



Emotions in Robots: Embodied Interaction in Social and Non-Social Environments

Guest Editor:

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Message from the Guest Editor

Dear Colleagues,

Whether they are considered discrete or dimensional, emotions are 'embodied' phenomena. The embodied agent does not play a merely passive role in emotion processing. Rather, the body itself, in interaction with its external environment, influences how real/imagined, environmental stimuli are perceived and acted upon. The body behaviorally orients and acts, and internally physiologically 'prepares' in relation to its external environment.

Today, we see a shift towards robots that need to interact in relation to the social and emotional aspects of human environments. There are at least three areas in which 'embodied' implementations of emotion processes can enhance robotic performance in human environments: i) improved human-interactor experience, ii) facilitated competence, iii) safety. The mode of embodiment of the emotion-guided robot entails not only its physical dimension regarding how and what it senses and appears to human interactors but also its internal homeostatic aspects that regulate its goals and those very same interactions.

Dr. Robert Lowe

Guest Editor

