Bubble Emotions
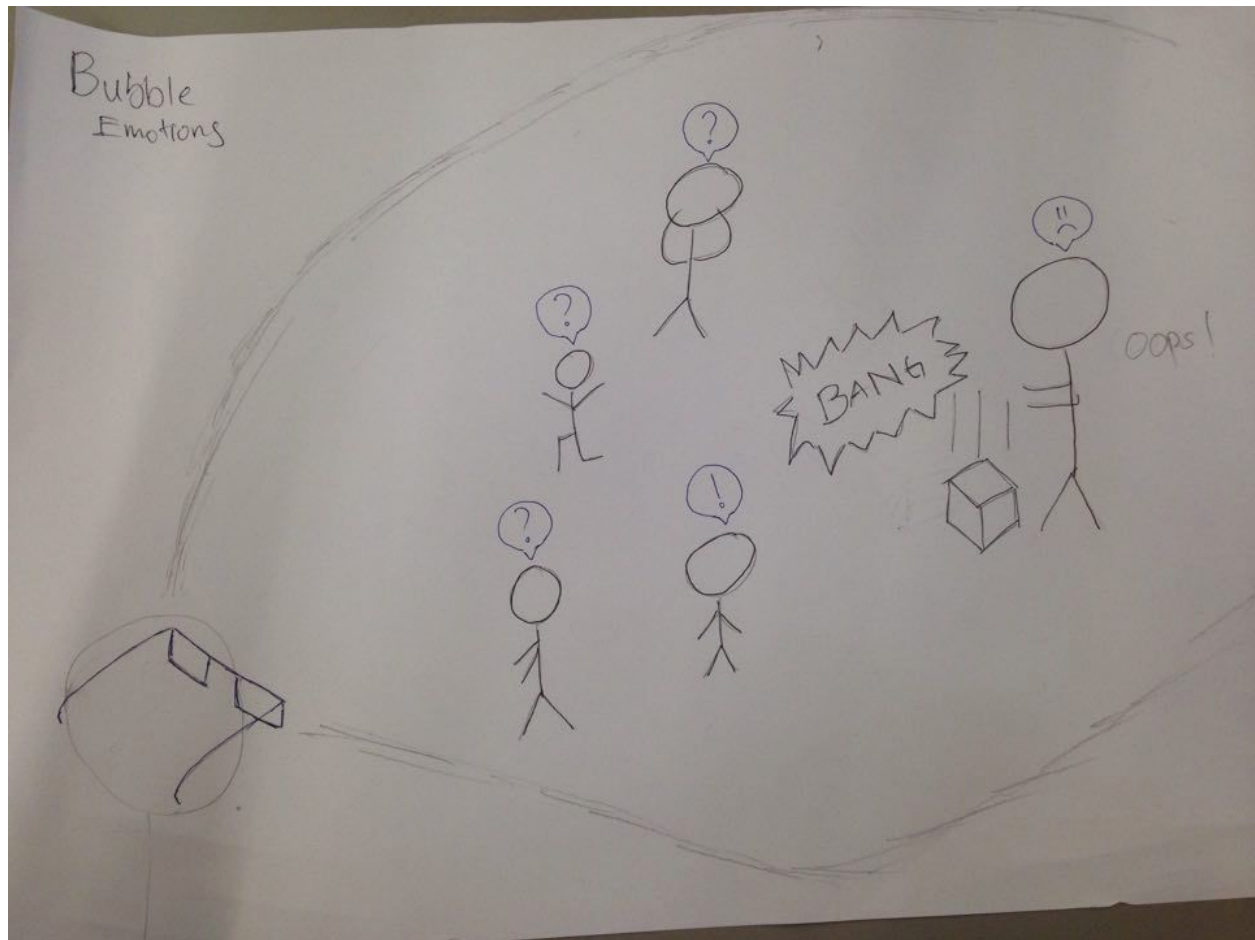

Short Introduction
The idea is to be able to project a persons emotions above their heads.

While the idea was initially developed to be just a playful technology. It seems it may find a purpose in the Autistic community, where they have trouble recognizing visual cues.

How it began
Online Role Playing Game is where you are controlling a virtual character in a virtual world, and you have super powers and all that stuff.
Some of the difference between the real world and the virtual world is that, people jump alot more, i dont know why but there is something addictive about spamming the spacebar... But more importantly is how emotions are displayed in the virtual world. In some games, emotions are displayed as a bubble above your head, for example, if you are angry or sad, a rain cloud appears above your head.

I find this really amusing when i try to imagine it happening in real life, imagine a rain cloud appearing over someones head!

And thus this was the inspiration for my technology idea.

An augmented reality device which displayed emotions above a persons head.

To clarify further, the "emotion bubbles" should appear above the persons head for a brief moment only, say 2 seconds. And appears each time there is a change in emotional state. It is not meant to be like, a pre-set status where the person will be "wearing" that particular emotion the whole time. It should be responsive to what the person is feeling at that exact moment.

Implementation
I have not really put much thought into this, but i do have a few broad ideas that might work. Perhaps it could be implemented via Augmented Reality glasses, where persons wearing the glasses are able to see a virtual bubble above the others heads, the glasses would be able to communicate with each other in order to display the current emotion.

Hopefully there would be a non-obstructive bio interface which will allow us to get the current emotional state of the person.

Inspiration and Resources
- Ragnarok Online, a mmorpg computer game
- Sims, computer game
- Resource about Autism and facial cues,
http://psychcentral.com/news/2014/06/21/in-autism-facial-expression-recognition-tends-to-worsen-with-age/71504.html