

## Question 1

Which of the following is not a legitimate physiological affect sensing method?

- A. Electrodermal activity
- B. Electroencephalography
- C. Electrocardiography
- D. Electroretinogram

## Question 2

Participatory design lends itself to user-centered design innovation.

- A. True
- B. False

## Question 3

A virtual agent called My Automated Conversation Coach (MACH) can read facial expressions, speech, and prosody and reply in real time with verbal and nonverbal responses.

- A. True
- B. False

## Question 4

A robotic head called KISMET is capable of having face-to-face interactions. What modalities can it use to express itself?

- A. Tone of voice
- B. Facial expressions
- C. Body postures
- D. All of the above

## Question 5

Affect sensing refers to a system that can recognize emotion by receiving data through .....?

- A. Signals
- B. Systems
- C. Machines
- D. Activities

## Question 6

Systems that can 'feel' an emotion are:

- A. Detection Systems
- B. Expression Systems
- C. Perception Systems
- D. Classification Systems

## Question 7

Which of the following is true about the "PICTIVE" approach?

(A) It increases the direct participation of stakeholders in the design of software.

(B) It enables a non-technical person to contribute ideas to the development process.

- A. Only A
- B. Only B
- C. Both A and B
- D. Neither A nor B

## Question 8

Affective Computing/Neuroscience to marketing enables brand's ability to understand their target demographic behavior, mood, and pain points.

- A. True
- B. False

## Question 9

"PICTIVE" aims to make the design process simple enough for non-technical people to be able to engage in it

- A. True
- B. False

## Question 10

Constructive emotional experiences are weakly related to affective learning.

- A. True
- B. False

1) Which of the following methods can be used for Affect Sensing?

- ☒ Electroencephalography (EEG)
- ☐ QR code scanning
- ☐ Adhaar card scanning
- ☐ Geospatial mapping

2) Affective computing integrates concepts from computer science, signal processing, machine learning, and psychology to study emotional representation.

- ☒ True
- ☐ False

3) Affective computing involves enabling the machine to understand the user's emotional state but does not involve determining the appropriate machine response based on this information. **1 point**

- ☐ True
- ☒ False

4) Which of the following camera types is better for privacy preservation?

- ☐ PTZ cameras
- ☐ Panoramic cameras
- ☐ RGB cameras
- ☒ Thermal cameras

5) Which of the following is not a valid facial feature for affect sensing?

- ☐ Eye Movement and Gaze
- ☐ Mouth and Lip Movements
- ☐ Skin Color Changes
- ☒ Ear Shape or Structure

6) Analyzing through a large number of attributes increases confidence in the affect sensing?

- ☒ True
- ☐ False

7) Audio signals capture a wide range of emotional cues, such as tone of voice, pitch, and intonation, providing valuable information about a person's emotional state.

- ☒ True
- ☐ False

8) Changes in one's emotional state, such as stress, relaxation, anger, fear, or happiness, are not associated with observable changes on the skin.

- ☐ True
- ☒ False

9) Which of the following statements best describes emotionally intelligent interfaces?

- ☐ Interfaces that prioritize aesthetics over functionality
- ☒ Interfaces capable of recognizing and responding to users' emotions
- ☐ Interfaces solely focused on text-based communication
- ☐ Interfaces designed exclusively for intelligent users

10) Confirmation bias is the tendency to favor information that aligns with existing beliefs, ignoring contradictory evidence. It influences decision-making and can contribute to distorted perceptions. **1 point**

- ☒ True
- ☐ False