



Universiteit
Leiden
The Netherlands

Affect and Learning: a computational analysis

Broekens, D.J.

Citation

Broekens, D. J. (2007, December 18). *Affect and Learning: a computational analysis*. Leiden Institute of Advanced Computer Science (LIACS), Faculty of Science, Leiden University. Retrieved from <https://hdl.handle.net/1887/12537>

Version: Corrected Publisher's Version

License: [Licence agreement concerning inclusion of doctoral thesis in the Institutional Repository of the University of Leiden](#)

Downloaded from: <https://hdl.handle.net/1887/12537>

Note: To cite this publication please use the final published version (if applicable).

Affect and Learning

About the Author

Joost Broekens was born the 28th of august 1976 in Beverwijk, The Netherlands. He received his VWO diploma (high school) at the Murmellius Gymnasium in Alkmaar, The Netherlands. He received a MSc degree in Computer Science at the University of Delft, The Netherlands, in 2001, after which he has worked as software developer/engineer for a web-application software development company until the end of 2002. He occasionally worked as freelance software developer for Akzo Nobel, Sassenheim. In January 2003 he started working on his PhD at the University of Leiden, The Netherlands, in the area of computational modeling of emotion in relation to learning, of which this thesis is the result. Throughout his work at Leiden University he has published several articles in the area of computational models of emotion, developed a master-level course on the topic, and has given several invited lectures as well as less formal talks for the larger public related to Affective Computing. He currently works as an Artificial Intelligence researcher at the Telematica Instituut, Enschede, The Netherlands.

His most recent interests include reinforcement learning, neural models of learning, affective computing, human-robot and human-computer interaction, and gaming research.