**Abstract**

According to the Simulation of Smiles Model (SIMS; Niedenthal et al., 2010), the interpretation of a smile is based on embodied simulation, which means imitating the other person's facial expression through the use of mimicry. The second important factor related to the recognition of a smile is the interpretation of the situational context. Niedenthal and colleagues also proposed differentiating smiles according to their functions into: a smile of enjoyment (reward), affiliation and domination. The aim of this project was to verify the assumptions of the SIMS model. The work consists of a description summarizing the studies and four publications. Three publications are articles based on the conducted experiments. The results of Study 1 indicated that the participants were able to recognize and distinguish the three types of smiles mentioned above, while the hypothesis regarding the role of mimicry was not confirmed. Studies 2, 3 and 4 aimed to verify the influence of the situational context on the interpretation of smiles. The results showed a significant influence of contextual information on the smiles perception. The fourth publication relates to the role of mimicry and social context in the perception of emotional expressions and how these factors can interact with each other. The conducted experimental research and theoretical approach presented in the fourth publication may significantly extend the existing knowledge on the processing of emotional information and inspire future research in this field, with the general population as well as clinical groups.

*Keywords*: mimicry, context, facial expression, smile