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Emotional and Social Agents

Mary Czerwinski
Principle Researcher/Research Manager
Justine Cassell

• Justine Cassell is Associate Dean of Technology Strategy and Impact in the School of Computer Science at Carnegie Mellon University, and Director Emerita of the Human Computer Interaction Institute.

• She co-directs the Yahoo-CMU InMind partnership on the future of personal assistants.

• Previously Cassell was faculty at Northwestern University where she founded the Technology and Social Behavior Center and Doctoral Program.

• Before that she was a tenured professor at the MIT Media Lab.

• Cassell received the MIT Edgerton Prize, and Anita Borg Institute Women of Vision award, in 2011 was named to the World Economic Forum Global Agenda Council on AI and Robotics, in 2012 named a AAAS fellow, and in 2016 made an ACM Fellow and a Fellow of the Royal Academy of Scotland. Cassell has spoken at the World Economic Forum in Davos for the past 5 years on topics concerning the impact of AI and Robotics on society.
Jonathan Gratch

- **Jonathan Gratch** is Director for Virtual Human Research at the University of Southern California’s (USC) Institute for Creative Technologies, a Research Full Professor of Computer Science and Psychology at USC and director of USC’s Computational Emotion Group.
- He completed his Ph.D. in Computer Science at the University of Illinois in Urban-Champaign in 1995.
- Dr. Gratch’s research focuses on computational models of human cognitive and social processes, especially emotion, and explores these models’ role in shaping human-computer interactions in virtual environments.
- He is the founding Editor-in-Chief of IEEE’s *Transactions on Affective Computing*, Associate Editor of *Emotion Review* and the *Journal of Autonomous Agents and Multiagent Systems*, former President of the Association for the Advancement of Affective Computing and a AAAI Fellow.
Louis-Phillipe Morency

• Louis-Philippe Morency is Assistant Professor in the Language Technology Institute at Carnegie Mellon University where he leads the Multimodal Communication and Machine Learning Laboratory (MultiComp Lab).

• He was formerly research assistant professor in the Computer Sciences Department at USC and research scientist at USC Institute for Creative Technologies.

• Prof. Morency received his Ph.D. and Master degrees from MIT Computer Science and Artificial Intelligence Laboratory.

• His research focuses on building the computational foundations to enable computers with the abilities to analyze, recognize and predict subtle human communicative behaviors during social interactions.

• In particular, Prof. Morency was lead co-investigator for the multi-institution effort that created SimSensei and MultiSense, two technologies to automatically assess nonverbal behavior indicators of psychological distress.

• He is currently chair of the advisory committee for ACM International Conference on Multimodal Interaction and associate editor at IEEE Transactions on Affective Computing.
Daniel McDuff

• Daniel is a researcher at Microsoft Research in Redmond and a visiting scientist at Brigham and Women’s Hospital in Boston.

• Previously, he was Director of Research at Affectiva.

• Daniel McDuff received his Ph.D. from the MIT Media Lab while working in the Affective Computing group.

• The technology Daniel has helped develop is being commercialized by a number of companies including start-ups: Affectiva and Cardiio.

• His research is at the intersection of psychology and computer science. He is designing hardware and algorithms for sensing human behavior at scale in order to build technologies that make life better.

• Applications include: understanding mental health, improving online learning, designing new connected devices (IoT) and mixed reality experiences.
Thank you