

paid close attention to the characteristics of emotions and observed how it affect the recognition process. Upon trigger analysis, we drew connection between emotions and their most common cause.

As well as the emotion itself, this paper tries to draw attention to another aspect of emotion—the trigger. This aspect will play an important role in real-time systems that wants to further engage in user’s emotional state, such as sensitive dialogue systems, creating dynamic two-way emotional interaction between the system and the user. These findings open the possibility of dialogue system that can cheer user up or calm them down, among other emotion-diverting acts, through incorporation of words and speech characteristic that triggers a certain emotion most in a response.

The overall performance of the system is widely open for improvements. More data from various sources can be used for training and development of the regressor and classifiers as well as experiments with kernels and SVM parameters. Further study on triggers should involve more advanced analysis using N-grams with longer context, more thoughtful scoring, as well as visual cues.

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