

Recognizing Reader's Affect Using EEG Data

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Outline of the Presentation

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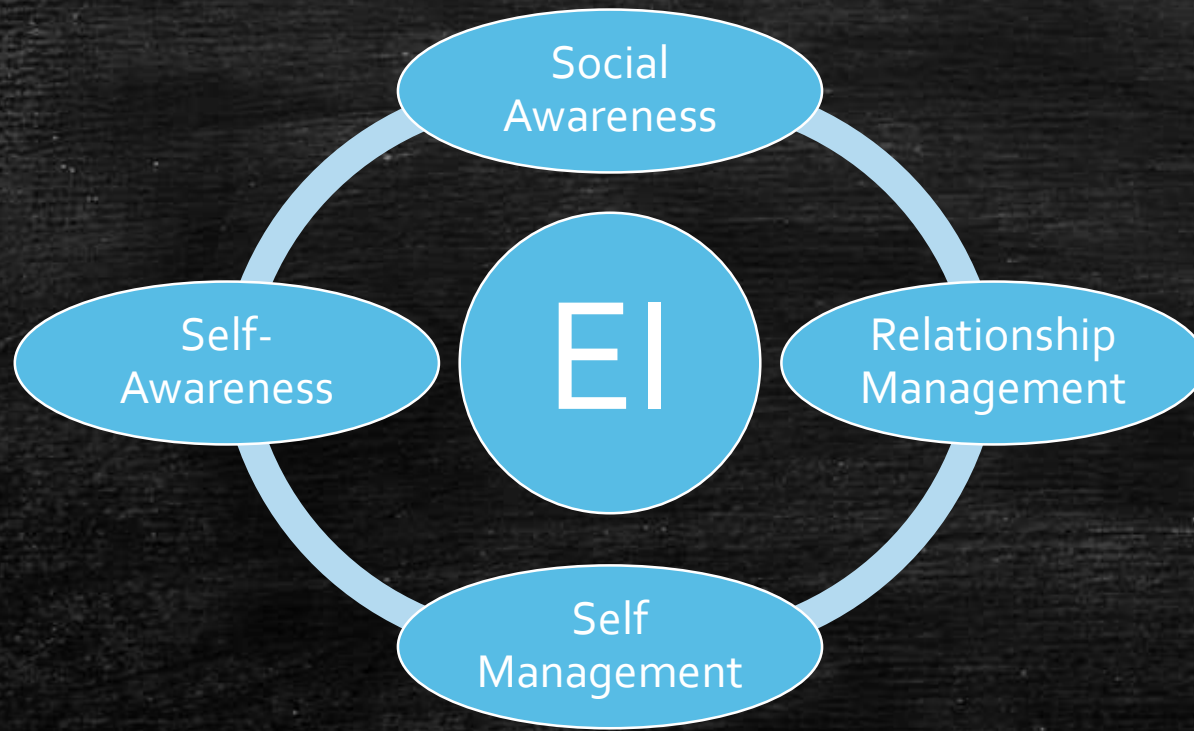
Overview of the Current State of Technology

