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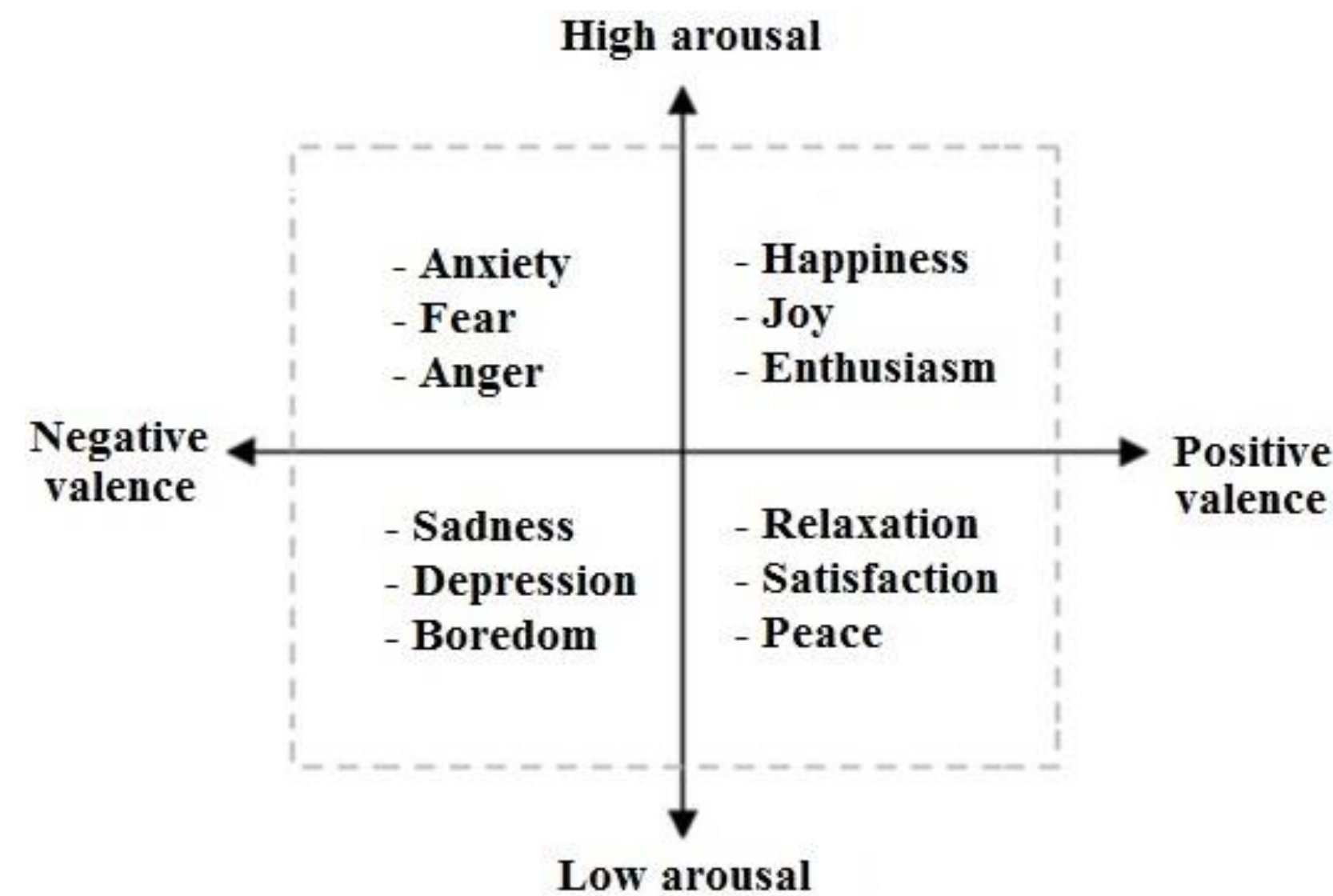
EMOTIONS

Dimensions of emotions:

- valence – how positive the emotion is,
- arousal – strength of an emotion,
- tension – how tense the person is.

Commonly is used only two dimensional model (valence, arousal).

Our primary concern is detection of changes of emotions caused by a level of usability.



