(4), Article 19 pp. 1-28. [impact factor: pending, new journal]

11. **C. L. Lisetti (2012)**. *(Invited) Book Review of Affective Computing and Interaction by Gokcay and Yildirim, Information Science Reference IGI 2011. *International Journal of Synthetic Emotions*, Vol. 3(1). [impact factor: pending, new journal]

12. F. Nasoz, **C. L. Lisetti**, and T. Vasilakos **(2010)**. Affectively Intelligent and Adaptive Car Interfaces. *Information Sciences Journal*, Vol. 180, 3817-3836. [impact factor = 3.643]

13. T. Vasilakos and **C. L. Lisetti (2010)**. Guest Editorial Special Issue on Affective and Pervasive Computing for Healthcare. *IEEE Transactions on Information Technology in Biomedicine*, Vol. 14(2). [impact factor = 1.978]

14. **C. L. Lisetti (2009)**. Features for Culturally Appropriate Avatars for Behavior-Change Promotion in At-Risk Population. *Studies in Health Technology and Informatics*. Vol. 144, 22-26. [impact factor = 2.410]

15. **C. L. Lisetti**, E. Pozzo, M. Lucas, F. Hernandez, W. Silverman, W. Kurtines **(2009)**. How to Program in the Second Life Virtual World: A Case Study for Anxiety Disorders. *Studies in Health Technology and Informatics*. Vol. 144, 19-21. [impact factor = 2.410]

16. **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.

17. 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*, Vol. 17(5), 430-444.

18. 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.

19. **C. L. Lisetti**, F. Nasoz **(2004).** Using Noninvasive Wearable Computers to Recognize Human Emotions from Physiological Signals. *EURASIP Journal on Applied Signal Processing*, 11, 1672-1687.

20. **C. L. Lisetti**, S. Brown, K. Alvarez, A. Marpaung **(2004).** A Social Informatics Approach to Human-Robot Interaction with a Service Social Robot. *IEEE Transactions on Systems, Man, and Cybernetics*, Vol. 34(2), 195-209. [impact factor = 2.548]

21. 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*, Springer, Vol. 6, 4-14.

22. **C. L. Lisetti**, F. Nasoz, C. LeRouge, and O. Ozyer, and K. Alvarez **(2003)**. Developing Intelligent Affective Interfaces for Tele-home Healthcare. *International Journal of Human-Computer Studies and Knowledge Acquisition*, Vol. 59, 245-255. [impact factor = 1.415]

23. 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. [impact factor = 2.571]

24. **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.

25. 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.

26. 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. [impact factor = 1.6]

27. **C. L. Lisetti** and D. Schiano **(2000)**. Automatic Facial Expression Recognition: Where Human-Computer Interaction, Artificial Intelligence, and Cognitive Science Intersect. *Pragmatics and Cognition*, Vol. 8(1), 185-235.

28. **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.

Conference Publications

1. A. Delamarre, C. Buche, M. Polceanu, S. Lunn, G. Ruiz, S. Bolivar, E. Shernoff, **C. Lisetti. (2017)**. An Interactive Virtual Training (IVT) Simulation System for Early Career Teachers to Practice with Student Avatars in 3D Classrooms. In *Proceedings of the 30th International FLAIRS Conference*, Marco Island, Florida, USA.

2. E.S. Shernoff, A. Walzer,, **C. Lisetti**, Morgan, E., and Frazier, S.L. **(2017)**. Development and refinement of the Interactive Virtual Training Model (IVT). Poster presented at the *Annual Meeting of the National Association of School Psychologists*. San Antonio, TX.

3. Chou, T., Shernoff, E., Sanchez, A., Frazier, S., **C. Lisetti**, Lunn, S., and Brown, C. **(2016)**. Iterative development in action: Building interactive virtual training for early career educators. Poster presented at the *50th annual meeting of the Association for Behavioral and Cognitive Therapies SIG Poster Exposition*. New York City, NY.

4. Z. Pan, M. Polceanu, **C. Lisetti. (2016)**. On Constrained Local Model Feature Normalization for Facial Expression Recognition. In *Proceedings of the Sixteenth International Conference on Intelligent Virtual Agents (IVA)*, Los Angeles, CA.

5. C. Even, AG. Bosser, JF. Ferreira, C. Buche, F. Stephan, M. Cavala, **C. Lisetti (2016)**. Supporting Social Skills Remediation Therapies: Towards a serious game based on Interactive Storytelling and Virtual Agents Techniques. *Proceedings of the 29th FLAIRS: Florida Artificial Intelligence Research Society Conference*.

6. S. Abeyruwan, R. Baral, U. Yasavur, **C. Lisetti**, and U. Visser **(2014)**. Humanoid Robots and Spoken Dialog Systems for Brief Health Interventions. *Proceedings of the AAAI Fall Symposium on AI for Human-Robot Interaction*. Menlo Park, CA: AAAI Press.

7. U. Yasavur and **C. Lisetti (2014)**. Resilient Dialog Management in Speech-enabled Health Dialog Systems. In *Proceedings of the 14th International Conference on Intelligent Virtual Agents (IVA'14)*, (Boston, MA, USA, August 2014). [impact factor = 1.76]

8. R. Amini, **C. Lisetti**, and U. Yasavur **(2014)**. Empathic On-Demand Virtual Health Counselor for Delivering Behavior-Change Health Interventions. In *Proceedings of the Design Science Research in Information Systems and Technologies 2014 Conference (DESRIST)*. Springer-Verlag Berlin Heidelberg, (Miami, FL, USA, May 2014). [impact factor: 2.34]

9. U. Yasavur, J. Travieso, and **C. L. Lisetti (2014)**. Sentiment Analysis Using Dependency Trees and Named-Entities. In *Proceedings of the 27th International FLAIRS Conference*, www.aaai.org, (Pensacola Beach, Florida, USA, May 2014).

10. R. Amini, and **C. L. Lisetti (2013)**. HapFACS: an Open Source API/Software to Generate FACS-Based Expressions for ECAs Animation and for Corpus Generation. In *Proceedings of the Affective Computing and Intelligent Interactions (ACII'13)*, (Geneva, SWITZERLAND, September 2013).

11. R. Amini, **C. L. Lisetti**, U. Yasavur, and N. Rishe, N. **(2013)** On-Demand Virtual Health Counselor for Delivering Behavior-Change Health Interventions. In *Proceedings of the IEEE International Conference on Healthcare Informatics (ICHI)*, (Philadelphia, PA, USA, September 2013).

12. U. Yasavur, and **C. L. Lisetti**, and N. Rishe **(2013)**. Modeling Brief Alcohol Intervention Dialogue with MDPs for Delivery by ECAs. In *Proceedings of the 13th International Conference on Intelligent Virtual Agents (IVA'13)* (Edinburgh, SCOTLAND, August 2013). [impact factor = 1.76]

13. U. Yasavur, R. Amini, **C. L. Lisetti**, and N. Rishe **(2013)**. Ontology-based Named Entity Recognizer for Behavioral Health. In *Proceedings of the 26th International FLAIRS Conference,* www.aaai.org, (St Petersburg, Florida, USA, May 2013).

