

Affect-Aware

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Developing an Affect-Aware system to enhance student learning

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It is a common experience for students to encounter negative emotions such as frustration, depression, and boredom during learning. What if, however, there is a computer system that could adapt the way it interacts with the learner to mitigate negative emotions (“affect”) to help maximize the motivation and performance of learners? The aim of this project is to develop an affect-aware tutoring system that can mitigate the effects of negative emotions of students. Specifically, by applying theories of etiquette in human-human communication to the development of human-computer interaction, it may be possible to design a system that is able to switch between different etiquette strategies to best support student learning.