

She is NOT as Good as Him: Using Gender Swap in Virtual Reality for Increasing Empathy

CS567-Checkpoint 2

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Outline

- Research question
- Project Scenario
- Designing the environment in Unity
- Creating avatars with Adobe Fuse
- Reading Papers
- Future Steps

Can we increase empathy for victims of sexism using virtual reality?

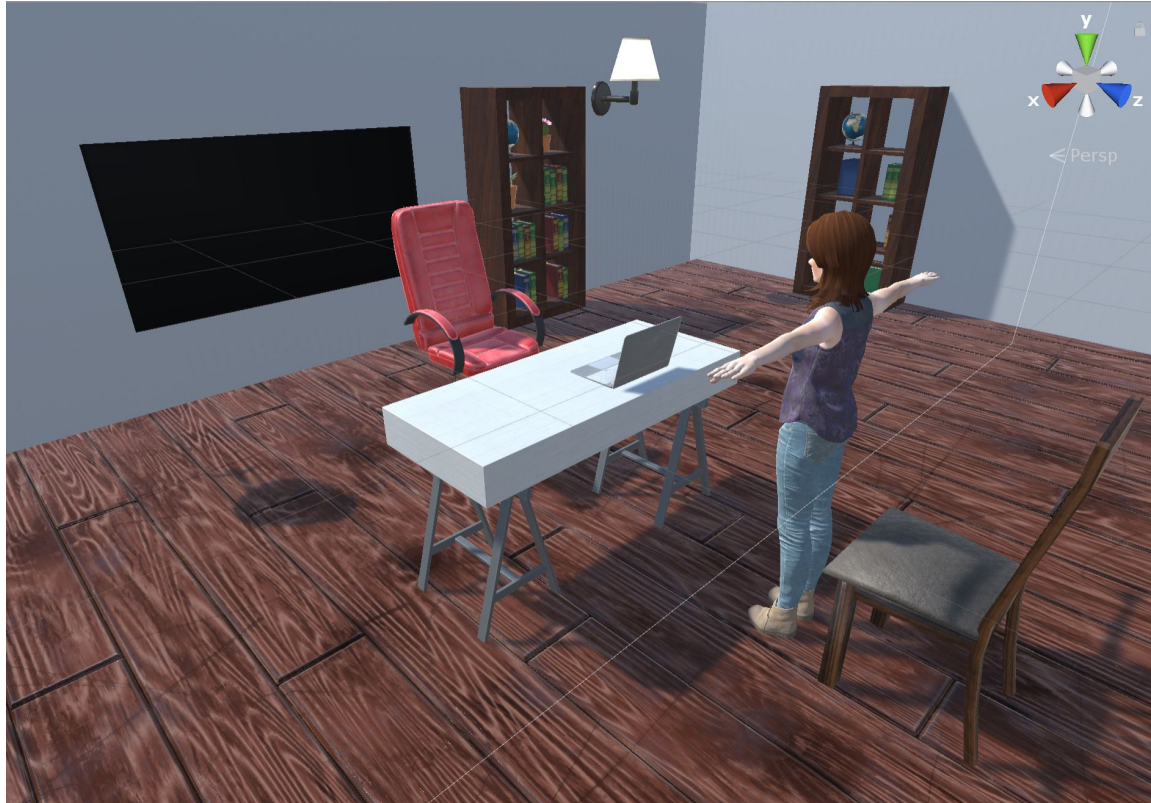
- Under-representation of female students in STEM fields
 - The stereotypes associating this area with males is a major barrier that prevents female students from developing interests in this field
 - This concept can be generalized to other issues that involve stereotyping, for example the ones that are caused by: age, race, and appearance, or the ones that involve LGBT groups.
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Project Scenario

- The participants of this projects are all male
- The participants experience two interviews in a VR environment
 - First interview with a male avatar
 - Second interview with a female avatar (gender-swap)
- Second interview is done under a sexist behaviour
- At the end, users complete a questionnaire



1. Designing the environment in Unity



- Mirror

- Adding Physics

- High poly Texture



Wizard-of-oz



2. Building new avatars in Adobe Fuse



5. Papers

- Perceived Authenticity, Empathy, and Pro-social Intentions evoked through Avatar-mediated Self-disclosures

Daniel Roth, Carola Bloch, Josephine Schmitt and et. al

- I See You: Interspecies Empathy and Avatar.

Sideris and Lisa H†

Future Steps

1. Creating survey for facial expressions
2. Attaching the avatar to FPS Controller
3. Importing interviewer avatar to unity and expand it
4. Reproducing the experiment for new male avatar
5. Fixing Hair problem
6. Creating more animations for the body
7. Reading more related papers