14. R. Amini, U. Yasavur, **C. L. Lisetti (2012)**. HapFACS 1.0: Software/API for Generating FACS-Based Facial Expressions. In *Proceedings of the ACM 3rd International Symposium on Facial Analysis and Animation (FAA'12)*, (Vienna, AUSTRIA, September, 2012).

15. U. Yasavur, R. Amini, **C. L. Lisetti (2012)**. User Modeling for Pervasive Alcohol Intervention Systems. In *Proceedings of the Workshop on Recommendation Technologies for Lifestyle Change*, In conjunction with the 6th ACM Conference on Recommender Systems (RecSys'12), (Dublin, IRELAND, September 2012).

16. **C. L. Lisetti**, U. Yasavur, C. de Leon, R. Amini, U. Visser, N. Rishe **(2012)**. Building On-demand Avatar-based Health Intervention for Behavior Change. In *Proceedings of the 25th International FLAIRS Conference*, www.aaai.org, (Marco Island, USA, May 2012).

17. **C. L. Lisetti (2012)**. 10 Advantages of using Avatars in Patient-centered Computer-based Interventions for Behavior Change. Extended Abstract presented as Poster at the *Second ACM International Health Informatics Symposium* published in *SIGHIT Record* (non-refereed), (Miami, USA, January 2012).

18. I. Horswill and **C. L. Lisetti (2011)**. On the Simulation of Human Frailty. In *Proceedings of the Biologically Inspired Cognitive Architectures (BICA'11)*, IOS Press Frontiers in Artificial Intelligence and Applications, (Arlington, USA, November 2011).

19. **C. L. Lisetti (2011).** Believable Agents, Engagement, and Health Interventions. In *Proceedings of the Human Computer Interaction International Conference (HCI'11) Lecture Notes in Computer Science (LNCS)*, Springer, (Orlando, FL, USA, July 2011).

20. **C. L. Lisetti**, U. Yasavur, U. Visser, and N. Rishe **(2011).** Toward Conducting Motivational Interviewing with an On-Demand Clinician Avatar for Tailored Health Behavior Change Interventions. In *Proceedings of the 5th International ICST Conference on Pervasive Computing Technologies for Healthcare (PCTH'11)*, (Dublin, May 2011).

21. U. Visser, and **C. L. Lisetti (2010)**. Avatars in a Modern Soccer Management. In *Proceedings of the Autonomous Agents and MultiAgent Systems (AAMAS'10) Conference Workshop on Agents in Real-time Dynamic Environments*, (Toronto, CANADA, May 2010).

22. T. Verhoerf, **C. L. Lisetti**, A. Barreto, F. Ortega, T. der Zant, and F. Cnossen **(2009)**. Biosensing for Emotional Characterization without Word Labels. In *Proceedings of the Human Computer Interaction International Conference (HCI'09) Lecture Notes in Computer Science (LNCS) - Springer*, (San Diego, CA, USA, July 19, 2009).

23. **C. L. Lisetti (2009)**. Features for Culturally Appropriate Avatars for Behavior-Change Promotion in At-Risk Population. *Proceedings of the 14th Annual Conference on CyberTherapy and CyberPsychology - Studies in Health Technology and Informatics (SHTI) Series, IO Press.*

24. **C. L. Lisetti**, E. Pozzo, M. Lucas, F. Hernandez, W. Silverman, W. Kurtines **(2009)**. How to Program in the Second Life Virtual World: A Case Study for Anxiety Disorders. *Proceedings of the 14th Annual Conference on CyberTherapy and CyberPsychology - Studies in Health Technology and Informatics (SHTI) Series, IO Press.*

25. **C. L. Lisetti (2008)**. Embodied Conversational Agents for Psychotherapy. In *Proceedings of the CHI 2008 Workshop on Technology in Mental Health (CHI'08)*, (Florence, ITALY, April 2008).

26. F. Nasoz and **C. L. Lisetti (2008)**. Emotion Recognition in Single and Multi User Environments. In *Proceedings of the CHI 2008 Workshop on Measuring Affect in HCI (CHI'08)*, (Florence, ITALY, April 2008).

27. Hudlicka, E., **Lisetti, C.**, Hodge, D., Paiva, A., Rizzo, A., Wagner, E. **(2008)**. Artificial Agents for Psychotherapy. In *Proceedings of the AAAI Spring Symposium on Emotion, Personality and Social Behavior*, TR SS-08-04, 60-64. Menlo Park, CA: AAAI.

28. **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 (AAAI SSS'08)*, (Stanford, USA, March 2008).

29. O. Villon and **C. L. Lisetti (2007)**. A User Model of Psycho-Physiological Measure of Emotion. In *Proceedings of the User-Modeling International Conference (UM'07)*, (GREECE, July 2007).

30. A. Grizard, M. Paleari and **C. L. Lisetti (2007)**. Adapting Psychologically Grounded Facial Emotional Expressions to Different Anthropomorphic Embodiment Platforms. In *Proceedings of the 20th International Florida Artificial Intelligence Research Society Conference (FLAIRS'07)*, (Key West, FL, USA, May 2007).

31. F. Nasoz and **C. L. Lisetti (2007)**. Affective User Modeling for Adaptive Intelligent User Interfaces. In *Proceedings of the Human Computer Interaction International Conference (HCI'07)*, (Beijing, P.R. CHINA, July 2007).

32. 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 (WACA'06)*, (Toulouse, FRANCE, October 2006).

33. 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.

34. **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'06)*, (Hatfield, UNITED KINGDOM, September 2006).

35. 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'06)*, (Hatfield, UNITED KINGDOM, September 2006).

36. **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'06)*, (Bremen, GERMANY, June 2006).

37. 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'06)*, (Bremen, GERMANY, June 2006).

38. 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'06)*, (Bremen, GERMANY, June 2006).

39. 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'06)*, (Bremen, GERMANY, June 2006).

40. **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 (ACII'05)*, (Beijing, CHINA, October 2005).

41. 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'05)*, (Amsterdam, HOLLAND, July 2005).

42. **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'05)*, (Las Vegas, USA, July 2005).

43. **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).

44. **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).

45. **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).

46. **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 (VLC'03)* jointly with the *International Conference on Distributed MultiMedia Systems*, (Miami, FL, USA, September 2003).

47. 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).

48. 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).

49. 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).

50. **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).

51. 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).

52. 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).

53. **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).

54. 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).

55. **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).

56. 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).

57. **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).

58. **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).

59. **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).

60. 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).

61. 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).

62. 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).

63. **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).

64. **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).

65. 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).

66. **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).

67. **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).

68. **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).

69. **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).

70. **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).

71. **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).

72. 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).

