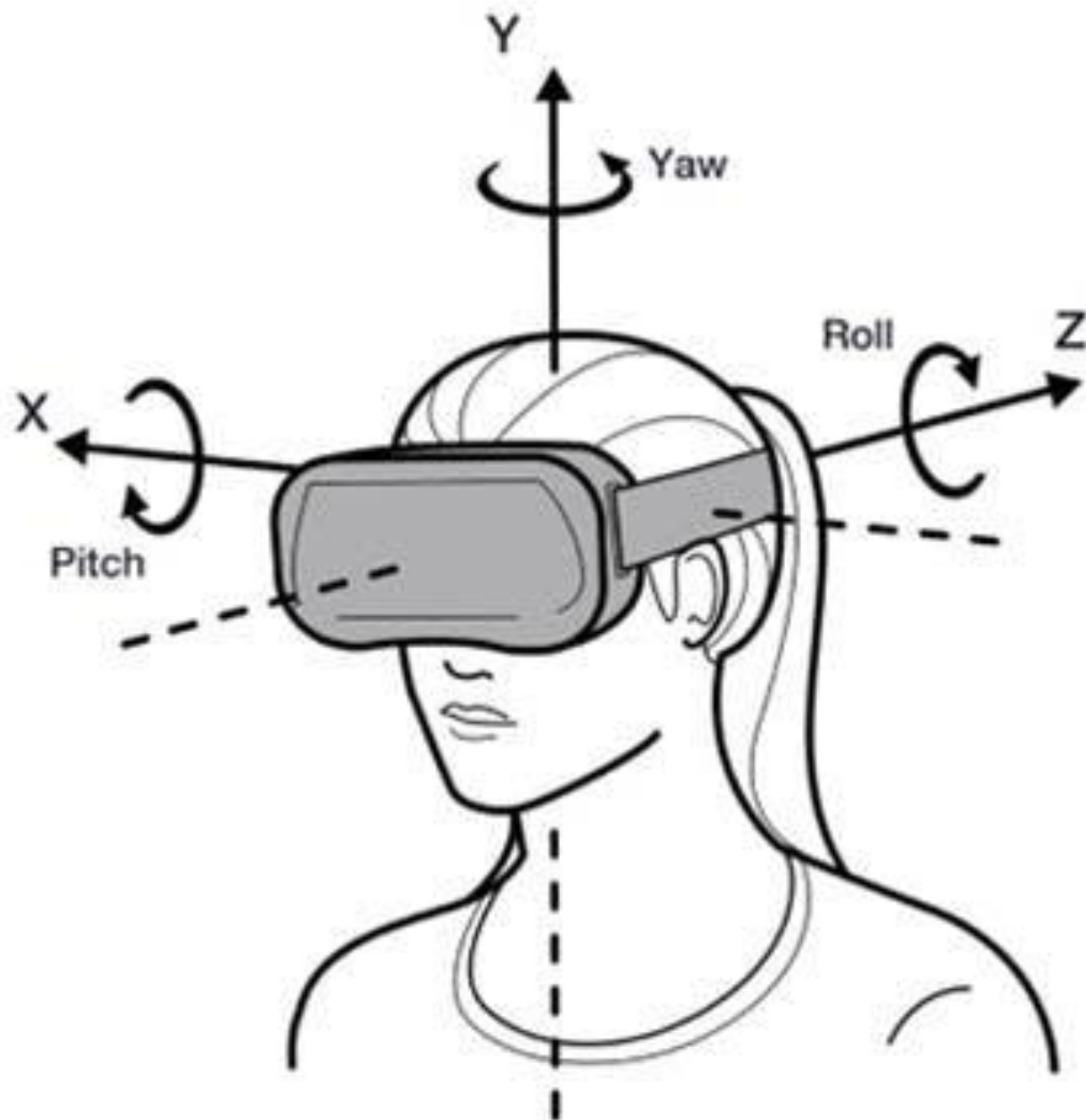
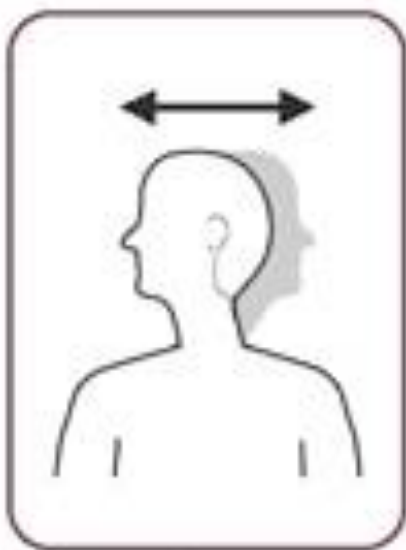


Project proposal
2018-2019
Language of headmovements

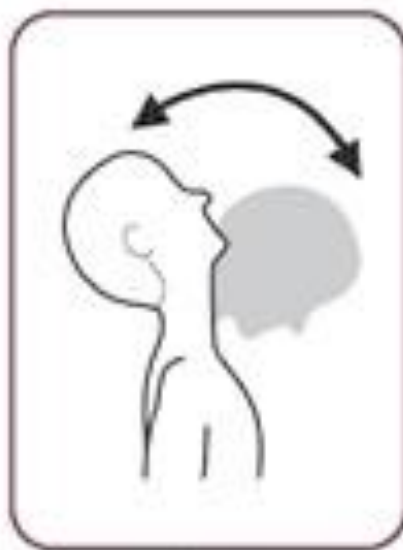
G. Mills
(g.j.mills@rug.nl)



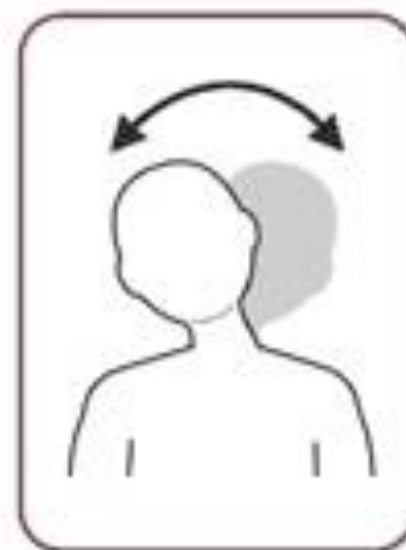
The data



Yaw



Pitch



Roll

- Vector of 3 angles (sampled 20 times a second)
- Who is looking at whom
- Mutual gaze (both people looking at each other)
- How long people look at each other

Timestamp	P1x	P1y	P1z	P2x	P2y	P2z	P3x	P3y	P3z
0	10	30	330	50	40	45	35	40	60
10	10	35	330	50	40	45	35	40	60
20	10	36	332	50	40	45	35	40	60
30	10	38	331	50	40	46	35	40	60
40	10	39	330	51	40	46	35	40	60
50	10	40	329	53	40	47	35	40	60
60	10	41	328	55	40	48	35	40	60

Projects: Language of head-movements

Analyzing data from conversations

- Collect data (10 minute conversation)
- Use head-movement data to
 - Identify role of participant (speaker vs. listener)
 - Identify Gender (M/F)
 - Predict who will speak next

Generating behaviour

- Use head-movement data to generate natural head movements (i.e. avatar behavior) – x,y,z rotations

...Open to suggestions on any VR project

- *Testing effects of different avatars*
- *Testing effects of different environments (v. simple javascript programming)*
- *Any other suggestions?*