Empathy Matching and Mimicry 2.0

Four emotions are nominated.

Eg - Anger, happiness, serenity and anxiety

Three people sit on chairs in a circle, facing outwards.

They can see individual screens.

A BCI system is hooked up to each and baseline levels are taken to ascertain a standardised basic graphic for each of their interpretations of the chosen emotions.

Person 1 and 2 are given a card denoting an emotion and they hold that emotion as clearly as they can. Person 3 is given a set amount of time to match the emotion. A different card is given to Person 2 and 3 and Person 1 has to match the emotion. It continues for 12 rounds.

Neural Congruence Semiotic 1 2 3 4 5 6 7 Engramic

Distribution of Agency. Egocentric. 1 2 3 4 5 6 7 Allocentric