73. **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, FINDLAND, August 1997).

74. 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).

75. **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).

76. **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

1. **C. L. Lisetti**, and E. Hudlicka **2016**. Why and How To Build Emotion-based Agent Architectures. *Handbook of Affective Computing.* Eds. R. Calvo, S. D'Mello, J. Gratch, A. Kappas. Oxford University Press.

2. G. Riva, R. Calvo, and **C. L. Lisetti 2016**. Cyberpsychology and Affective Computing. *Handbook of Affective Computing.* Eds. R. Calvo, S. D'Mello, J. Gratch, A. Kappas. Oxford University Press.

3. **C. L. Lisetti (2009)**. Features for Culturally Appropriate Avatars for Behavior-Change Promotion in At-Risk Population. In *Annual Review of Cybertherapy and Telemedicine*, Wiederhold, B.K. and Riva, G. (Ed.), Vol. 7. The Interactive Media Institute and IOS Press.

4. **C. L. Lisetti**, E. Pozzo, M. Lucas, F. Hernandez, W. Silverman, W. Kurtines, and A. Pasztor **(2009)**. Second Life, Bio-Sensors, and Exposure Therapy for Anxiety Disorders. In *Annual Review of Cybertherapy and Telemedicine*, Wiederhold, B.K. and Riva, G. (Ed.), Vol. 7. The Interactive Media Institute and IOS Press.

5. 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.

Creative Work

HapFACS Open Source Software and API

2012 **HapFACS Open source API/Software**: since we released our Haptek-based HapFACS API/Software (Amimi, Yasavur and Lisetti, 2012; Amini and Lisetti, 2013) (and available at `http://ascl.cis.fiu.edu/hapfacs.html`), it has been downloaded and adopted internationally by research labs including: Fraunhofer Institute, Virginia Tech, University of British Columbia, University College of London, Midwestern State University, Eindhoven University of Technology, Tilburg University, Universidade Federal da Bahia, Universidad Catolica Santo Toribio de Mogrovejo, Aalborg University, Indian Statistical Institute, Stellenbosch Univeristy, University of Valencia, Korea University, among others and the number of users is growing ongoingly.
Some of our users have started to cite our work (Mattheij, Nilsenova, and Postman, 2013; Alencar and Netto, 2014).

Taxonomy Adopted as Standard Protocol JEP-107

2002 **Taxonomy of Personality, Affect and Emotion for Artificial Agents** described in (Lisetti, 2002) has become part of the Internet standards track protocol for the Internet community; it is used for representing 'presence' information in the Jabber Language Extension JEP-107 (Saint-Andre and Meijer, 2008) (RPID: Rich Presence Extensions to the Presence Information Data Format (PIDF), 2006), see also my work cited in the *XEP-0107: User Mood* at `http://www.xmpp.org/extensions/xep-0107.html`.

Keynotes

1. Keynote Speaker at the *International Conference on Affective Computing and Intelligent Interactions (ACII'13)*, (Geneva, SWITZERLAND, September 2013).

2. Keynote at the *IFIP World Congress on Computing - Women and Technology Conference*, (Milan, ITALY, September 2008).

3. Keynote Speaker at the *Robocup International Conference 2007*, (Atlanta, USA, July 2007).

4. Invited Speech at the *Interact 2005 Communicating Naturally through Computers International Conference Workshop on Context and Emotion Aware Computing* (Rome, ITALY, September 2005).

5. Keynote Speaker at the *72nd Congrés de l'AFCAS - Informatique Cognitive*, (Montreal, CANADA, May 2004).

Invited Conference Panels and Tutorials

1. Tutorial on Intelligent Virtual Agents and Affective Computing, *Global Conference on Artificial Intelligence*, Miami, FL, USA, 2017.

2. Panelist on the Artificial Agents for Psychotherapy, *AAAI Spring Symposium*, Stanford University, Chair: Dr. Eva Hudlicka, Stanford, CA, USA, 2008.

3. Panelist on the Context and Emotion Aware Computing Panel, *Interact Tenth IFIP TC13 International Conference on Human-Computer Interaction*, Rome, ITALY, 2005.

4. Panelist on the Technical Needs and Opportunities Panel, *AAAI 2002 Workshop on Automation as Caregiver: The Role of Intelligent Technology in Elder Care*, Chair: Dr. Holly Yanco, Edmonton, CANADA, August, 2002.

5. Panelist on the Attitude, Personality and Emotions in User-Adapted Interaction Panel, *User-Modeling 2001 International Conference*, Chair: Dr. Fiorella de Rosis, Sonthophen, GERMANY, July, 2001.

6. Panelist on the Affect and Emotion in the User Interface Panel. at the International Conference on Intelligent User Interfaces (IUI'98), Chair: B. Hayes-Roth, (San Francisco, CA, USA, January 1998).

Invited Research Seminars

1. Medical Avatars and Virtual Health Agents. *Department of Computer Science, University of Miami*, Host: Dr. G. Sutcliff, (Miami, February 2015).

2. Empathic Virtual Health Coaches. *Industry Advisory Board Meeting of the School of Computing and Information Sciences, Florida International University*, Host: Dr. R. Iyengar, (Miami, April 2014).

3. Affective Computing and Intelligent Virtual Characters for Health Interventions. *Department of Management Information Systems, College of Business, Florida International University*, Host: Dr. Monica Chiarini-Tremblay, (Miami, September 2013).

4. Epidemics of Lifestyle Issues, Can Virtual Characters be there to Help? *Department of Epidemiology, Robert Stempel College of Public Health and Social Work, FIU*, Host: Dr. Wasim Maziak, (Miami, April 2013).

5. Can Avatars Help People Find Healthy Lifestyles? *Department of Computer Science, Tufts University* , Host: Dr. Matthias Scheultz, (Boston, USA, February, 2013).

6. Behavioral Issues Epidemics: Can Empathic Virtual Characters come to the Rescue? *Department of Computer Science, Northeastern University* , Host: Dr. Magy El-Nasr, (Boston, USA, February, 2013).

7. Research in Human-Computer Interaction and Affective Computing Overview: *FIU Women in Computer Science (WICS)*, Host: Chelsea Yen, (Miami, February 2013).

8. Modeling Empathy during Computer-based Interventions for Behavior Change: *Department of Computer Science, University of Miami*, Host: Dr. Geoffrey Sutcliffe, (Miami, USA, April, 2012).

9. Toward Virtual Characters for Health Promotion Systems: *The Second Annual International Conference on Tropical Medicine: Intelligent Solutions for Emerging Diseases*, Host: Dr. Kalai Mathee, (Miami, USA, February 2012).

10. Avatars for Health Promotion: *FIU/NIH CRUSADA Center for Research on U.S. Latino HIV/AIDS and Drug Abuse*, Host: Drs. Mario De La Rosa and Christopher Rice, (Miami, USA, May 2008).

