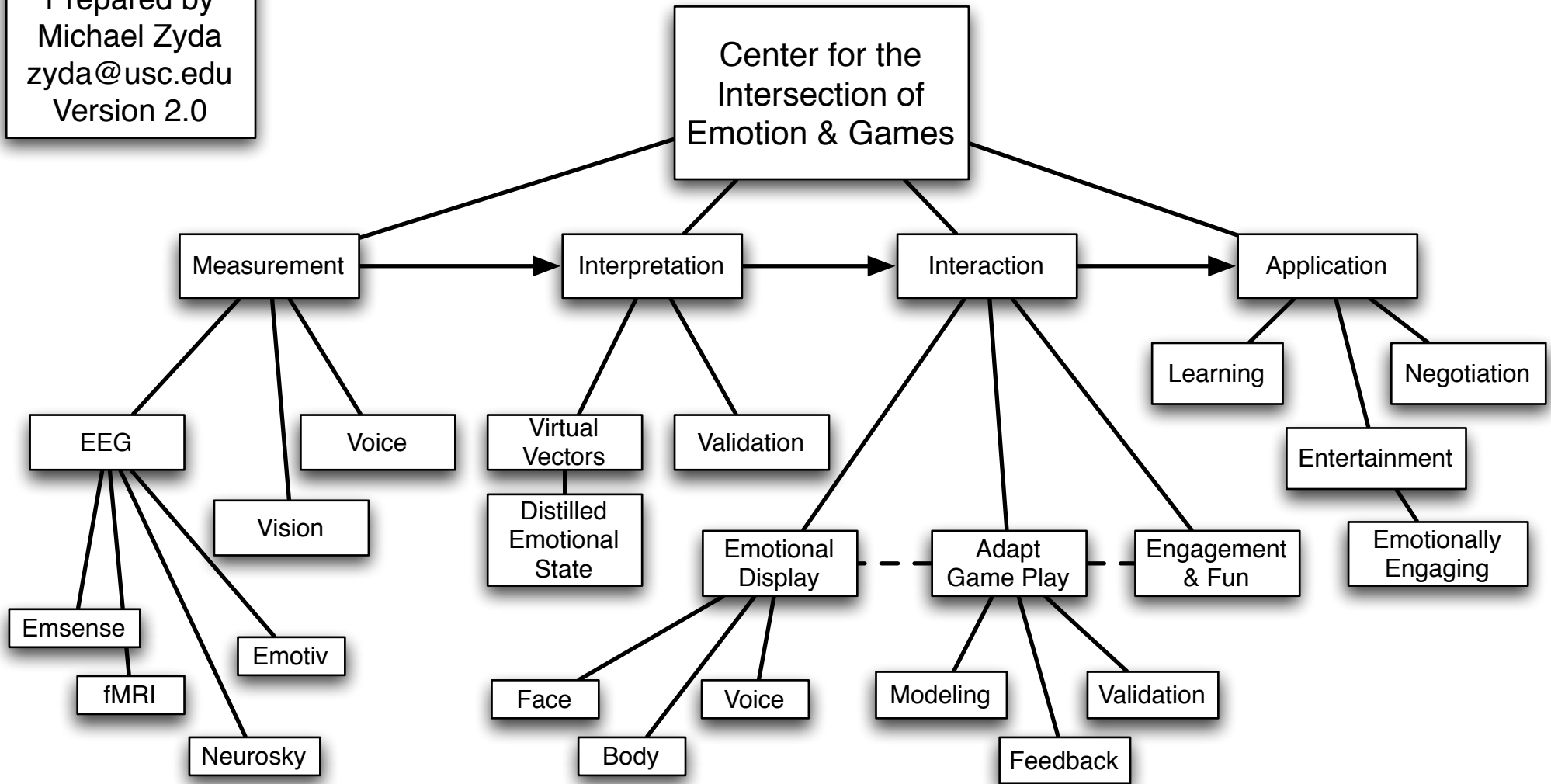


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Center Mission

The mission for this center is research, development and education at the intersection of emotion and games for the applications of learning, negotiation, and entertainment. The rationale for such a center is tripartite - to enhance our nation's educational system by establishing a firm, scientific foundation for emotion-cogniscent, game-based learning, to enhance our ability to understand emotion and its application in resolving conflicts, and to perform the basic research required for the deployment of emotionally engaging interactive entertainment.