What question(s) or problem is your research seeking to answer? Why do you think this project is worth doing? What are the steps that you are going to take to accomplish the results? Your project plan should be divided with your partner, and presented.

* Increased awareness of important role of emotion in HCI

-> Lack of emotion annotated database

-> Insufficient training data provided for deep learning algorithms used for speech emotion recognition

* To design a tool, taking account of context sensitivity of emotion in speech
* How to mitigate dependency on human’s interpretation (multiple annotators)
* what leads to improvement on interraters’ agreement scores (increased training)
* how to handle gradation and variation of emotional data over time
* to evaluate the validation of speech emotion database
  + acted/induced/natural emotions
* to evaluate various annotation schemes and strategies
  + annotation of two emotional dimensions simultaneously vs one dimension at a time
* To improve the problems exhibited by existing annotation tools
  + Time delay between annotation and video/audio
  + Laps in concentration
  + inaccuracy of annotation due to sensitivity of joystick/slider
  + inability to annotate remotely or online
* To allow users to utilise various emotion recognition models and visualise the predicted emotional data on a single webpage
* To provide users with a better presentation of changes in emotional states with respect to time while annotating the emotional data
* To allow users to visualise speech signals of recorded digital verbal data
* To make a transition from a desktop application to a web application for better accessibility, easier installation and lower computational power required (faster speed)

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* To design a user-friendly, intuitive tool, which attributes to high accuracy of emotional data
  + Evaluate application of annotation tool such as mouse/ keyboard-based or joystick
* To improve the EmotionGUI developed previously at UoA, based on evaluation of design by survey conducted last year.
  + To improve on presentation of emotional data over time
  + To be able to present multiple annotated data with a clearer distinction
  + To improve the overall design of GUI

Consequent vs simultaneous annotation strategy

2d setup of framework allows users to provide a more comprehensive description of their behaviour experience than is possible by annotating each dimension separately. (VA individually vs VA together)

Feeltrace; 2D continuous annotation of VA ; cognitively demanding

Gtrace: One time continuous annotation

ANEMO adapted Gtrace : web based approach enabling remote annotation; annotating two emotion dimensions separately and time -continously using a slider