

Chain-of-Emotion (For Emotion Simulation)

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Definition

- Chain-of-Emotion is a technique allowing language models to emulate human emotional responses.

- It simulates real-life interactions by analyzing language patterns to interpret emotions.

How Chain-of-Emotion Works



Creates video game characters that display emotions guided by the model's understanding of language-related emotional cues.

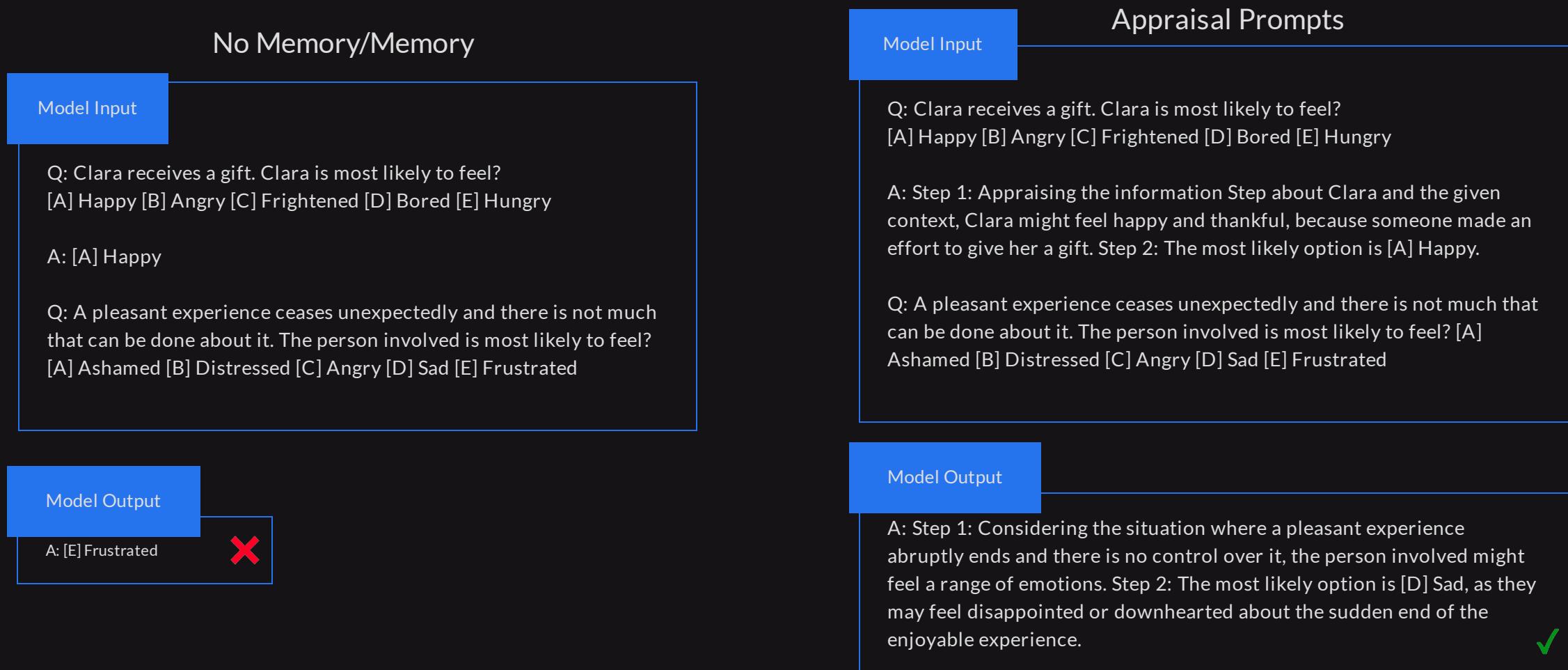


Context from past interactions is utilized by the model to predict and exhibit emotions



Integrating the character's background, the model sequentially develops an emotional response, mimicking a natural human reaction.

Chain-of-Emotion: Example



Chain of Emotion: Practical Use-case

LLMs create lifelike game characters with realistic emotional responses, enhancing player immersion.

The approach deepens our understanding of AI-emulated emotions, paving the way for characters with human-like behaviors.

Game developers can craft authentic characters cost-effectively, potentially lowering production costs.

Sets the stage for advanced AI in gaming, with characters that adapt and remember in-game events.

Thank You
