Playing the Cards Game SkipBo against an Emotional Max

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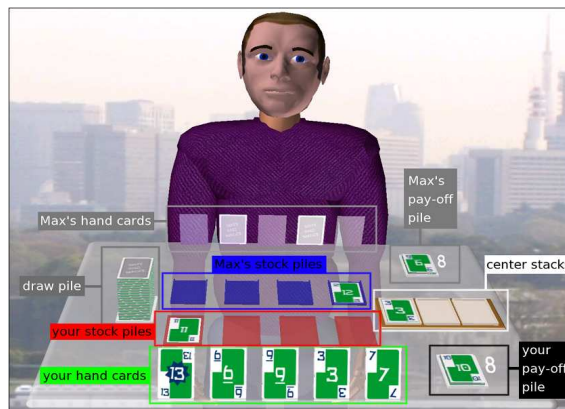{cbecker,ipke}@techfak.uni-bielefeld.de

Fig. 1. *Skip-Bo* as an interaction scenario for an Empathic Max (from [1]).

1 Description of the Gaming Scenario

As an affective face-to-face gaming scenario, we present the classical cards game *Skip-Bo* (see Fig. 1), which was implemented for an empirical study [1]. The players have the conflictive goal of getting rid of the eight cards on their pay-off piles to the right side of the table by playing them to the shared white center stacks. As on these center stacks the order of cards from one to twelve is relevant, the hand and stock cards must be used strategically to achieve this overall goal of winning the game.

In the negative empathic condition presented here, Max appraises the users actions as negative with regard to his own goal of winning and his own actions as positive respectively. The elicited *primary emotions* drive the agent's facial expressions and a variety of nonverbal, vocal sounds. Moreover, they continuously modulate the simulated breathing and eye-blinking, giving the user the impression of interacting with a life-like anthropomorphic agent.

References

1. C. Becker, H. Prendinger, M. Ishizuka, and I. Wachsmuth. Evaluating affective feedback of the 3d agent Max in a competitive cards game. In *Affective Computing and Intelligent Interaction*, pages 466–473, 2005.