11. Ambient Intelligence and Affective Computing: *Laboratoire d'Informatique (LIP6), Université Pierre et Marie Curie de Paris-6*[1], Host: Dr. Bouchon-Meunier, (Paris, FRANCE, June 2007).

12. 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).

13. Facial Expression Graphical Animation based on Psychological Component Process Theory: *Swiss Center for Affective Sciences*, Host: Dr. Klaus Scherer, (Geneva, SWITZERLAND, 2006).

14. Human-Robot Interaction on Philips iCat Platform: *1st Workshop on Philips iCat*, Host: Dr. Van Breemer, (Eindhoven, HOLLAND, March 2006).

15. Building Affective Intelligent Agents for Robots: *France Telecom Research & Development - Laboratoire Dialogue et Intermédiations Intelligentes*, Host: Dr. Franck Panaget, (Lannion, FRANCE, January 2005).

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[1]The *Université Pierre et Marie Curie Paris-6* is ranked #1 in France.

16. MAUI a Multimodal Affective User Interface based on Appraisal Theory. *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).

17. 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).

18. 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).

19. Affective Social Computing: From Emotion User-Modeling to Building Social Robots: *ST Microelectronics*, Host: Dr. Theresa Gatti, (Milan, ITALY, January, 2004).

20. Affective Social Computing Laboratory Projects: *Commisariat à l'Énergie Atomique (CEA) - Interactive System Project*, Host: Dr. Raymond Fournier, (Paris, FRANCE, December 2003).

21. 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).

22. 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).

23. 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).

24. Being a Woman Computer Scientist: *Society of Women Engineers*, Host: Ms. Andrea Wesser, (Orlando, FL, USA, October,2002).

25. Socially Intelligent Agents: *Human Factors and Ergonomics Society UCF Student Chapter*, Host: Ms. Katherin Wilson, (Orlando, FL, USA, September, 2002).

26. 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).

27. 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).

28. Emotion Modeling: Participation at the *DARPA/NSF Study on Human-Robot Interaction, California Polytechnic State University*, Hosts: Drs. Erika Rogers and Robin Murphy, (San Luis Obispo, CA, USA, October, 2001).

29. 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).

30. Facial Expression Recognition: Research Seminar Series, *Interval Research Corporation*, Host: Dr. Diane Schiano, (Palo Alto, CA, USA, December, 1998).

31. Acknowledging the Interface between Affect and Cognition: Almaden Research Center Seminar Series, *IBM Corporation*, Host: Dr. Myron Flickner, (San Jose, CA, USA, March, 1998).

32. Automatic Facial Expression Recognition: Seminar Series, *Intel Corporation*, Host: Mark Holler, (Portland, OR, USA, April, 1997).

33. Affect and Human-Computer Interaction: Seminar, *Stanford University*, Host: Dr. Ted Selker, (Stanford, CA, USA, May, 1997).

34. 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).

35. Emotion-Embodying-Action: Economics and Cognition Workshop, *Santa Fe Institute (SFI)*, Host: Dr. Brian Arthur, (Santa Fe, NM, USA, January, 1996).

Magazine articles and Press interviews

- Lessons Learned from the AAAI Spring Symposium Series on Emotions, Personality and Behavior. *AI Magazine*, 2009.

- Informatique Affective: *Special 40 ans de la Revue 01 Informatique, 2006 (IT Magazine)*.

- Femme de la Semaine: Professeur à Eurecom en Informatique Affective: *Nice Matin* (6 Mars 2006) (Local Daily Newspaper).

- Professor Christine Lisetti Reconcilie Informatique et Emotions: *SophiaNet Magazine* (8 Juin 2005).

- Social Intelligence for the Next Generation of Robots: *CBC Canadian French Television*, Journalist: Ms. Marie-Claude Guay, (Edmonton, CANADA, August, 2002).

- 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.

- Emotive Robots and Artificial Intelligence: Interview with *ABC Local Television News,* Journalist: Mary Jurasci, (Tampa, FL, USA, October, 2000).

Research Grant Awarded: 1997 - Present

1. *National Science Foundation CISE IIS Cyber-Human Systems*, Award No. NSF-1423260, "REU Supplement to CHS: Small: Advanced Design Principles for Computer Simulated Agents", **(PI)**

   07/15/2017 - 06/30/2018 $ 16,000

2. *Department of Education, Institute of Education Sciences, Rutgers Univ. Subcontract*, Award No. R305A150166, "Interactive Virtual Training (IVT) for Early Career Teachers in High Poverty Schools", with Dr. Shernoff from Rutgers (grant PI, Co-PI Drs. Frazier and Lisetti), **(PI) of technical team**

   07/01/2015 - 06/30/2019 $ 567,000 for Lisetti out of $1.2M grant total

   My lab is in charge of building a new web-based 3D virtual simulation system for classroom management skills training for educators. This involves creating two 3D virtual classrooms, 30 unique and diverse virtual students with real-time animations rendering, the training backend operating in realtime, and the responsive website used to deliver the training.

3. *National Science Foundation CISE IIS Cyber-Human Systems*, Award No. NSF-1423260, "REU Supplement to CHS: Small: Advanced Design Principles for Computer Simulated Agents", **(PI)**

   07/15/2016 - 06/30/2017 $ 16,000

4. *National Science Foundation CISE IIS Cyber-Human Systems*, Award No. NSF-1423260, "REU Supplement to CHS: Small: Advanced Design Principles for Computer Simulated Agents", **(PI)**

   07/15/2015 - 06/30/2016 $ 16,000.

5. *National Science Foundation CISE IIS Cyber-Human Systems*, Award No. NSF-1423260, "CHS: Small: Advanced Design Principles for Computer Simulated Agents", **(PI)**,

   07/15/2014 - 06/30/2017 $ 529,000

   My role is to lead the project, iteratively design, implementation and evaluation of an intelligent personal health agent, and to synthesize results into guidelines for socially, culturally, and emotionally intelligent agents. I am also in charge of mentoring students; Dr. Williams will assist in the design of the final user study. I will supervise 1 PhD student and 1 undergraduate student.

6. *National Science Foundation SBIR Phase IIa / Numedeon*, "Building K-5 Mathematical fluency through Curriculum-based Puzzle Games within a Collaborative Virtual World", **(PI)**,

   01/01/2014 - 12/31/2014 $ 115,000

   My role is to lead the collaboration between my team and the CEO and engineers of Numedeon to develop algorithms to recognize children's affective states and attitudes when learning math in the Whyville virtual environment, to identify relevant multimodal data and formats from chat logs/forums, and to guide the design of the next version(s) of the virtual environment based on these emotional findings. I supervise 1 PhD student and 1 undergraduate student on this project.

7. *NSF Industry-University Cooperative Research Center for Advanced Knowledge Enablement*, Graduate Assistantship **(PI)**,

   01/01/2015 - 12/31/2017 $ 100,000

This is an internal grant that I received from the NSF Industry-University Cooperative CAKE Center to support a PhD student.

