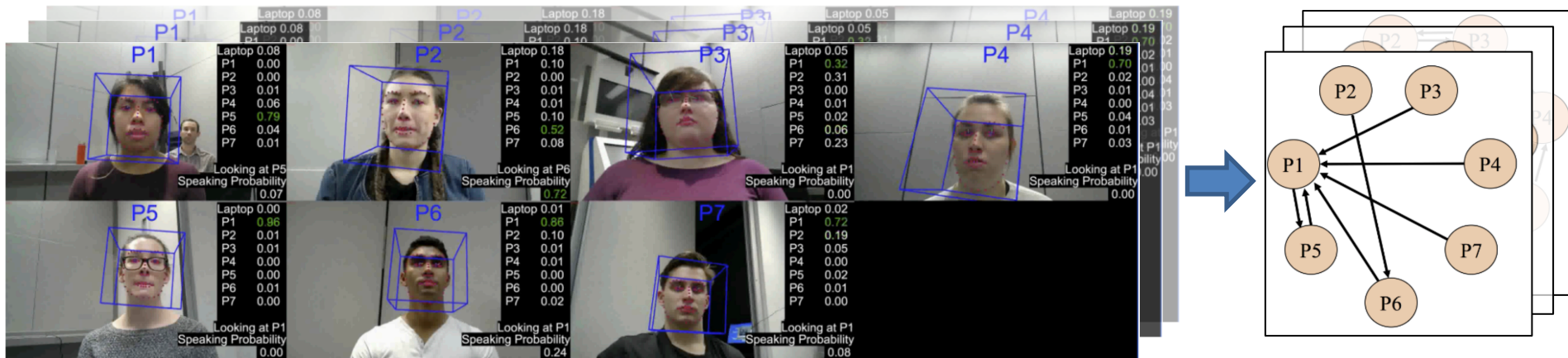


Deception Detection in Group Video Conversations using Dynamic Interaction Networks

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- First network study of **group deception** in video discussions
- **Resistance game dataset**: analysis across 26 games
- Extracts **dynamic interaction networks** from videos: 185 nodes, 689k+ edges
- New **DeceptionRank algorithm** to identify deceivers

Data: <https://snap.stanford.edu/data/comm-f2f-Resistance.html>