EXPERIMENT

User Experience and Interaction Research Centre at FIIT STU in Bratislava
22 participants, 8 tasks on the same webpage (eshop) for every participant

Test scenario

1. Pupil calibration (by Tomáš Juhaniak)
 2. General questionnaire (age, sex, Internet skills...)
 3. For every task: Instructions, task, questionnaire
- Order of tasks is counterbalanced by *Williams Design*

Tasks

Total amount of tasks was 8.
Four of them contained inserted errors of usability.

Task questionnaire

- How intensive emotions did you feel?
- How positive emotions did you feel?
- What was the strongest emotion you felt?

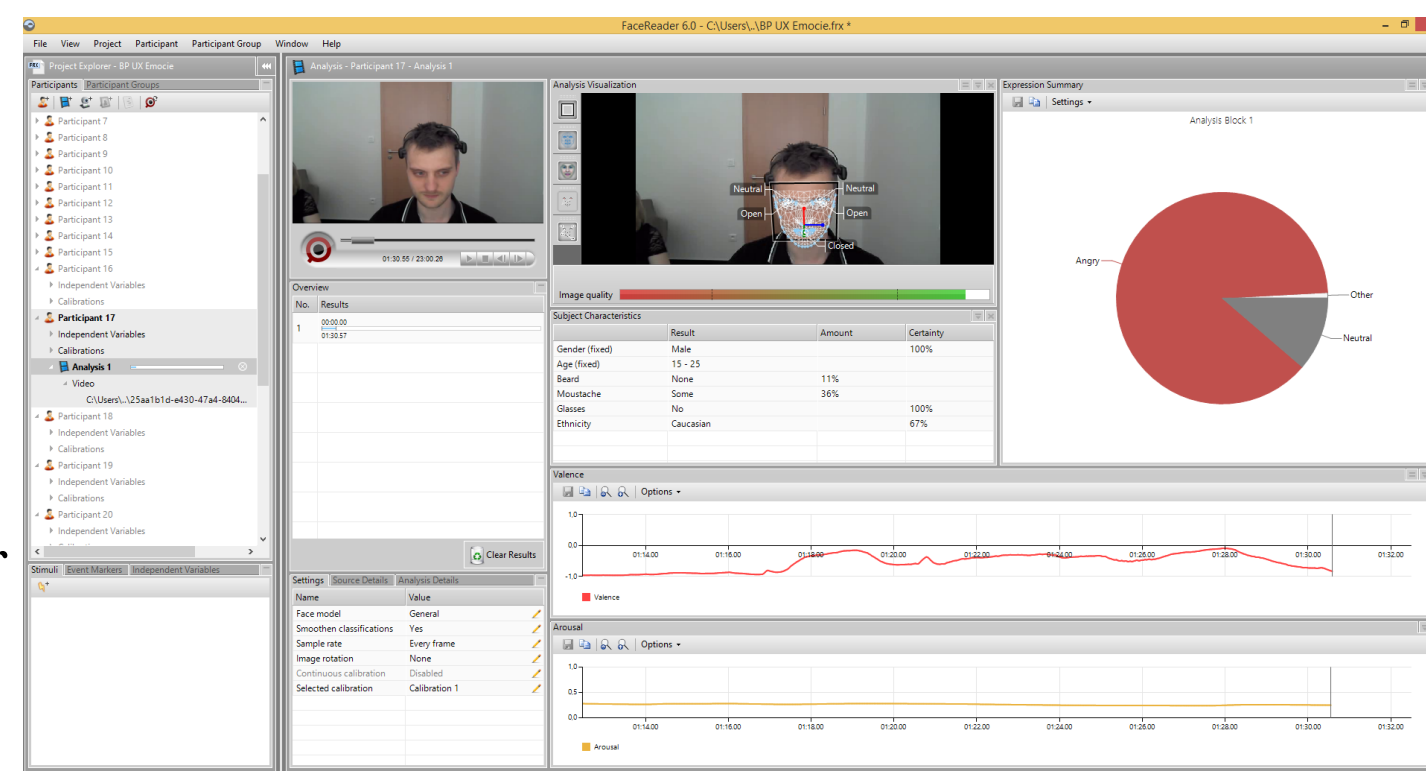
EMOTION DETECTION

Data obtained in the experiment:

- raw EEG from EMOTIV Epc device,
- videos of participants from a web camera,
- experiment orchestration using Tobii Studio.