8. *National Science Foundation SBIR Phase IIa / Institute for Disabilities Reseach and Training*, "American Sign Language Literacy Support System", (**PI**)
  10/01/2013 - 09/30/2014 $ 115,000

My role was to lead the collaboration between my team and the CEO and engineers of the Institute to automatically translate american sign language signs from motion capture to text and from text to 3D-virtual character animations. I supervise 1 PhD student and 1 undergraduate student on this project. Although the project has officially ended this month, I accepted and invitation from IDRT CEO to apply jointly for a Phase II proposal in January 2015.

9. *National Science Foundation IIP Division of Industrial Innovation and Partnerships*, Contract Number NSF-AIR IIP-1237818 "PFI-AIR: CREST-I/UCRC-Industry Ecosystem to Pipeline Research", (Co-I)
  07/15/2012 - 06/30/2014 $20,000 (Lisetti) / $ 800,000.00 (total)

I had a minor participation in this grant and contributed by reporting my industrial technology transfer successes via conference and journal articles.

10. *National Science Foundation SBIR Phase IIa / Vcom3D* No. 800000717. "Lifelike Expressive Avatars for the Instruction of Young Learners who are Deaf", (**PI**)
  01/01/2011 - 11/31/2011 $ 70,000

My role was to lead the collaboration between my team and the Vcom-3D CEO and engineers. The FIU team organized a FACS (Facial Action Coding Systems) workshop to train my students and Vcom-3D engineers in recognizing FACS-based facial expressions, FACS-score videos of facial expressions to be used to inform the design of 3D-virtual character facial expressions during American Sign Language signing animations. I supervised 1 PhD student and 1 undergraduate student on this project.

11. *National Science Foundation,* "NSF Center of Research Excellence in Science and Technology (CREST), No. HRD-0833093. (Co-PI) for Subproject 3 on Human-Computer Interaction for Universal Access",
  09/01/2008 - 08/31/2013 $256,000 (Lisetti) / $ 5 Millions (total)

I contributed to this proposal when I arrived at FIU in 2007, which was well underway by then. I wrote the Affective Computing section of the Subproject 3 on Human-Computer Interaction for Universal Access.

12. *Department of Education,* No. P200A090061-10. 'GANN Fellowship Program', (Co-PI),
  09/01/2009 - 08/31/2014 $ 1,865,740

I participated very little in the writing of the proposal - which was the renewal of a grant submitted before I arrived at FIU, but mentored fellow PhD students.

13. *FIU Faculty Research Support Program 2008 Rita and David Perlman Family Grants*, "Artificial Agents and Social Interfaces for Mental Health Promotion", (**PI**),
  09/01/2008 - 08/31/2009 $ 20,000

This was the first grant on my ideas for personal health assistants. This grant enabled me to get preliminary results for my future grants.

14. *National Science Foundation (NSF).* "Collaborative Research Experience for Undergraduates (CREU) of the Computing Research Association-Women (CRA-W)[2]", **(PI)**,
    2008-2009   7,000 Euros

    I wrote the proposal which was ranked #1 by the CRA reviewing committee.

15. *Conseil Général des Alpes Maritimes et État Francais*, Contrat Projets État Région (CPER) "CAVE Platform - Interacting with Affective Socially Intelligent Agent", (Co-PI) with Prof. Drettakis (INRIA),
    2007-2009   100,000 Euros

    I wrote half of the proposal which was funded to build the first CAVE virtual environment in the Alpes Maritimes (the French Riviera) region in France.

16. *European Commission (EC)*[3] FP6-2002 Marie-Curie International Fellowship Grant, Contract No. MIRG-CT-2004-014885, "ASIA: Affective Socially Intelligent Agents", **(PI)**,
    01/15/2006 - 01/14/2007   80,000 Euros

    This was a very prestigious grant award from the European Commission. I received this funding to implement an agent architecture for social interactions with virtual humans. I supported 1 Post-doctoral fellow with the funds.

17. *Information Technology for European Advancement (ITEA)*[4] *– Human System Program,* Work Package on Emotion in Consortium of 13 European partners. "BOON Companion: A Cognitive-Affective Intelligent System for Robotic Toys", **(PI)**
    01/15/2006 - 01/14/2007   191,700 Euros (Lisetti)

    I wrote this grant with a large consortium of European partners (which the European Union demands); I was the sole PI of a large component of the system dealing with the ability of the robot to respond to the child's affective states.

18. *Provence-Alpes-Côte-d'Azur PACA Lab / ST MicroElectronics – Advanced System Technology*, Contract No. PS52, "Construction de Modèle des Emotions de l'Utilisateur pour Interface Affectives Multimodales", **(PI)**,
    04/01/2004 - 09/31/2007   222,300 Euros

    I wrote this grant which was funded to support 1 PhD student's work on emotion recognition from bio-physiological signals captured by wearable sensors.

19. *NASA Ames, Human-Centered Computing – Intelligent Systems Program*, "Situated Rational Agents: Modeling the Role of Emotion and Affective Phenomena with the Brahms Simulation Multi-Agent System", **(PI)**,
    07/15/2003 - 06/14/2004 $17,000

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[2]The *Computer Research Association's Committee on the Status of Women in Computing Research (CRA-W)* is an NSF-funded action-oriented organization dedicated to increasing the number of women participating in Computer Science and Engineering (CSE) research and education at all levels, and in retaining women in computer science: students and faculty.

[3]The *European Commission (EC)* is the main funding agency for scientific research in the European Union, and it is equivalent to the *National Science Foundation (NSF)* in the United States: all grants are strictly reviewed by panels of multiple experts, and therefore highly prestigious when granted.

[4]*Information Technology for European Advancement (ITEA)* is a European Union research funding agency similar to the *EC* (above) in terms of its rigor and prestige; it aims at funding research grants with a plan for potential future industrial technology transfer.

I wrote this grant to obtain support for 1 PhD student stipend to model affect and emotions in the BRAHMS multi-agent system used by astronauts to communicate among themselves on the Mars mission.

20. *Office of Naval Research – Intelligent Systems Program.* Award N00014-03-1-0187, "Emotion-Based Architectures for Artificial Autonomous Agents", (**PI**),
    10/15/2002 - 09/14/2004 $ 100,000

I wrote this grant to continue the work I had started with Prof. Murphy while I was at USF (see below) on emotion-based architectures for mobile robots. I supported 1 PhD student and 1 undergraduate student to implement a completely new system on a new robotic platform: my lab purchased a PeopleBot (instead of using a Nomad robot as in Dr. Murphy's lab), and we developed all our algorithms for vision, obstacle avoidance, and multimodal interaction with the users.

21. *US Army STRICOM, Advanced Concepts and Basic Research.* Award N61339-02-C-0107,"Multimodality of Emotion Elicitation and Experience in Virtual Environments", (**PI**),
    05/01/2002 - 04/31/2005 $ 400,000

I wrote the grant to support my UCF PhD student. We wrote machine learning algorithms to recognize affective states from physiological signals. We tested our algorithms 'in vivo' at the Center for Advanced Transportation Systems Simulation: we designed experiments to stress, anger, or bore drivers while we were recording and processing their body signals.

