### 情報電子工学科　招待講演

<table>
<thead>
<tr>
<th>学会名/会議名/企業名など</th>
<th>Special Speech Session in The International Conference on Language Resources and Evaluation (LREC2018)</th>
</tr>
</thead>
<tbody>
<tr>
<td>演題名</td>
<td>Challenges of Building an Authentic Emotional Speech Corpus of Spontaneous Japanese Dialog</td>
</tr>
<tr>
<td>発表者</td>
<td>Yoshiko Arimoto</td>
</tr>
<tr>
<td>内容</td>
<td>This paper introduces the challenges involved in studying authentic emotional speech collected from spontaneous Japanese dialog. First, three key issues related to emotional speech corpora are presented: data type (acted or spontaneous), efficient collection of emotional speech, and appropriate emotion labeling. To address these issues, a data collection scheme was developed, and a labeling experiment was performed. First, a data collection scheme using an online game task was applied to efficiently collect speakers' authentic emotional expressions during their real-life conversations. Then, to elucidate appropriate emotion labels for emotional speech and to communize the emotion labels among several corpora, the relationship between emotion categories and emotion dimensions, which are two major approaches to psychological emotional modeling, was demonstrated by conducting a cross-corpus emotion labeling experiment with two different Japanese dialogue corpora (the Online Gaming Voice Chat Corpus with Emotional Label (OGVC) and the Utsunomiya University Spoken Dialogue Database for Paralinguistic Information Studies (UUDb)). Finally, the results are presented, and the advantages and disadvantages of these approaches are discussed.</td>
</tr>
</tbody>
</table>