

# Affective System for Virtual Humans

The goal of this project was to design and implement a computational software framework for enabling virtual humans to exhibit dynamic mood regulation, based on their personality.

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Context of use: Education  
Level of education: Master

# Technology Impact Cycle Tool

Affective System for Virtual Humans

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## Impact on society

What impact is expected from your technology?

*This category has not been filled yet.*

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## Hateful and criminal actors

What can bad actors do with your technology?

*This category has not been filled yet.*

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## Privacy

Are you considering the privacy & personal data of the users of your technology?

*This category has not been filled yet.*

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## Human values

How does the technology affect your human values?

*This category has not been filled yet.*

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## Stakeholders

Have you considered all stakeholders?

*This category has not been filled yet.*

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## Data

Is data in your technology properly used?

*This category has not been filled yet.*

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## Inclusivity

Is your technology fair for everyone?

*This category has not been filled yet.*

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## Transparency

Are you transparent about how your technology works?

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## Sustainability

Is your technology environmentally sustainable?

*This category has not been filled yet.*

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## Future

Did you consider future impact?

*This category has not been filled yet.*