22. *University of South Florida - Office of Naval Research*, Subcontract Grant No. 71363 - "Emotion-Based Control for Cooperation & Collaboration of Heterogeneous Agents" (**PI**)
    02/01/2002 - 09/30/2002 $ 16,408

This subcontract represented the remainder of my UCF budget in my joint grant with Dr. Murphy (see below), which followed me. As mentioned above, I was also able to ensure funding independently to take the project in another direction with a different robotic platform.

23. *Office of Naval Research, Robotics Program*, "Cooperation and Collaboration of Heterogeneous Agents Under Sensing Uncertainty", (Co-PI) with Prof. Murphy (USF),
    04/01/2001 - 03/30/2004 $ 252,595

I wrote about half of this grant to propose one of the first ever emotion-based architectures. Dr. Murphy provided 2 Nomad mobile robots, and my team designed and implemented the emotion-based architecture software. We won the *Nils Nilsson Award* for our work, which was a great honor. I supported 1 Master student on this grant.

24. *University of South Florida Research and Creative Scholarship Grant*, "Awareness for Human-Computer Interaction: What the Face Reveals", (**PI**),
    01/01/2000 - 12/31/2000 $ 7,500

This was my first internal grant at USF to conduct research on multimodal user interfaces.

25. *Interval Research Corporation,* "Facial Expressions in the Human-Computer Interface" (Continuation Grant), (**PI**),
    09/01/1999 - 09/31/2000 $ 10,000

This renewed seed grant was granted by Interval (then a spin off of Microsoft). It enabled me to generate preliminary results on facial expression recognition.

26. *Interval Research Corporation*, "Facial Expressions in the Human-Computer Interface", (**PI**).
    09/01/1998 - 09/31/1999 $ 10,000

    This seed grant was granted by Interval (then a spin off of Microsoft). It enabled me to generate preliminary results on facial expression recognition.

27. *National Institute of Health.* Grant No 1F32MH11900-01, "Individual Research Service Award: Computational Modeling of the Affect-Cognition Interface", (**PI**), Sponsor: Prof. R. Zajonc (Stanford University),
    09/01/1997 - 09/31/1999 $ 60,772

    I wrote this grant to support my Post-Doctoral Fellowship at Stanford University.

28. *Intel Corporation*, Grant No. 172R685. "Automatic Integrated Facial Expression Interpretation System", PI Prof. Rumelhart (Stanford University), (**Program Director**),
    09/01/1997 - 08/31/1998 $ 193,000

    I wrote this grant to Intel to get support for my early work on emotion recognition from facial images.

Mentoring Experience

Graduate Research

Ph.D. Dissertations Committee * Chair *

1. Stephanie Lunn, Computer Science, FIU, 2017-present, USA.

2. Alban Delamarre, Computer Science, FIU, 2016-present, USA.

3. Reza Amini, Computer Science, FIU, 2010-2015, USA.

4. Ugan Yasavur, Computer Science, FIU, 2011-2014, USA.

5. Olivier Villon, Doctorat d'État en Informatique, *the Université de Nice-Sophia Antipolis*, 2004-2007, FRANCE.

6. Fatma Nasoz Ph.D. in Computer Science, University of Central Florida, 2001-2004, USA. Dr. Nasoz became an Assistant Professor in Informatics at the University of Las Vegas, Nevada, USA.

Master Thesis Committee * Chair *

1. Elias Sebbar, Computer Science, École Nationale d'Ingénieurs de Brest, 2017-present, FRANCE.

2. Emmanuel Henley, Computer Science, FIU, 2017-present, USA.

3. Shakil Ahamed, Computer Science, FIU, 2013-2014, USA.

4. Agnes Abastado, Multimedia, ENST-Sophia-Eurecom, FRANCE, 2007.

5. Damien Birraux, Multimedia, ENST-Sophia-Eurecom, FRANCE, 2007.

6. Charles Lecoq, Multimedia, ENST-Sophia-Eurecom, FRANCE, 2007.

7. Eric Bahini, Multimedia, ENST-Sophia-Eurecom, FRANCE, 2007.

8. Mikko Lehtonen, Multimedia, ENST-Sophia-Eurecom, FRANCE, 2005.

9. Marco Paleari, DEA Informatique, Université de Nice Sophia-Antipolis), FRANCE, 2005.

10. Guillaume Bastard, DEA Informatique, Université de Nice Sophia-Antipolis), FRANCE,2004.

11. Andreas Marpaung, Computer Science, University of Central Florida, 2004.

12. Russ Tardif, Co-Chaired with Dr. Robin Murphy, Computer Science, University of South Florida, 2002.

Ph.D. Dissertations Committee * Member *

1. Mozhgan Azimpourkivi, Ph.D in Computer Science, Florida International University, USA, 2017- present.

2. Andreas Marpaung (Ph.D, Computer Science, University of Central Florida), 2014-present.

3. Jaime Ballestro, Ph.D. in Computer Science, Florida International University, USA, 2013.

4. Abhishek Bhattacharya, Ph.D. in Computer Science, Florida International University, USA, 2012.

Ph.D. Dissertations International * External Reviewer/Rapporteur *

1. Omar Alzoubi, PhD in Electrical and Information Engineering, University of Sydney, AUSTRALIA, 2013.

2. Mohammed Hussain, PhD in Computer Science, University of Sydney, AUSTRALIA, 2013.

3. Hamdi Hamzam, Doctorat d'État en Informatique, Université d'Angers, FRANCE, 2012.

Undergraduate Research Mentoring

1. Stephanie Lunn (Computer Science, SCIS, FIU), 2016-2017, USA.

2. Emmanuel Henley (Computer Science, SCIS, FIU), 2016-2017, USA.

3. Santiago Bolivar, Computer Science, SCIS FIU, 2013-2016.

4. Guido Ruiz, Computer Science, SCIS FIU, 2013-2016.

5. Shadeh Ferris-Francis, Computer Science, SCIS FIU, 2013-2014.

6. Jorge Travieso, Computer Science, SCIS FIU, 2013-2014.

7. Rafael Coelho, FIU-Brazil Exchange Student Program, Computer Science, SCIS FIU, 2012.

8. Ana Hernandez, Computer Science, SCIS FIU, 2012.

9. Karen Fernandez, *McNair Program Fellow*, Computer Science, SCIS FIU, 2012.

10. Claudia de Leon, *Vcom-3D Research Internship*, Computer Science, SCIS FIU, 2011-2012.

11. Gabriel Lizarraga, *CRA-W Collaborative Research Experience for Undergraduates (CREU) Project*, (Computer Science, SCIS FIU), 2008-2009.

