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