

Modeling Personality and Personality Disorders

This talk explores how human personality types and structures (as well as personality disorders) might be explained and computationally simulated based on mechanisms and processes of human motivation (including drives and goals) and action selection, as well as other related cognitive mechanisms and processes, within a generic, comprehensive computational cognitive architecture. Several simulation studies have been conducted within the cognitive architecture that demonstrate that the personality model is reasonable, and captures some important characteristics of human personality and personality disorders. The work is a step towards demonstrating the feasibility of integrating social-personality psychology into cognitive architectures (and into cognitive science in general), leading to more comprehensive and more psychologically realistic cognitive architectures.

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