

#	Emotion Instance	Context		Relevance	Desirability	Expectedness	Controllability
1	Neutral				<i>Neutral</i>		
2	Joy	human	<i>HUMAN_ACHIEVED</i>	<i>RELEVANT</i>	<i>DESIRABLE HIGH_DESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	
		agent	<i>AGENT_ACHIEVED</i>				
3	Sadness	human	<i>HUMAN_FAILED</i>	<i>RELEVANT</i>	<i>UNDESIRABLE HIGH_UNDESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	<i>UNCONTROLLABLE</i>
		agent	<i>AGENT_FAILED</i>				
4	Gratitude	human	<i>AGENT_ACCEPTED AGENT_ACHIEVED</i>	<i>RELEVANT</i>	<i>DESIRABLE HIGH_DESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	
		agent	<i>HUMAN_ACCEPTED HUMAN_ACHIEVED</i>				
5	Positive Surprise	human	<i>AGENT_PROPOSED AGENT_ACCEPTED AGENT_ACHIEVED</i>	<i>RELEVANT</i>	<i>DESIRABLE HIGH_DESIRABLE</i>	<i>MOST_UNEXPECTED</i>	
		agent	<i>HUMAN_PROPOSED HUMAN_ACCEPTED HUMAN_ACHIEVED</i>				
6	Negative Surprise	human	<i>AGENT_PROPOSED AGENT_REJECTED AGENT_FAILED</i>	<i>RELEVANT</i>	<i>UNDESIRABLE HIGH_UNDESIRABLE</i>	<i>MOST_UNEXPECTED</i>	
		agent	<i>HUMAN_PROPOSED HUMAN_REJECTED HUMAN_FAILED</i>				
7	Anger	human	<i>AGENT_REJECTED AGENT_FAILED</i>	<i>RELEVANT</i>	<i>HIGH_UNDESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	<i>UNCONTROLLABLE</i>
		agent	<i>HUMAN_REJECTED HUMAN_FAILED</i>				
8	Worry	human	<i>AGENT_PROPOSED AGENT_REJECTED HUMAN_FAILED AGENT_FAILED</i>	<i>RELEVANT</i>	<i>UNDESIRABLE HIGH_UNDESIRABLE</i>	<i>UNEXPECTED</i>	<i>UNCONTROLLABLE</i>
		agent	<i>HUMAN_PROPOSED HUMAN_REJECTED HUMAN_FAILED AGENT_FAILED</i>				
9	Frustration	human	<i>AGENT_PROPOSED AGENT_FAILED</i>	<i>RELEVANT</i>	<i>UNDESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	<i>UNCONTROLLABLE</i>
		agent	<i>HUMAN_PROPOSED HUMAN_FAILED</i>				
10	Guilt	human	<i>HUMAN_FAILED</i>	<i>RELEVANT</i>	<i>UNDESIRABLE HIGH_UNDESIRABLE</i>	<i>EXPECTED MOST_EXPECTED</i>	<i>Low_CONTROLLABL High_CONTROLLABLE</i>
		agent	<i>AGENT_FAILED</i>				