Emotion Theory



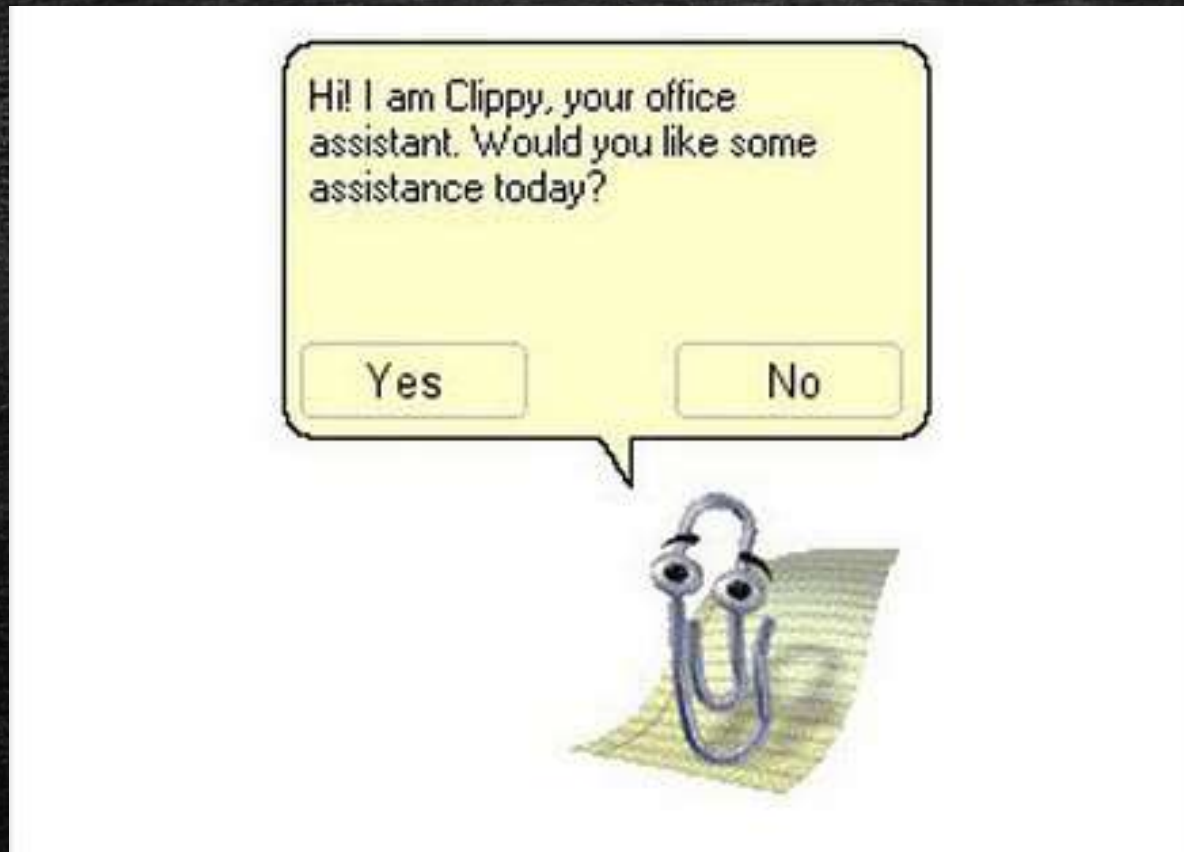
Emotions or affect play **vital roles** in **rational and intelligent behavior** such as cognition and decision making.

Emotional Intelligence



Emotional Intelligence is a subset of social intelligence that involves the ability to **monitor** one's own and others' feelings and emotions, to discriminate among them and to **use this information** to guide one's thinking and actions.

