



Real-time testing of non-verbal interaction: An experimental method and platform

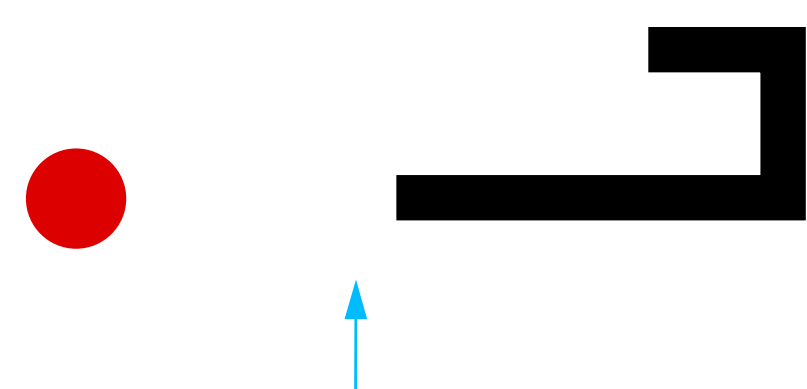
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We present an immersive multi-person game developed for testing models of non-verbal behaviour in conversation. People interact in a virtual environment using avatars that are driven by either their real-time head and hand movements or by an algorithm. This enables what amounts to a non-verbal Turing test in which the effectiveness of different algorithms for controlling non-verbal behaviour can be directly tested and evaluated in live interaction.

GAME



Hold a button on the left controller to fake attention to the conversation



While faking, a snake game pops up in front of you. Get **5 points** for each snake's food you collect

Press the button on the right controller to accuse fakers. Correct accusations worth **1 point**, but if you're wrong you **lose a point**



SCIENTIFIC METHOD

Computational model takes control over the participant's avatar

A scoring mechanism encourages the participants to give control to the computational model

By trying to detect fakers participants effectively rate the perceived plausibility of the model

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Video demo of UnsocalVR: tiny.cc/unsocialvr-demo



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