#	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*				