

Introduction

The present work proposed to conceive a system generating situations which could elicit intergroup emotions within individuals identifying with a social group. The aim of such a system is to help in elaborating efficient persuasive messages like in marketing domain or military domain.

This poster presents firstly the strong theoretical background, including the intergroup emotion theory, the appraisal theory, the social identity approach and the Conceptual Dependency Theory. Secondly, it exposes the overall structure of the proposed model. Thirdly, all components of the system. Inputs and output modeling and also complementary independent components.

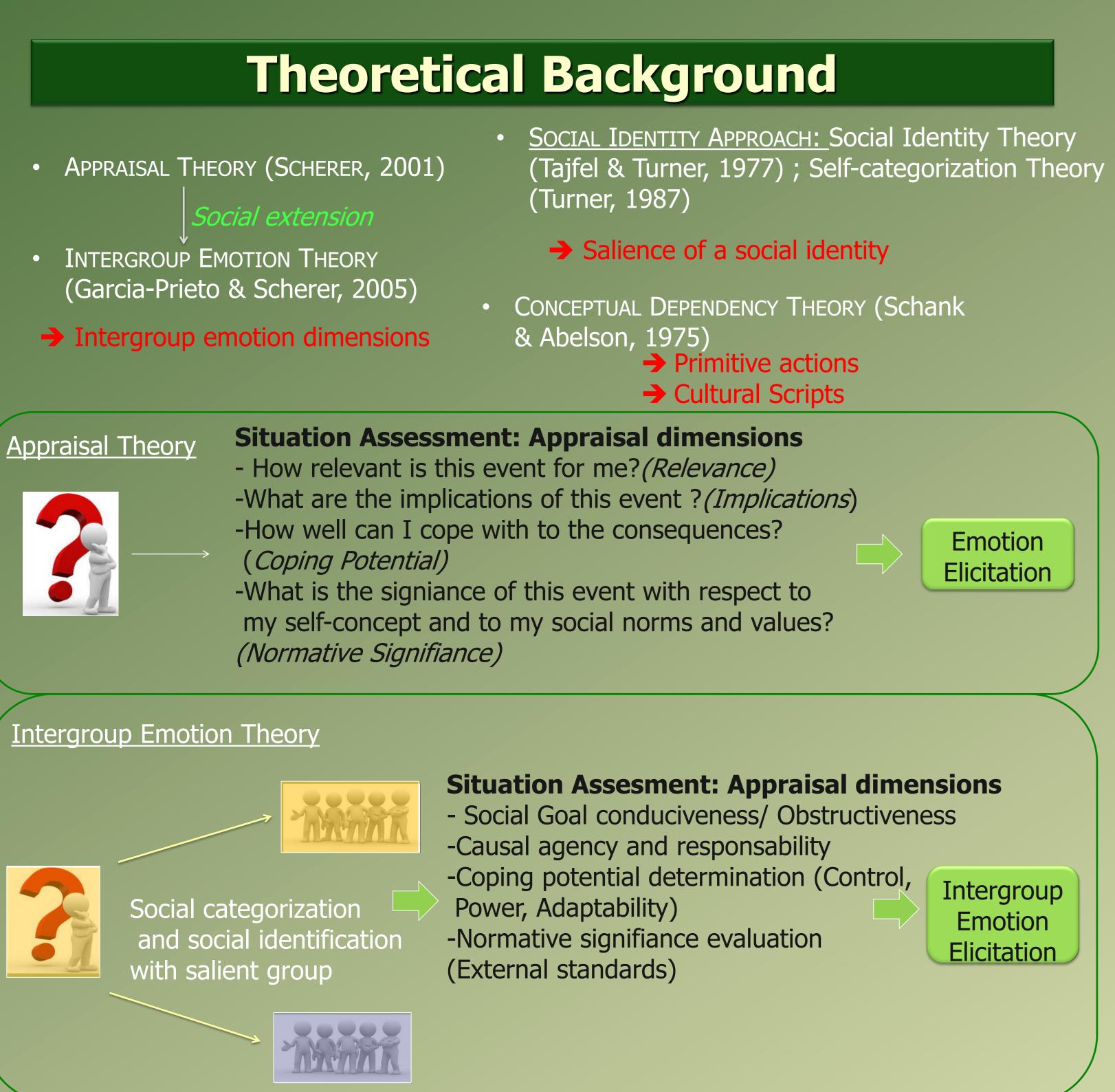


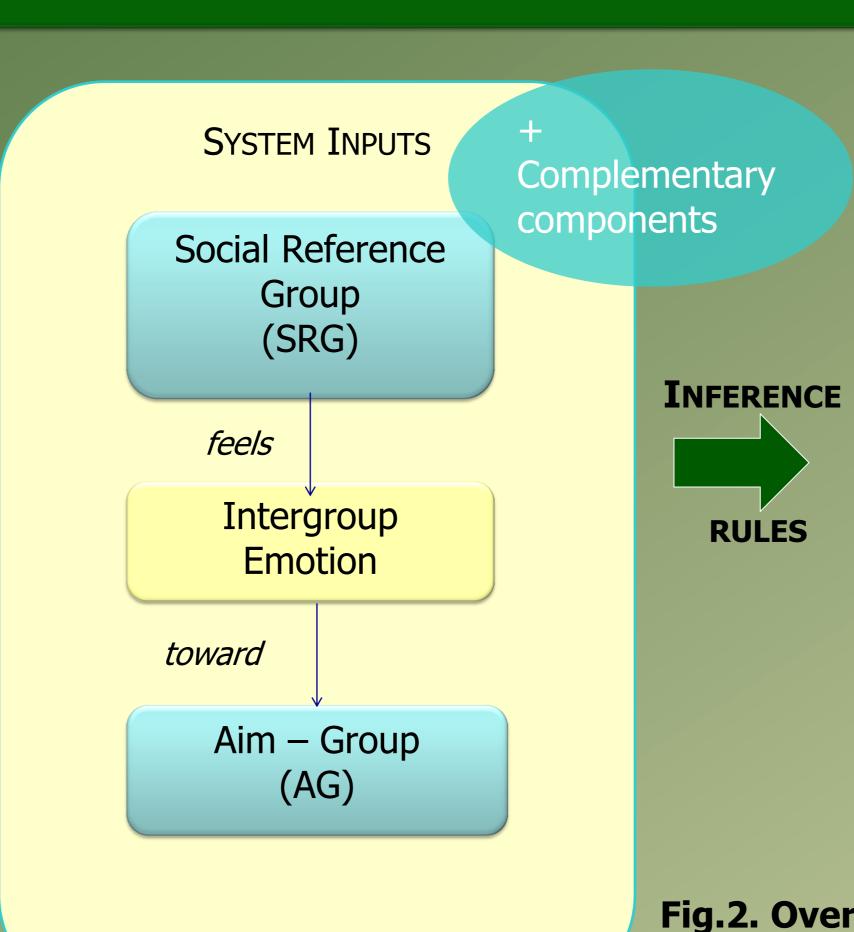
Fig. 1. Emotion elicitation mechanism in the interpersonal context (Appraisal theory) and in intergroup context (Intergroup Emotion theory).

Proposed Model

System intputs contains two social groups and an intergroup emotion, requested by the user. One of the social groups, the social reference group, feels the intergroup emotion directed toward the aim-group. System output is a situation divided in two steps. Step 1: Categorization step, ensures social categorization and social identification with the social reference group. Step 2: Action step is responsible for the intergroup emotion elicitation and differenciation.

Computational Tool for Intergroup Emotion Modeling Malika Machtoune LSIS / DGA / Thales

Emotion Elicitation Intergroup Emotion Elicitation



Inputs and Output Modeling

Inputs and output system are modeled within a frame-based representation. Inputs system are social group, social identities and intergroup emotion.