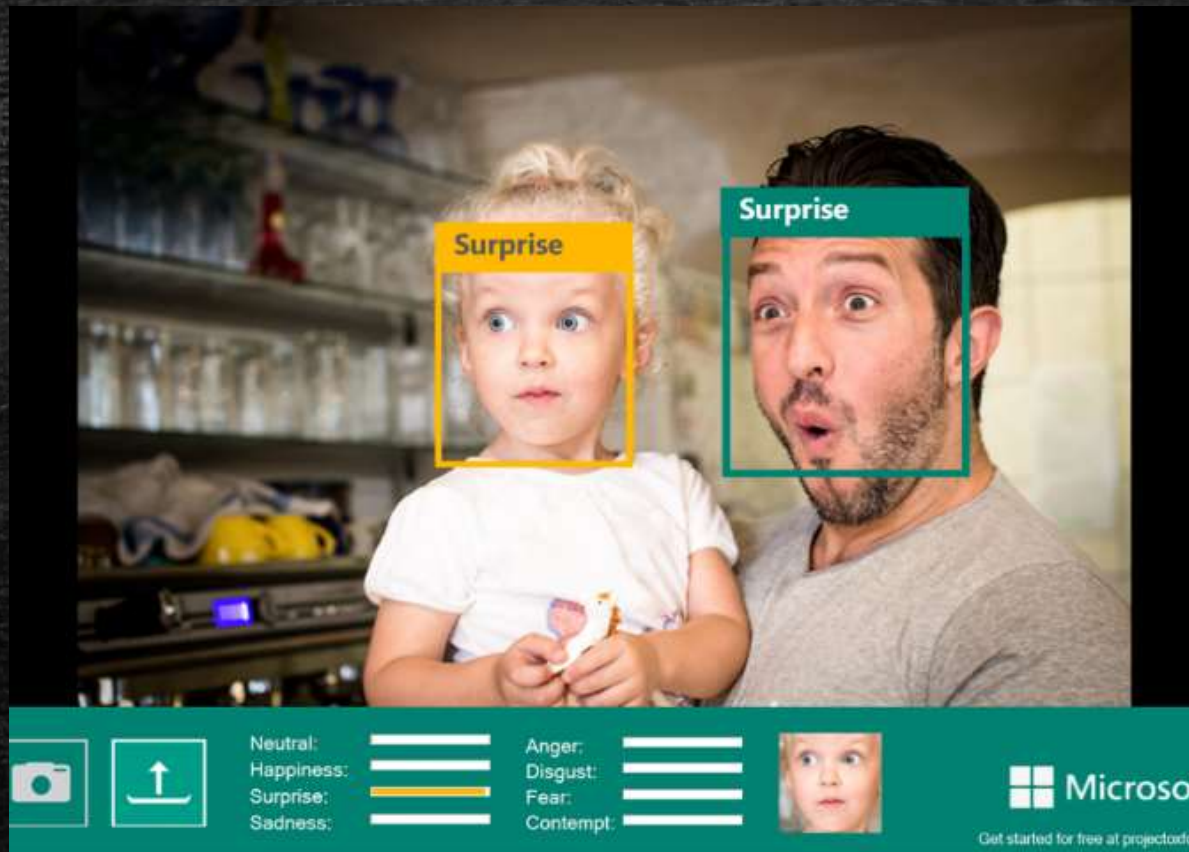
Affective Computing



Affective computing is computing that relates to, arises from, or influences emotions.

- Perceive emotions
- Express emotions
- Perceive and express emotions

Emotion Detection and Recognition



Humans naturally read many **physiological signals** of emotions

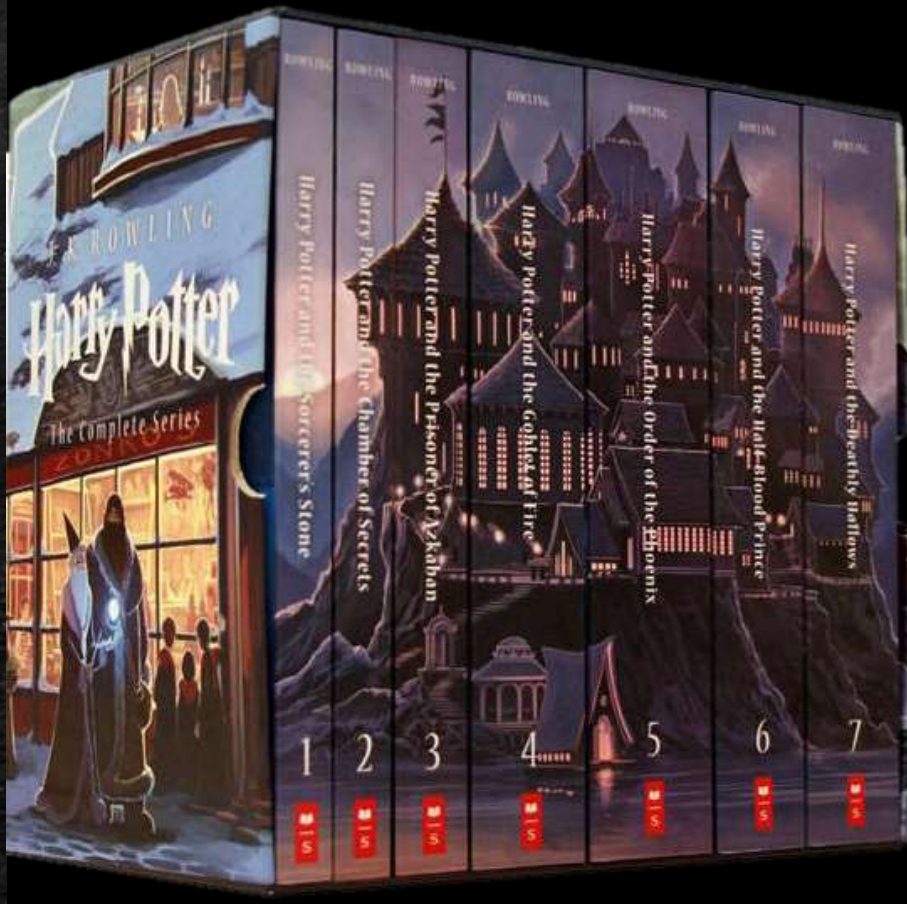
- Facial expressions
- Vocal expressions
- Skin conductance
- Heart rate

Electroencephalography



EEG is the recording of the **brain's electrical activity** and represents a way to look at the brain functions in real time.

Reading Fiction



Reading is an **experience** that is never the same from one reading to the next. To read **non-fiction** is to be **informed**; to read **fiction** is to be **moved**.

