obtained, the rules of the program containing the literals on the now concealed rule are not taken into account.

5 Conclusion

In this work we presented an approach to emotional reasoning for believable agents, by introducing a mechanism to progressively build a map of knowledge for reasoning. We presented the notion of inference graph for progressive reasoning in an emotional context. In this model, knowledge is partially highlighted and noticed by the agent. Since emotions may affect reasoning and reasoning may affect emotions, both elements evolve dependently over each cycle in the process. Both the emotional state guide the agent to make adequate inferences, as the inferences made by the agent trigger relevant changes over the emotional state. This allows the modelling of believable reasoning behaviour, where emotions are determinant in the recovery and use of knowledge in a given situation.

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