* Note: The Affective Reasoner – A process model of emotions in a multi-agent system (Northwestern University)

**Problems with creating a computational model of Emotions:**

1. Everyone knows what an emotion is, but few would venture a definition.

Reber Definition- “Emotion: Historically this term has proven utterly refractory to definitional efforts; probably no other term in psychology shares its nondefinability with its frequency of use.”

1. We must consider that any full treatment of emotions must consider biology: emotions are clearly something we feel.
2. Consider the stimuli for emotions, and how complex they are. How do we map a simple act, such as paying money, into a state of joy, or of anger, fear, pride, pity, etc ? Here the meaning of the act is not one of a transaction having occurred, but rather one of the relevance of the event to a whole range of unseen goals, standards and preferences of the interpreting agent [Ortony 1988, Reeves 1991].
3. Emotions are highly personal in nature: one man’s meat is another man’s poison. Emotions have little to do with fact and everything to do with interpretation.
4. Consider observability: We have a small window into the emotions actually being experienced, even our own. Facial Expressions, Body Cues, inflections changes, choices of words, the subjective interpretation of behavior and so forth are all we have to go on.