There is no current work that has studied **brainwave patterns** and their association to **affect** while a person is **reading literary fiction**.

Research Problem

Objectives / Scope and Limitations

To build an **affect model** that associates the EEG signals collected from readers (while they are reading stories) to specific emotions.

General Objective

Specific Objective #1

Objective

- To **review** the approaches, methodologies, and experiments of existing affect detection or recognition studies that uses EEG data;

Scope and Limitation

- A review of **existing affect detection or recognition studies** that uses EEG data.

Specific Objective #2

Objective

- To **identify** the different emotions that can be elicited from the readers by the stories;

Scope and Limitation

- A review of **different emotion models** and determine which of them is appropriate for reader affect.

Specific Objective #3

Objective

- To **build** a corpus of EEG signals;

Scope and Limitation

- The participants will be people of ages between 18 to 25
- **They will read pre-selected short stories while an EEG sensor is attached to them**
- The set-up of Miall and Kuiken (1994) will be used as basis

Specific Objective #4

Objective

- To **determine** which elements of a story affects the reader's emotional state;

Scope and Limitation

- The study will attempt to determine which element of the story **triggered** the reader to evoke that emotion.
 - character traits and behavior
 - reader's empathy to the character
 - the story plot or casual chain of story events
 - lexical choices and sentence structure.

Specific Objective #5

Objective

To **implement** supervised and unsupervised machine learning algorithms for classifying the emotion based on the EEG signals;

Scope and Limitation

- A review of related literature **to identify** unsupervised or supervised classification techniques **best suited** for the data

Specific Objective #6

Objective

To **define** evaluation metrics for assessing the performance of the model;

