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.

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Context of use: Education
Level of education: Master

Technology Impact Cycle Tool

Affective System for Virtual Humans

Impact on society

What impact is expected from your technology?

This category has not been filled yet.

Hateful and criminal actors

What can bad actors do with your technology?

This category has not been filled yet.

Technology Impact Cycle Tool

Affective System for Virtual Humans

Privacy

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

This category has not been filled yet.

Human values

How does the technology affect your human values?

This category has not been filled yet.

Stakeholders

Have you considered all stakeholders?

This category has not been filled yet.

Technology Impact Cycle Tool

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Data

Is data in your technology properly used?

This category has not been filled yet.

Inclusivity

Is your technology fair for everyone?

This category has not been filled yet.

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Transparency

Are you transparent about how your technology works?

This category has not been filled yet.

Sustainability

Is your technology environmentally sustainable?

This category has not been filled yet.

Future
Did you consider future impact?

This category has not been filled yet.