Preface: EMPIRE 2014 - 2nd Workshop on Emotions and Personality in Personalized Services

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Abstract. The EMPIRE workshop attempts to provide some answers
to the growing interest of the user modeling research community on the
role of human factors, especially personality and emotions, on various
aspects of user modeling. This second edition of the workshop has nine
accepted papers.

Keywords: user modeling, emotions, personality

1 Introduction

The 2nd workshop on Emotions and Personality in Personalized Services[5] is taking place in conjunction with the UMAP 2014[6] conference in Aalborg, Denmark,
as a full-day workshop on 11. July 2014.

Personality and emotions shape our daily lives by having a strong influence
on our preferences, decisions and behaviour in general. Hence, personalized systems that want to adapt to end users need to be aware of the user's personality
and/or emotions to perform well. Affective factors may include long-term personality traits or shorter-term states ranging from affect dispositions, attitudes (liking, loving, hating etc.), interpersonal stances (distant, cold, warm etc.), moods
(cheerful, irritable, depressed etc.) or real emotions.

Recently, there have been extensive studies on the role of personality on user
preferences, gaming styles and learning styles. Furthermore, some studies showed
that it is possible to extract personality information about a user without annoying questionnaires, by analyzing the publicly available user's social media feeds.
Also, the affective computing community has developed sophisticated techniques
that allow for accurate and unobtrusive emotion detection. Generally, emotions
can be used in personalized systems in two ways: (i) either to change the emotion

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[5] http://empire2014.wordpress.com/

[6] http://www.um.org/umap2014/

(or mood, e.g. from a negative to a positive) or (ii) to sustain the current emotion (e.g. keep a user 'charged' while doing sports). Recent studies showed that such information can be used in various personalized systems like emotion-aware recommender systems.

2 Contributions

Kompna and Bieliková [1] present the results of a study that compared a standard group recommender system with the proposed modeling of groups with a graph of influences where the vertices are the users and the edges represent connections based on personality, context and relationship.

Pesek et al. [2] present a dataset of the subjects affective responses to audio stimuli. The affective responses are modeled in two dimensions: color and music perception.

The Theory of Planned Behaviour (TBP) modeling of user is present in two submissions [3,7]. Košir et al. [3] modeled the decision-making process of film viewers using TPB to predict the genre of the film to be viewed by the active user. Tkalčič et al. [7] use the TPB user modeling approach to design a persuasive system that will try to persuade users to attend classical music concerts.

Ferwerda and Schedl [4] lay out a proposal for a music recommender system based on personality and emotions. The proposal is geared towards the scenario of the anticipation of emotion self-regulation with music.

The relations between emotions expressed through posts on Facebook status updates and the users' age, gender and personality is being studied in the submission by Farnadi et al. [5].

De Carolis and Ferilli [7] argue that there is relationship between user daily routines and mood. To this end they devised a mobile app that collects affective data and calendar entries. They present their preliminary results.

Cena et al. [8] lay out a proposal for a personal informatics system that focuses on the collection of affective data for self-reflection and self-knowledge.

Chin and Wright [9] discuss the issues of a method to predict personality parameters from the observed user's social media.

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