12. Karen Perez, *CRA-W Collaborative Research Experience for Undergraduates (CREU) Project*, Computer Science, SCIS FIU), 2008.

13. Justine Naylon, NIH-FIU CRUSADA Research Project on Avatars as Interviewers, (Robert Tempel School of Public Health jointly with Professor Christopher Rice), 2009.

14. Faculty Advisor for the "FIU Women in Computer Science (WICS)" Student Association, *raised $1,200 donation fromLockheed Martin Corporation* in AY-2008- 2009.

15. Eric Baumer, (Computer Science, UCF Burnett Honors College), 2004. Awarded the *University of California Irvine Dean's Ph.D. Fellowship* in 2004.

16. Sarah Brown, *CRA-W Distributed Mentoring (DMP) Project*, Computer Science, UCF), Accepted in Graduate Program at Simon Fraiser University in 2003.

International Scientific Activities: Present - 1998

Editorial Activities

- **Founding Editorial Board** of the *IEEE Transactions on Affective Computing and Intelligent Interaction*, 2010 - 2017.

- **Editorial Board** of the *Advances in Human-Computer Interaction Journal*, 2013 - 2017.

- **Editorial Advisory Board** of the *Pervasive Health: State-of-the-Art and Beyond* book, Springer Series Human-Computer Interaction Series, 2014.

- **Co-Editor** (with Profs. Calvo and Riva) of the Special Issue on Technologies for Affect and Wellbeing of the *IEEE Transactions on Affective Computing*, 2014.

- **Co-Editor** (with Prof. Vasilakos) of the Special Issue on Affective Computing for Healthcare of the *IEEE Transactions on Information Technology in Biomedicine*, 2009.

Leadership Roles at Scientific International Conferences

- **Co-Chair** (with Drs. C. Benzmüller and M. Theobald) of the *3rd Global Conference on Artificial Intelligence (GCAI)*, Miami, October, 2017.

- **Publicity Co-Chair** of the *International 2009 ACM/IEEE Human-Robot InteractionConference (HRI'09)*, San Diego, USA, 2009.

- **Co-Chair** of the *Association for the Advancement of Artificial Intelligence (AAAI) Spring Symposium Series on Emotion, Personality and Social Behavior*, Stanford University, CA, USA, 2008.

- **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.

- **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.

Reviewer for International Journals (partial list)

1. *ACM Transactions on Computer-Human Interaction (TOCHI)*

2. *IEEE Transactions on Affective Computing (TAFFC)*

3. *User Modeling and User-Adapted Interaction (UMUAI): International Journal of Personalization Research*

4. *ACM Transactions on Computer-Human Interaction (TOCHI)*

5. *Patient Education and Counseling (PEC)*

6. *IEEE Transactions on Affective Computing (TAFFC)*

7. *User Modeling and User-Adapted Interaction: International Journal of Personalization Research (UMUAI)*

8. *Interacting with Computers (IWC)*

9. *International Journal of Healthcare Technology and Management (IJHTM)*

10. *Interaction Studies*

11. *Simulation and Gaming Journal*

12. *IEEE Transactions on Systems, Man, and Cybernetics (TSMC)*

13. *IEEE Transactions on Multimedia (TM)*

14. *Artificial Intelligence Journal (AIJ)*

15. *IEEE Transactions on Robotics (TR)*

16. *IEEE Transactions on Industrial Electronics (TIE)*

17. *Human Technology: An Interdisciplinary Journal on Humans in ICT Environments*

18. *ACM Transactions on Applied Perception (TAP)*

19. *Journal of Artificial Intelligence Research (JAIR)*

20. *International Journal on Artificial Intelligence Tools (IJAIT)*

21. *Revue en Intelligence Artificielle (RIA)*

22. *Cognitive Science Quarterly (CSQ)*

23. *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*

24. *International Journal of Human-Computer Studies (IJHCS)*

25. *Autonomous Agents and Multi-Agent Systems (AAMAS)*

Member of Scientific Committees at International Conferences

1. *4th International Conference on Information and Communication Technologies for Ageing Well and e-Health*, Portugal, March 2018.

2. *12th International Conference on Pervasive Computing Technologies for Healthcare*, New York, USA, May 2018.

3. *9th International Conference on Pervasive Computing Technologies for Healthcare*, Istanbul, TURKEY, May 2015.

4. *1st International Conference on Information and Communication Technologies for Ageing Well and eHealth (ICT4AgeingWell-2015*, Lisbon, PORTUGAL, May 2015.

5. *14th International Conference on Intelligent Virtual Agents (IVA'14)*, Boston, MA, USA, August 2014.

6. *5th IEEE International Conference on Affective Computing and Intelligent Interaction (ACII'13)*, Geneva, SWITZERLAND, October 2013.

7. *17th International Conference on Intelligent User Interfaces (IUI)*, Santa Monica, USA, March 2013.

8. *IEEE Symposium on Computational Intelligence for Creativity and Affective Computing*, SINGAPORE, 2013.

9. *25th International Florida Artificial Intelligence Research Society Conference - Special Track on Affective Computing (FLAIRS'12)*, Marco Island, USA, May 2012.

10. *4th IEEE International Conference on Affective Computing and Intelligent Interaction (ACII'11)*, Memphis, TN, USA, October 2011.

11. *17h IEEE International Symposium on Robot and Human Interactive Communication (IEEE RO-MAN'11)*, Atlanta, GA, USA, August 2011.

12. *IEEE Symposium Series on Computational Intelligence, 2011 Workshop on Affective Computational Intelligence*, Paris, FRANCE, April 2011.

13. *Pervasive Health International Conference Workshop on User-Centered Design on Pervasive Healthcare Applications*, GERMANY, 2010.

14. *23th International Florida Artificial Intelligence Research Society International Conference (FLAIRS'10)*, Daytona Beach, USA, May 2010.

15. *3rd IEEE International Conference on Affective Computing and Intelligent Interaction (ACII'09)*, Amsterdam, NETHERLANDS, September 2009.

16. *17th International Conference on Machine Learning and Applications (ICMLA'08)*, San Diego, CA, USA, December 2008.

17. *3rd International ACM/IEEE Conference on Human-Robot Interaction (HRI'08)*, Amsterdam, NETHERLANDS, March 2008.

18. *20th IEEE conference on Computer Based Medical Systems (IEEE CBMS2007)*, Maribor, SLOVENIA, June, 2007.

19. *16h IEEE International Symposium on Robot and Human Interactive Communication (IEEE RO-MAN'07)*, Jeju Island, KOREA, September 2007.

20. *2nd International ACM/IEEE Conference on Human-Robot Interaction (HRI'07)*, Washington, DC, USA, March 2007.

21. *2nd IEEE International Conference on Affective Computing and Intelligent Interaction (ACII'07)*, Lisbon, PORTUGAL, October 2007.

22. *ACM Multimedia International Conference Human-Centered Multimedia Workshop (ACM HCM 06)*, Santa Barbara, CA, USA, October 2006.

