Question 1

Moore's Law is related to?

A.   Speed of operations in electronic devices
B.   Power ratings of electronic devices
C.   Level of integration in electronic devices
D.   Price of electronic devices

Question 2

Experience during interaction with affective learning technology is subject to higher variability among learners.

A.   True
B.   False

Question 3

AutoTutor is one of the first reactive conversational intelligent tutoring systems which can detect Boredom and confusion but not frustration.

A.   True
B.   False

Question 4

GazeTutor is a multimedia interface consisting of an animated CA.

A.   True
B.   False

Question 5

Level-0 adaptation systems recognise that the performance of a particular task could be optimized according to some metric, but no adaptation is performed.

A.   True
B.   False

Question 6

Affective states can be monitored using (A) Behavioral data, (B) Sensor data

A.   A only
B.   B only
C.   Both A and B
D.   None of the above

Question 7

Affect detection generalization is a very challenging problem because there is inter-user heterogeneity

A. True
B. False

Question 8

Shimi is an example of Level-2 adaptation.

A. True
B. False

Question 9

Understanding a player's affective profile will not help in enhancing the computer game experience.

A. True
B. False

Question 10

Cameras can be used to monitor the heart rate of a user?

A. True
B. False

Question 11

How many modalities does the Affective AutoTutor system track to detect users' emotional states?

A) One

B) Two

C) Three

D) Four

Question 12

What is the primary objective of the GazeTutor system?

A) To track users' emotional states

B) To monitor users' attention and provide interventions

C) To display multimedia content for educational purposes

D) To analyze users' body language during interaction

Question 13

What challenge arises when incorporating context and appraisals into affective computing models?

A) Lack of sensor availability

B) Difficulty in modeling

C) Cultural differences

D) Transient emotions

Question 14

How does a level 1 adaptation system differ from a level 0 system?

A) It performs adaptations based on emotional states

B) It monitors emotional states but does not recognize the need for adaptation

C) It recognizes the need for adaptation but does not perform any adaptations

D) It relies solely on predefined interaction scripts

Question 15

What metrics or indicators might trigger the recognition of a need for adaptation in a level 1 system?

A) Changes in the user's voice or other modalities indicating negative emotional states

B) Alterations in system behavior based on emotional cues

C) Predefined interaction scripts

D) No consideration for emotional states

Question 16

What distinguishes level 2 adaptation systems from lower levels of adaptation?

A) They rely solely on predefined scripts

B) They adapt based on random changes

C) They optimize performance metrics based on emotional states

D) They ignore the user's emotional cues

Question 17

Which of the following is a characteristic of level 3 adaptation in affective computing?

A) Adapting only predefined behaviors

B) Focusing on a single performance metric → *Level 2*

C) Adapting multiple tasks concurrently

D) Ignoring user feedback → *Level 0*

Question 18

Which of the following statements are True?

1. Level 4 adaptation involves the coordination of multiple independent agents or services to optimize user experience.
2. In level 4 adaptation, communication between agents allows for collaborative adaptation across different tasks and processes.
3. Level 4 adaptation focuses on adapting individual tasks independently without communication between agents.

A. 1 only
B. 2 only
C. 1 and 2
D. 1 and 3

Question 19

What are the two kinds of empathy with respect to how an empathizer responds to the user?

a) Cognitive empathy and reactive empathy

b) Affective empathy and proactive empathy

c) Cognitive empathy and affective empathy

d) Parallel empathy and reactive empathy

Question 20

What can be the correct order of the stages in the case of an autonomous empathizer?

1. Understanding target's perspective of the emotion
2. Detect the target's affective state
3. Generate an empathetic response to that emotion

A. 1,2,3
B. 1,3,2
C. 2,1,3
D. 2,3,1

Question 21

Which type of empathy is used for subtle or positive emotions?

a) Reactive empathy

b) Neutral empathy

c) Parallel empathy

d) Emotional empathy

Question 22

How is emotional security defined in the evaluation of the empathizer's responses?

a) The level of confidence and comfort felt by the user during interaction

b) The emotional state of the empathizer

c) The number of facial expressions displayed by the empathizer

d) The amount of time spent in interaction

Question 23

Which of the following can be parameter(s) for evaluating empathizer's target interactions?

1. Social Presence
2. Engagement
3. Accuracy
4. Trust
5. Recall and Precision

A. 1,2,3,5
B. 3,5
C. 1,2,5
D. 1,2,4

1) Learners' experiences with affective learning technologies involve both the emotions they experience and the improvements in learning gained from their interaction.   *1 point*

- ◉ True
- ○ False

2) Sensors affective learning technologies are typically non-intrusive and cost-effective, but they can be noisy and lack scalability.   *1 point*

- ◉ True
- ○ False

3) Which level of adaptation in affective computing involves no alteration of the system's behavior in response to the user's emotional state? *1 point*

- ⦿ Level 0 adaptation
- ○ Level 1 adaptation
- ○ Level 2 adaptation
- ○ Level 3 adaptation

4) At Level 2 adaptation, no actual adaptation takes place, but the system can recognize the necessity for adaptation. *1 point*

- ○ True
- ⦿ False

5) Camera can be applied to monitor the heart rate of the user? *1 point*

- ⦿ True
- ○ False

6) Cognitive empathy involves perceiving the emotions of the target in a logical manner. *1 point*

- ○ True
- ⦿ False

7) Failing to distinguish between categorical and continuous models of emotions leads to challenges in generalizing machine learning algorithms. *1 point*

- ⦿ True
- ○ False

8) Which of the following are the ways individuals may respond empathetically. *1 point*

- ○ Reactive empathy
- ○ Parallel empathy
- ⦿ Both a and B
- ○ None of the above

9) Which of the following best describes a process that involves considering or perceiving the emotions of the target more emotionally or in a natural way? *1 point*

- ○ Cognitive empathy
- ⦿ Affective empathy
- ○ Both a and B
- ○ None of the above

10) Which of the following best describes the factors influencing emotional responses   *1 point*
in empathizers?

○ The empathizer's astrological sign
○ The empathizer's political affiliation
◉ The empathizer's personality type, gender, age, and mood
○ The empathizer's favorite color