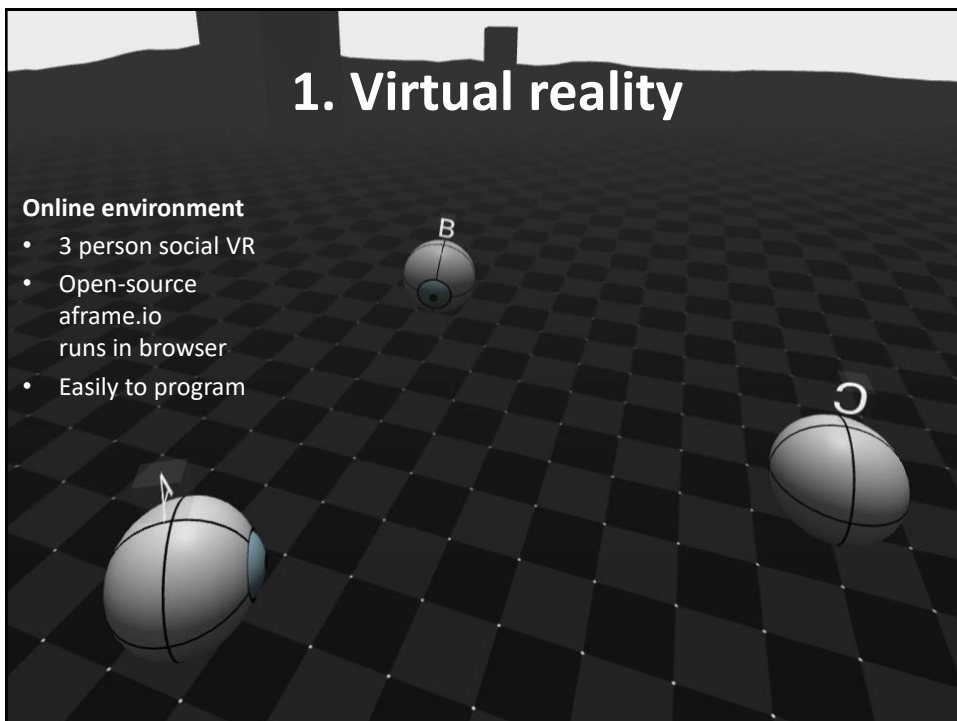


Three projects

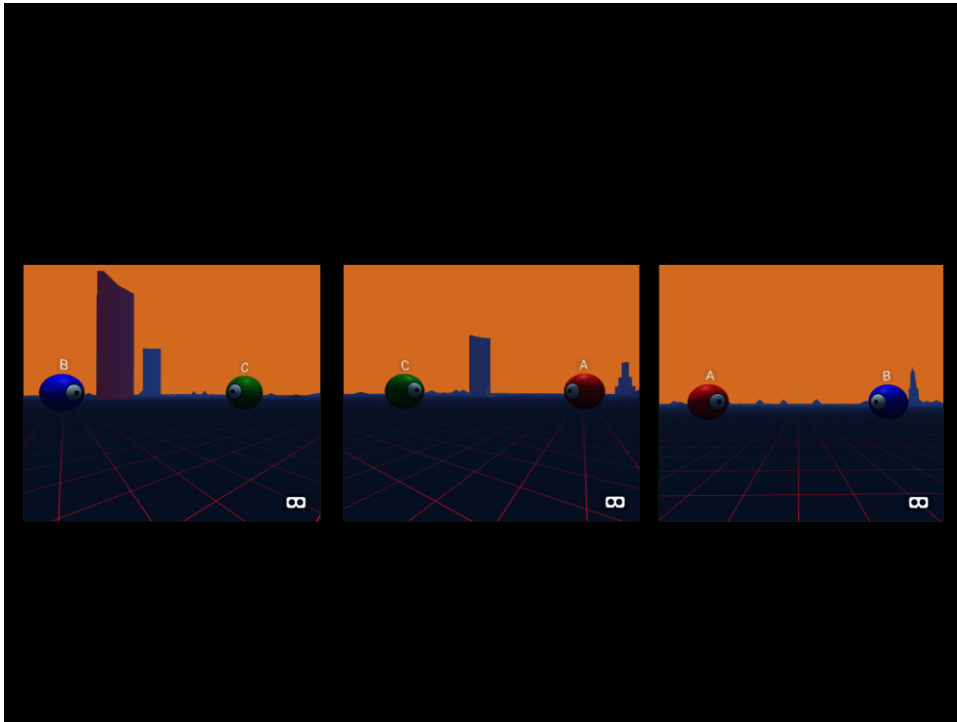
- Turn-taking in Virtual Reality
- Turn-taking in Instant Messaging
- Facebook / Twitter (filter bubble/echo chamber)

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Virtual Reality

Project:

What role does eye gaze / joint attention play in communication?

Method:

Modify existing setup to manipulate eye gaze e.g.

- Introduce fake delay
- Block/amplify nodding
- Transform gaze behavior

Data analysis:

- Analyze gaze behavior
- Who looks at whom / when
- V. interesting for data-science:
Methods for analyzing multiple
correlated streams of data



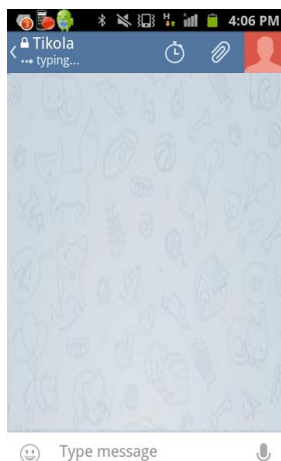
4

2. Turn-taking in mediated interaction



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2. Turn-taking in mediated interaction



1. **Modify code (open-source)**
2. **Modify timeout variable "is typing"**
 - Multiple variants
 - 1 second timeout
 - 10 second timeout
 - Spoof "is typing" activity
 -
3. **Run experiment (many possibilities)**
 - Collaborative task (chatting)
 - Pairs vs. Group-chat
4. **Analyze data**
 - Turn-taking, pauses
 - Cross-recurrence quantification analysis
 - Task performance
 - Usability

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3. Filter bubbles / echo chambers



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Projects

If you are interested in doing research on any of the following:

- Virtual reality
- Instant-messaging
- Facebook/Twitter
(filter bubbles/echo chambers/microtargeting)

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