	Generic Frame: SOCIAL GROUP
Slot g1	
Slot a?	Domain <name></name>
Slot g2	Domain <context></context>
Slot q3	
2	Domain < Representation >
	<pre><heroes><symbols><appearance>/</appearance></symbols></heroes></pre>
Slot g4	Demois (Casial Cash
Slot q5	Domain <social goal=""></social>
5101 95	Domain <power level=""></power>
Slot g5	
	Domain <social criteria=""></social>
Slot g6	
	Domaine <kind group="" of=""></kind>

Generic Frame: INTERGROUP EMOTION
Slot e1
Domain <name></name>
Slot e2
Domain <action actor=""></action>
Facet {SRG,AG}
Slot e3
Domain <action direction=""></action>
Facet {SRG,AG}
Slot e4
Domain< <social goal=""></social>
Slot e5
Domain <coping potential=""></coping>
Slot e6
Domain <social criteria=""></social>

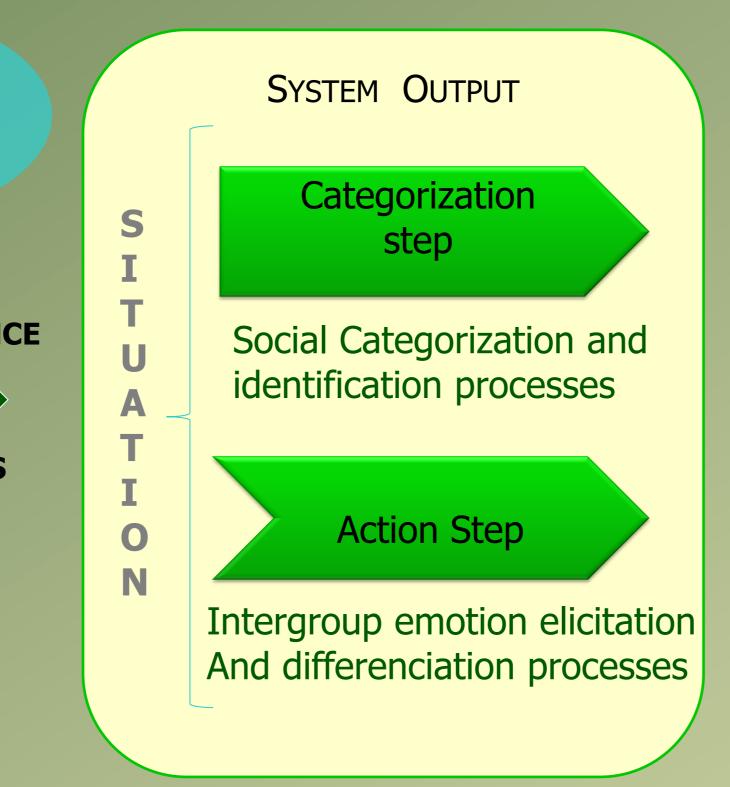


Fig.2. Overall structure of the Model

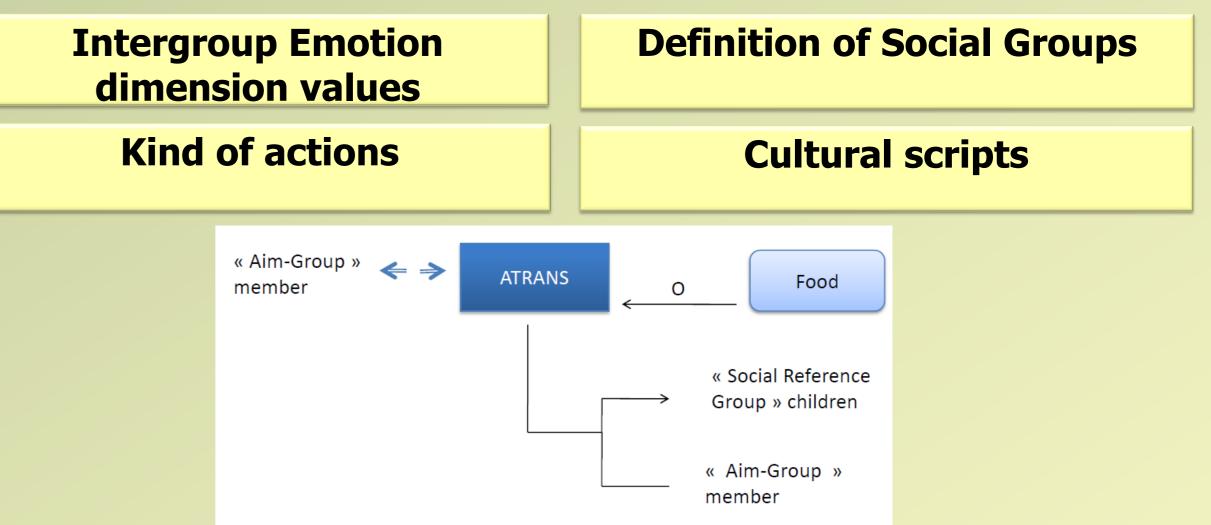
	Generic Frame:
	SOCIAL CRITERIA
/	
	Slot c1
	Domain <age></age>
	Slot c2
	Domain <gender></gender>
	Slot c3
	Domain <ethnicity> Slot c4</ethnicity>
	Domain <religion></religion>
	Slot c5
	Domain <professional status=""></professional>
	Slot c6
	Domain <political opinion=""></political>
	Slot c7
	Domain <localization></localization>
	Slot c8
	Domain <social status=""></social>
	Slot c9 Domain <educational level=""></educational>
	Slot c10
	Domain <marital status=""></marital>
	Slot c11
	Domain <parental status=""></parental>
	Slot c12
	Domain <language></language>

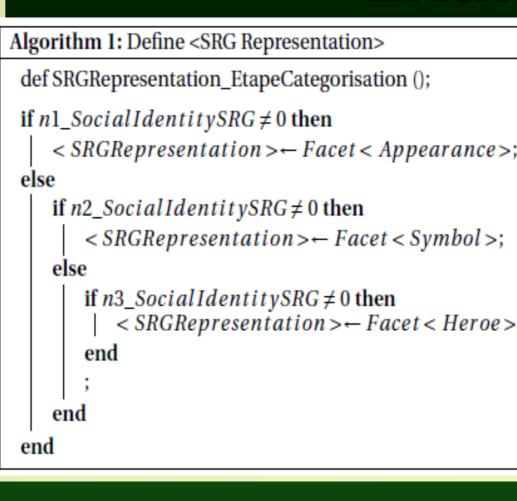
Generic Frame: CATEGORIZ

