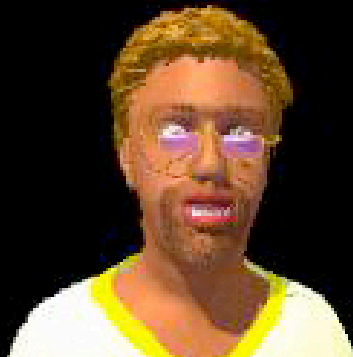


Portable Emotions

Displaying Affective States in Virtual
Environments

Rebecca Perry - Project 2



“The skills of emotional intelligence have been argued to be a better predictor than IQ for measuring aspects of success in life.”

—Rosalind Picard

Introduction

- More of our interactions are becoming “virtual” to some extent
- The Terra Nova blog alone lists dozens of actual virtual worlds
- Avatars represent us in virtual worlds, but are largely expressionless. How can we succeed, socially, in virtual worlds?

Project Goal



- Create avatars with affect
- Use Google Tracker software to capture and record a library of user facial expressions representing emotional states

Expression Library

- Expression library is stored as avatar attributes, linked to a database on user's computer



angry



bow



burp



crosseyed



crying



hmmm



information



kiss



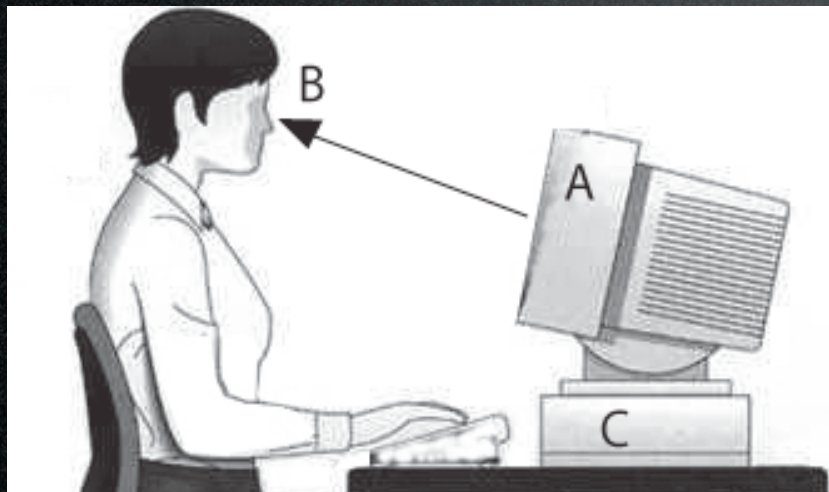
laughing



look down

Transferring Affect to the Virtual World

- As an avatar interacts in a virtual world, tracker software senses user's real life expression
- Appropriate stored expression is applied to avatar



Issues

- What if you don't want to look photorealistic?
- Speed of expression application
- Privacy - need to control who sees your expressions



Sources, Related Work

- Rosalind Picard, Affective Computing, Analysis of Affective Physiological State (1997, 2001)
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- Oliver Gan, Virtual Art: From Illusion to Immersion (2003)
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