Sociable computing seeks to enable informal interaction with a computer. Many people, particularly the elderly and those with limited education have difficulty interacting with computers using today’s precise and meticulous interface mechanisms; informal communication is needed. We are interested in enabling computers to socially interact with normal people, not only with experts in computing. We believe that the best way for sociable computer to interact with people is through the informal, every day language. Humor is a special kind of informal communication that computers need to be able to do before non-technically trained people can easily use computers.

Michael Reilly’s “New Scientist“ article from August 1, 2007 started with the following: “A man walks into a bar: "Ouch!" You might not find it funny, but at least you got the joke. That's more than can be said for computers, which, despite radical advances in artificial intelligence, remain notably devoid of a funny bone.”

This talk will discuss difficulties of computational detection of humor, and describe approaches taken to solve the problem to come a step closer to a sociable computer.