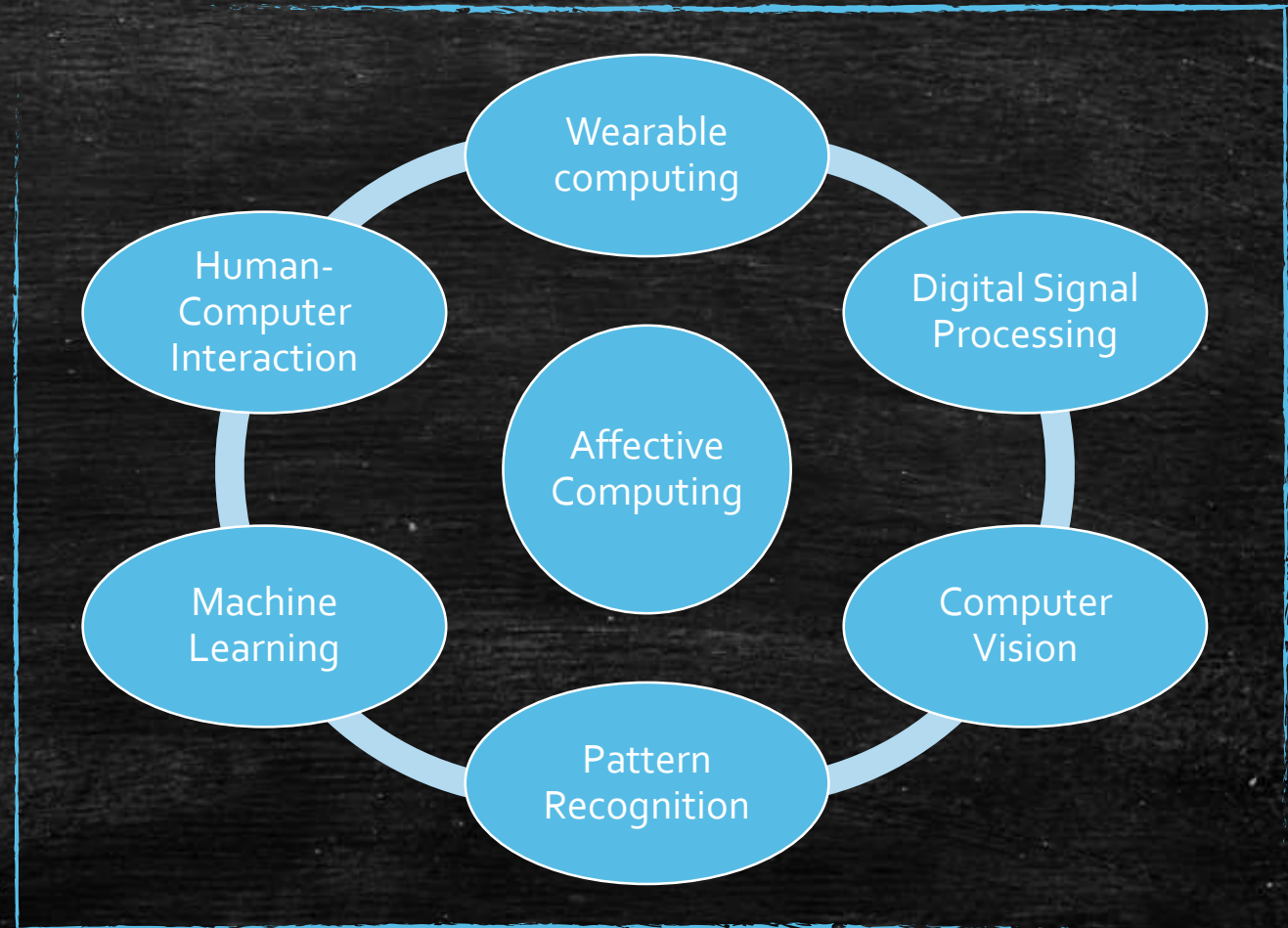
Scope and Limitation

- Precision
- Recall
- F-measure

Research Significance

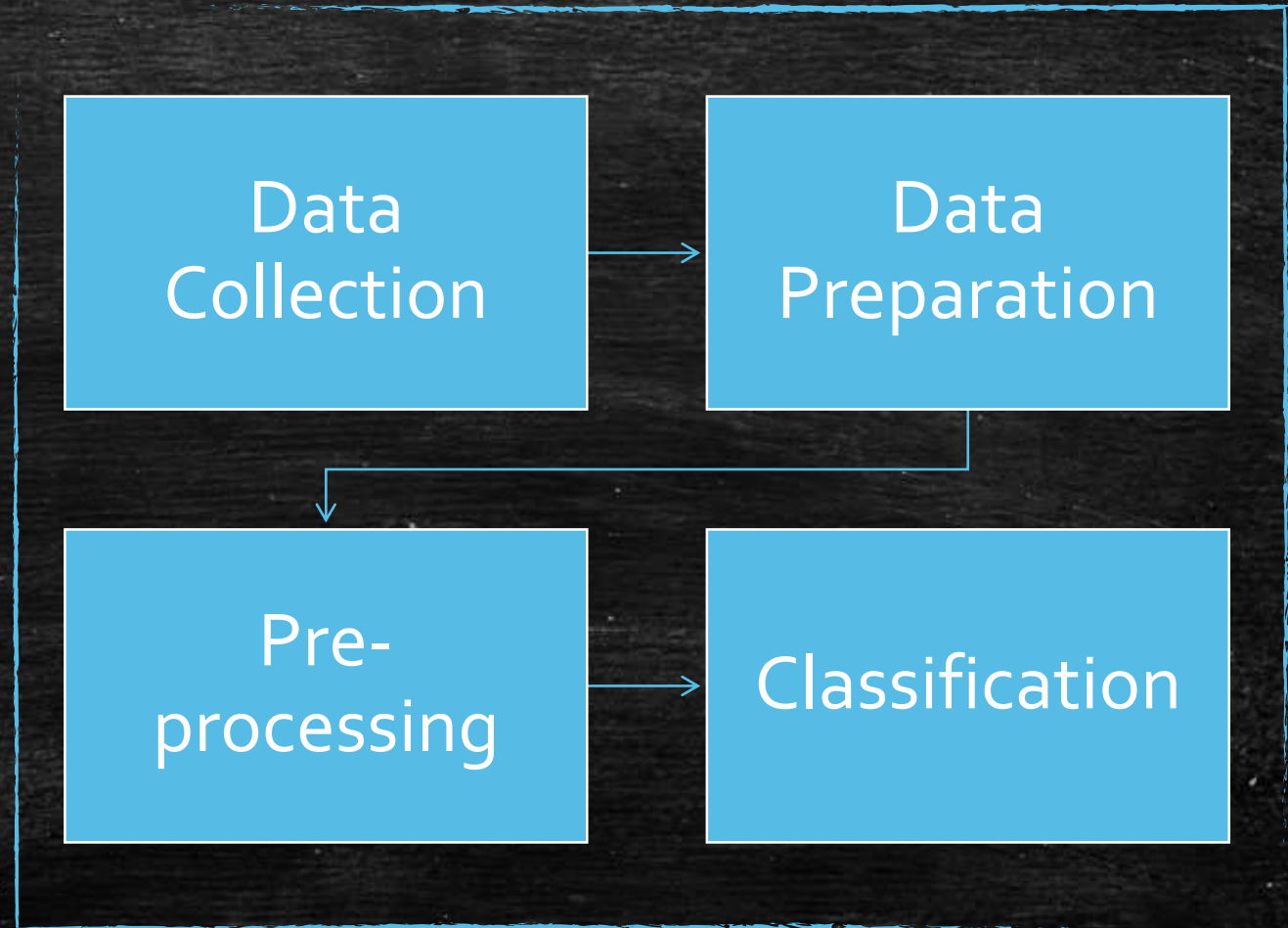
Affective Computing

Explore the **feasibility** and **application** of these existing areas on an **unexplored domain**.



Methodology and Experiments

Serve as **basis and reference** for related future studies.



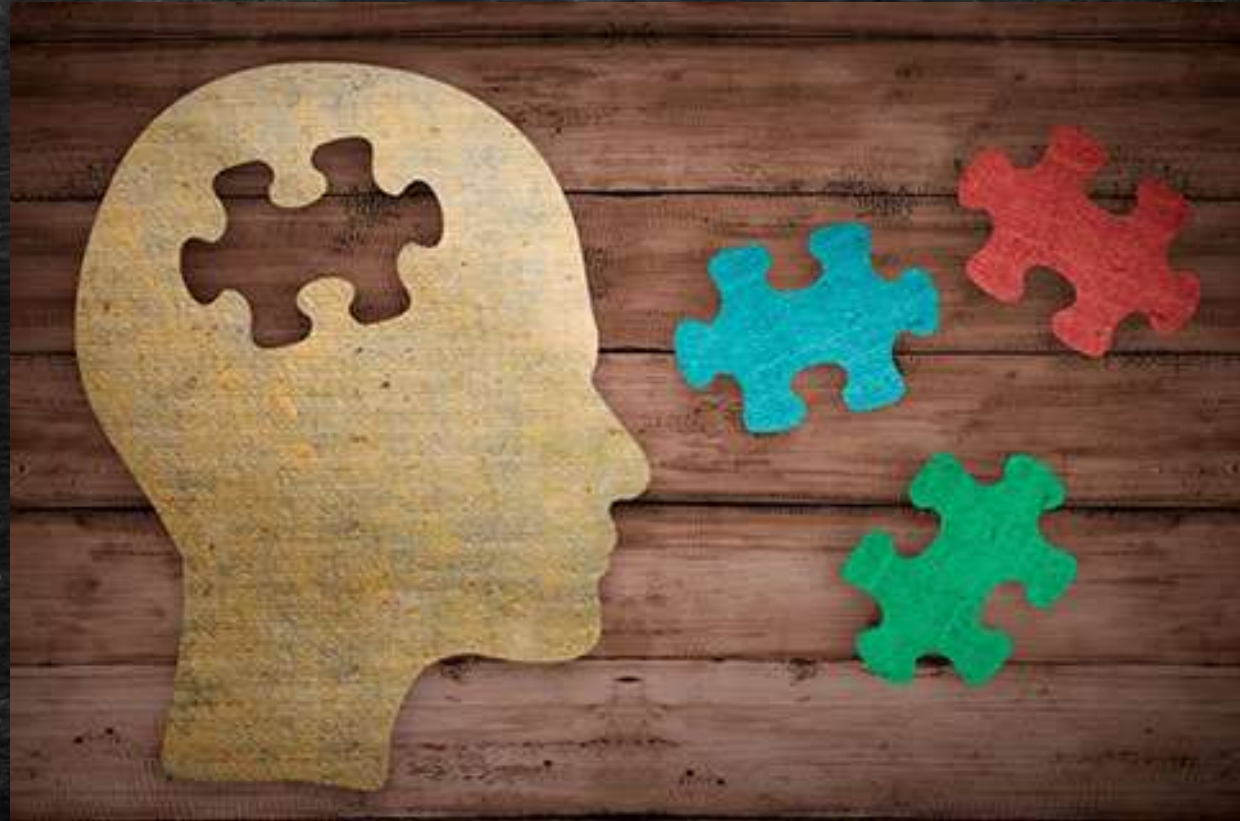
Affect-Related Systems

Results of this study can be further utilized in **intelligent tutoring systems (ITS)** or **embodied conversational agents (ECA)**.



Beyond Computer Science...

The findings of this work may be informative to **affective science, psychology,** and other related fields.



Thank you for
listening! 😊

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