Slot s1 Domain <Context> Slot s2 Domain<Action actor Repl Includes <Heroes><Symbols> Facet {SRG,AG} Slot s3 Domain<Action Direction H Includes <Heroes><Symbols> Facet {SRG,AG}

Complementary Components

Some additional components are added independently of the system as a data-base to store emotional and cultural knowledge.





proposed model.

To validate such a model empirically, the intended working method is to submit a questionnaire with situations provided by the output system to social group members. The comparison between people's emotional responses and intergroup emotion requested as input will determine reliability of the system.

Generic Frame: ACTION STEP	
ZATION STEP Slot a1 Slot a2 Domain < Categorization step> Slot a2 Domain < Kind of Action> Slot a2 Domain < Kind of Action> Includes < Goal Conduciveness> < Goal Obstruciveness> < Norms Conduciveness> < Norms Representation> Slot a3 Domain < Target Group Representation> Slot a4 Domain < Coping Potential> Domain < Coping Potential>	

Fig.3 Conceptualization of the sentence « Aim-group member gives food to Social **Reference Group Children** » within the Conceptual Dependency Theory.

Example of Algorithm

Fig.4. Definition of the Social Reference **Group Representation (SRG) in the** Categorization step.

Conclusion and Future work

The present work describes a new approach for emotion modeling in intergroup contexts. It lies on a strong theoretical background stemming from psychological domain driving the

The system will be modelized within an ontology editor: Protégé.