**Literature review Summary**

1. Emotion in speech signals
2. Emotions in HCI
3. Availability of Emotion annotated database
4. Challenges of Emotion annotation

* Emotions expressed through multiple modalities simultaneously but when annotating, the focus is usually on one single modality
* The subjectivity of most annotation tasks; heavily depends on the reader’s interpretation and human usually don’t agree with each other.
* [20] increasing training improved agreement scores by Bayerl; contradicting opinion by Mohammad, over-training annotators led to confusion and apprehension in judgment tasks

1. Nature of how data collected

* Lab setting/ acted dataset vs data collection in the real world

1. Emotion models

Categorical :

* Ekman’s six core emotions(anger, fear, happiness, sadness, surprise)
* Plutchik’s eight core emotions (anger, anticipation, disgust, fear, joy, sadness, surprise, trust)

Dimensional:

* 2D Russel’s Circumplex space model: valence & arousal levels
* Scherer: Russel + 80 more emotion words added on

1. Existing Emotion annotation tools
   1. 1D vs 2D // Continuous vs per frame annotation
   2. Pros and cons of each annotation tools
   3. Similarity and differences
   4. Evaluation of the tools if possible

* FEELTRACE using joystick: drawback- delays between the annotation and the video, laps in concentration, inaccuracy of annotation due to sensitivity of joystick/ slider, inability to annotate remotely or online

JERI, , VAOAT, DANTE

1. Joysticks or mouse based tool comparisons
2. Preferred Platform type for user these days
3. Improvement in existing design
4. Plan for system validation (Survey)