

Aims of the class

- Gives a general overview of the computational treatments of cognitive processes
- Emphasis will be on
 - (i) knowledge representation
 - (ii) affective processes
 - (iii) value and aesthetic processes
- Through the classical works of the field
- and also through the recent works in the field

THE CLASSICS

Knowledge Representations:

Schank, R. C. and Ableson, R. P. (1977) Script, Plans, Goals and Understanding.

M. G. Dyer (1983) In-depth Understanding.

Affective Processes:

Ortony, A. F., Clore, G. L., and Collins, A. (1988) The Cognitive Structure of Emotions.

Mueller, E. T. (1990) Daydreaming in Humans and Computers.

Value and Aesthetic Processes:

Wierzbicka, A. (1992) Semantics, Culture and Cognition.

Fishwick, P. A. (Ed.) (2006) Aesthetic Computing

CLASS STRUCTURE

45 min: Classics: a few chapters from each classical work
--> reading assignments

45 min: Advances: recent publications
--> reading assignments

Grading
pass / failure

Conditions of the passing grade
- more than 80% attendance
- active involvement