23. *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.

24. *Tutorial and Research Workshop on Perception and Interactive Technologies (PIT'06)*, Kloster Irsee, GERMANY, June 2006.

25. *19th International Florida Artificial Intelligence Research Society International Conference (FLAIRS'06)*, Florida, USA, May 2006.

26. *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.

27. *1st International ACM/IEEE Conference on Human-Robot Interaction (HRI'06)*[5], Salt Lake City, Utah, USA, March 2006.

28. *International Conference on Intelligent User Interfaces (IUI'06)*, Sydney, AUSTRALIA, January 2006.

29. *First International Conference on Affective Computing and Intelligent Interaction (ACII'05)*[6] Beijing, CHINA, October 2005.

30. *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.

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[5]The *ACM/IEEE International Conference on Human-Robot Interaction (HRI)* was created in 2006 to address the need of new the human-robot community for a publication and meeting dedicated venue for this new area of computer science. I have been a member of its scientific committee ever since. In 2009, I was the HRI'09 Co-Publicity Chair.

[6]The *Biennial IEEE International Conference on Affective Computing and Intelligent Interaction (ACII)* was created in 2005 to address the needs of the Affective Computing community for a specialized publication outlet and a meeting dedicated venue for this emerging area of computer science. I have been a member of its scientific program committee since its inception.

31. *Agent-Directed Simulation (ADS'05)* jointly with the *2005 Advanced Simulation Technologies Conference (ASTC'05)*, CA, USA, March 2005.

32. *Workshop on Affective Interfaces at IUI'05*, San Diego, CA, USA, January 2005.

33. *International Conference on Intelligent User Interfaces (IUI'05)*, San Diego, CA, USA, January 2005.

34. *7th International Conference on Intelligent Tutoring Systems (ITS'04)*, BRAZIL, 2004.

35. *Workshop on How Human-like should an Intelligent Interface be?* in conjunction with the *International Conference on Advanced Visual Interfaces (AVI'04)*, ITALY, 2004.

36. *Tutorial and Research Workshop on Affective Dialogue Systems*, Kloster Irsee, GERMANY, 2004.

37. *AAAI Spring Symposium Series on Architectures for Modeling Emotion (AAAI SSS'04)*, Stanford University, CA, USA, 2004.

38. Short Paper Track of the *ACM Multimedia International Conference (ACM MM'04)*, Berkeley, CA, USA, 2004.

39. *Doctoral Consortium of the User-Modeling International Conference (UM'03)*, Pittsburg, PA, USA, 2003.

40. *16th International Florida Artificial Intelligence Research Society Conference (FLAIRS'03)*, Florida, USA, 2003.

41. *15th International Florida Artificial Intelligence Research Society Conference (FLAIRS'02)*, Florida, USA, 2002.

42. *14th International Florida Artificial Intelligence Research Society Conference (FLAIRS'01)*, Florida, USA, 2001.

43. *Second Workshop on Attitude, Personality and Emotions in User-Adapted Interaction at the User-Modeling International Conference (UM'01)*, GERMANY, 2001.

44. *12th International Florida Artificial Intelligence Research Society Conference (FLAIRS'99)*, Florida, USA, 1999.

Invited Expert for International Research Granting Institutions

- Expert for the *National Science Foundation,* Washington D.C., USA: 2015, 2018.

- Expert for the *National Institute of Health (NIH),* Washington D.C., USA: 2014.

- Expert for the *European Union (EU),* Brussels, BELGIUM (2005-2013):

- Expert for the *Agence Nationale de la Recherche (ANR)*, FRANCE.

- Expert for les *Fonds de Recherche sur la Nature et les Technologies*, Québec, CANADA.

- Expert for *Utah State University, College of Engineering*, USA.

- Expert for the *National Resources and Applied Sciences (NRAS) Endowment*, British Colombia Innovation Council, CANADA.

Administrative Service: Present - 1998

Administrative Service at the *University* Level

- Member of the **Dean Search Committee for the College of Engineering
  and Computing**, Florida International University: 2008-2009.

Administrative Service at the *College* Level

- Member of the **Search Committee for the Director of the School of Computer
  Science**, College of Engineering and Computing, Florida International University:
  2009-2010.
- Member of the **Strategic Planning Think Tank Ad-Hoc Committee**, College of
  Engineering and Computing, Florida International University: 2009 -2010.
- Collegial Coordinator of the **FIU Health Information Initiative (HIT)**,
- Member of the **Research Incentive Award Program Committee**, College of
  Engineering and Computer Science, University of Central Florida, 2002-2003.
    - Evaluated faculty candidate applications for the *Research Incentive Award*: an
      academic distinction joined with a $5,000 per year salary increase.
    - Participated in final debate and vote for selected candidates.
- 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.
    - Participated in the revision of the *Affirmatives Actions* to help attract new
      and retain employed minority faculty.

Administrative Service at the *Department* Level

- **Member of the Faculty Search Committee**, School of Computing and Information
  Sciences, Florida International University, 2007-2013.
- **Member of the Undergraduate Committee**, School of Computing and Information
  Sciences, Florida International University, 2013-2014.
- **Faculty Advisor for Women In Computer Science (WICS)** Student Association,
  School of Computing and Information Sciences Florida International University, 2007-Present.
- **Director of the FIU Affective Social Computing Laboratory (ASCL)**, School of
  Computing and Information Sciences, Florida International University (FIU), 2007-Present.
- **Jury Member of the Diplôme de Mastère Recherche (M2)**, Image et Géométrie pour
  le Multimédia et la Modélisation du Vivant (IGMMV), Université de Nice - Sophia-Antipolis
  (UNSA), 2003-2007.
- **Internship Program Academic Coordinator**, Multimedia Department, Eurecom, 2003.
- **Coordinator Assistant for Multimedia Track**, Multimedia Department, Eurecom, 2003.
- **Director of the Affective Social Computing Laboratory (ASCL)**, Eurecom, 2003-07.
- **Member of the Committee of the Communication/Redaction**, Eurecom, 2003.
- **Director of the UCF Affective Social Computing Laboratory (ASCL)**, 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 Bear 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.

Administrative Service in *France*

- **Jury Member of the Diplôme de Mastère Recherche (M2)**, Image et Géométrie pourle Multimédia et la Modélisation du Vivant (IGMMV), Université de Nice - Sophia-Antipolis (UNSA), 2003-2007.

- **Internship Program Academic Coordinator**, Multimedia Department, Eurecom, 2003.

- **Coordinator Assistant for Multimedia Track**, Multimedia Department, Eurecom

- **Member of the Committee of the Communication/Redaction**, Eurecom, 2003.

Professional Development

- Participant at the Cohort of Associate Professors Project-Research (CAPP-R) Workshop *Computing Research Association-Women (CRA-W)*, Santa Fe, NM, November 2008, Travel Funds granted by the *National Science Foundation (NSF)*, $1,700.

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