



Player

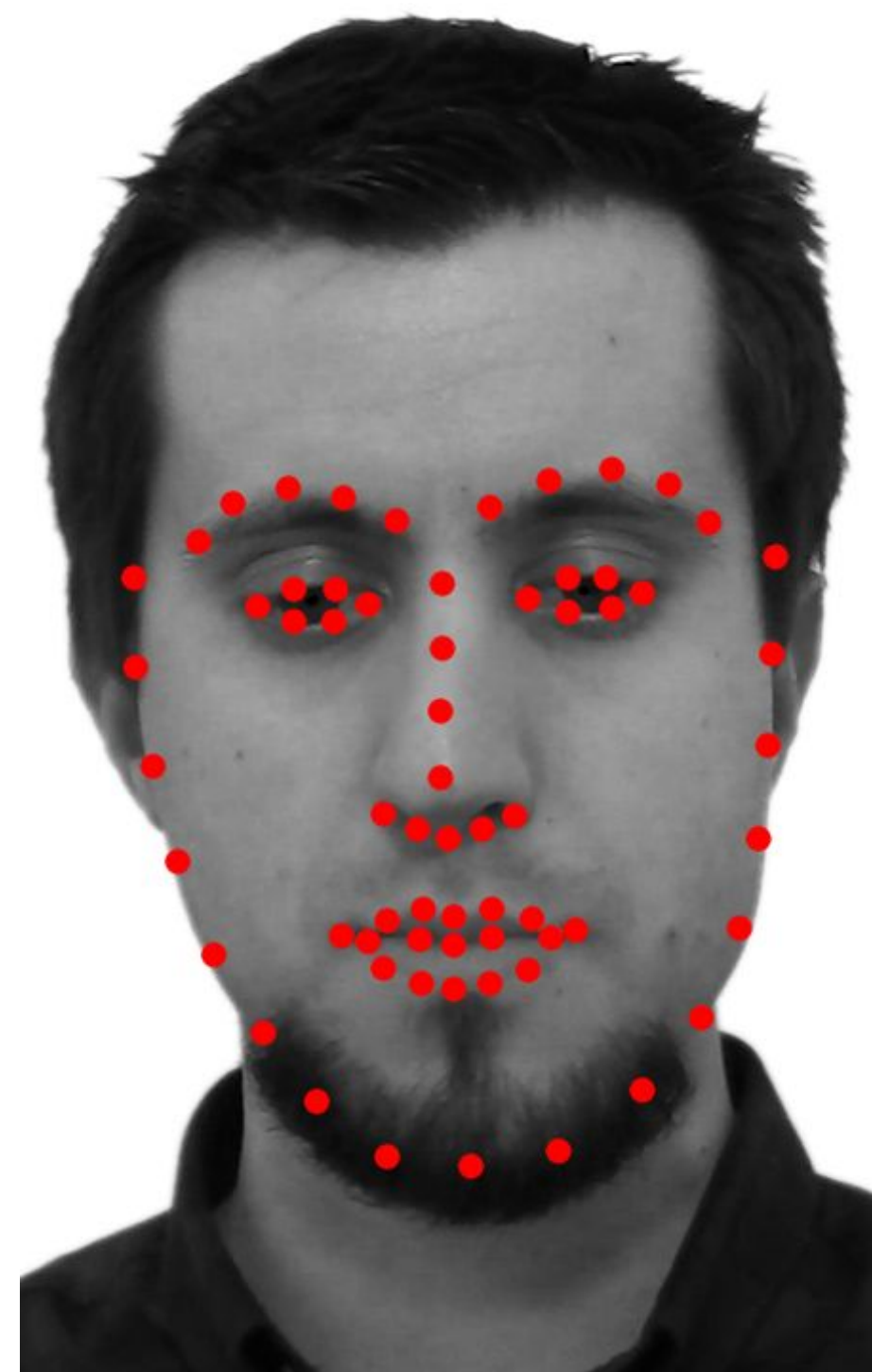


Camera

Video



Ordinary game



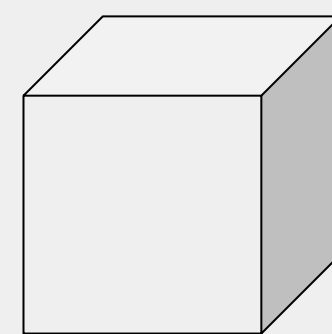
Computer vision
processing

HR

Facial actions

Emotion
estimation

User-tailored
model



Stress/boredom
levels