# Affective System for Virtual Humans

The goal of this project was to design and implement a computational software framework for enabling virtual humans to exhibit dynamic mood regulation, based on their personality.

Created by: KristiyanBalev Created on: June 16, 2025 10:19 PM Changed on: June 16, 2025 10:19 PM

Context of use: Education Level of education: Master

**Affective System for Virtual Humans** 

**Impact on society** What impact is expected from your technology?

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#### Hateful and criminal actors

What can bad actors do with your technology?

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#### **Privacy**

Are you considering the privacy & personal data of the users of your technology?

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#### **Human values**

How does the technology affect your human values?

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#### **Stakeholders**

Have you considered all stakeholders?

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#### Data

Is data in your technology properly used?

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**Inclusivity** Is your technology fair for everyone?

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**Transparency** Are you transparent about how your technology works?

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**Sustainability** Is your technology environmentally sustainable?

This category has not been filled yet.

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#### Future

Did you consider future impact?