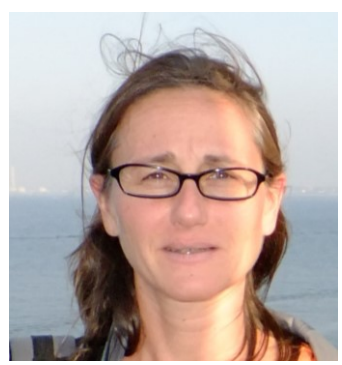
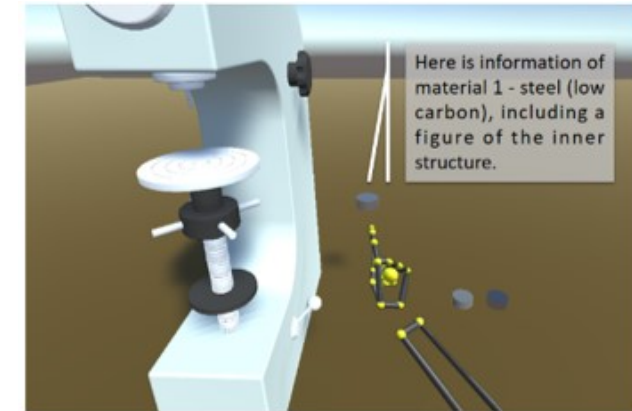
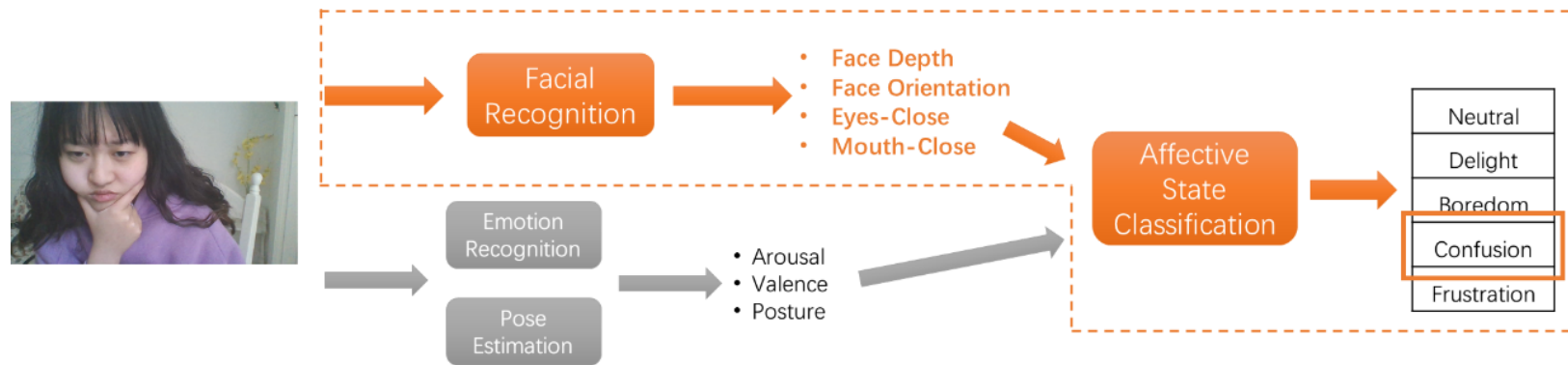


# Affective Computing, Immersive Learning, Human-Robot Interaction



Marie-Luce Bourguet

- Online learners' cognitive-affective states
- Data-driven behavioural and affective nudging of learners



- Virtual and Augmented Reality
- Social robots as public speakers / that can sense audience affective reaction

