6. SentimentAl



TUTORS: Francesco Piferi

PRIMARY USERS: Office workers

OTHER STAKEHOLDERS: HR Manager.

NEEDS: Integrating AI emotion recognition technologies to assess well-being and detect pathological thought patterns, improving the understanding of psychological conditions.

GOALS: To develop a game-based web application capable of handling **speech and video** input for emotion recognition and integrating image/video visualization for real-time data capture.