Processing of video

- Facial expressions analysed by Noldus FaceReader
- Output: valence and arousal in time



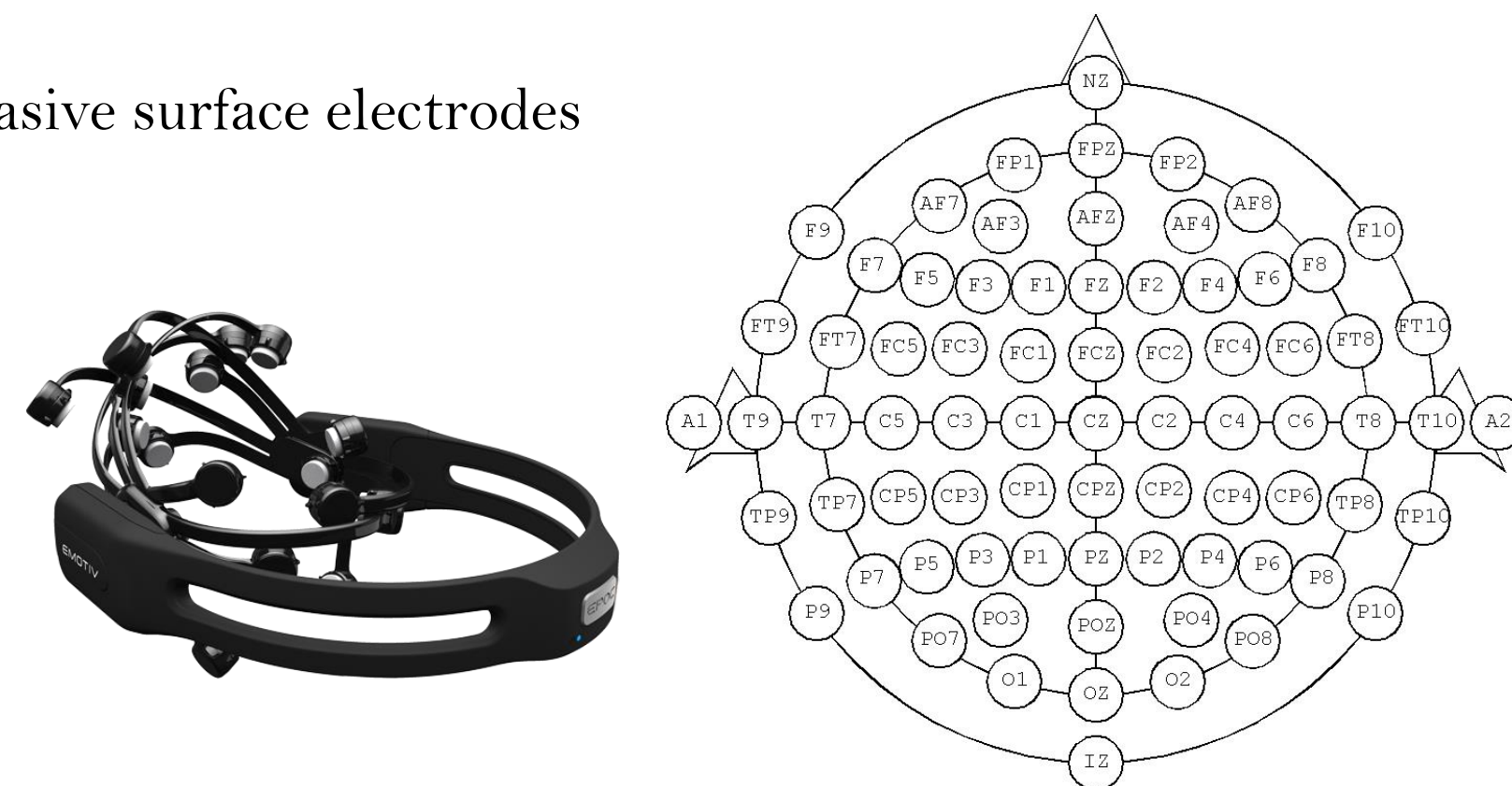
Processing of EEG

- Combination of signal gained by non-invasive surface electrodes
- Output: Alpha and Beta waves of a brain
- Application of these two formulas*

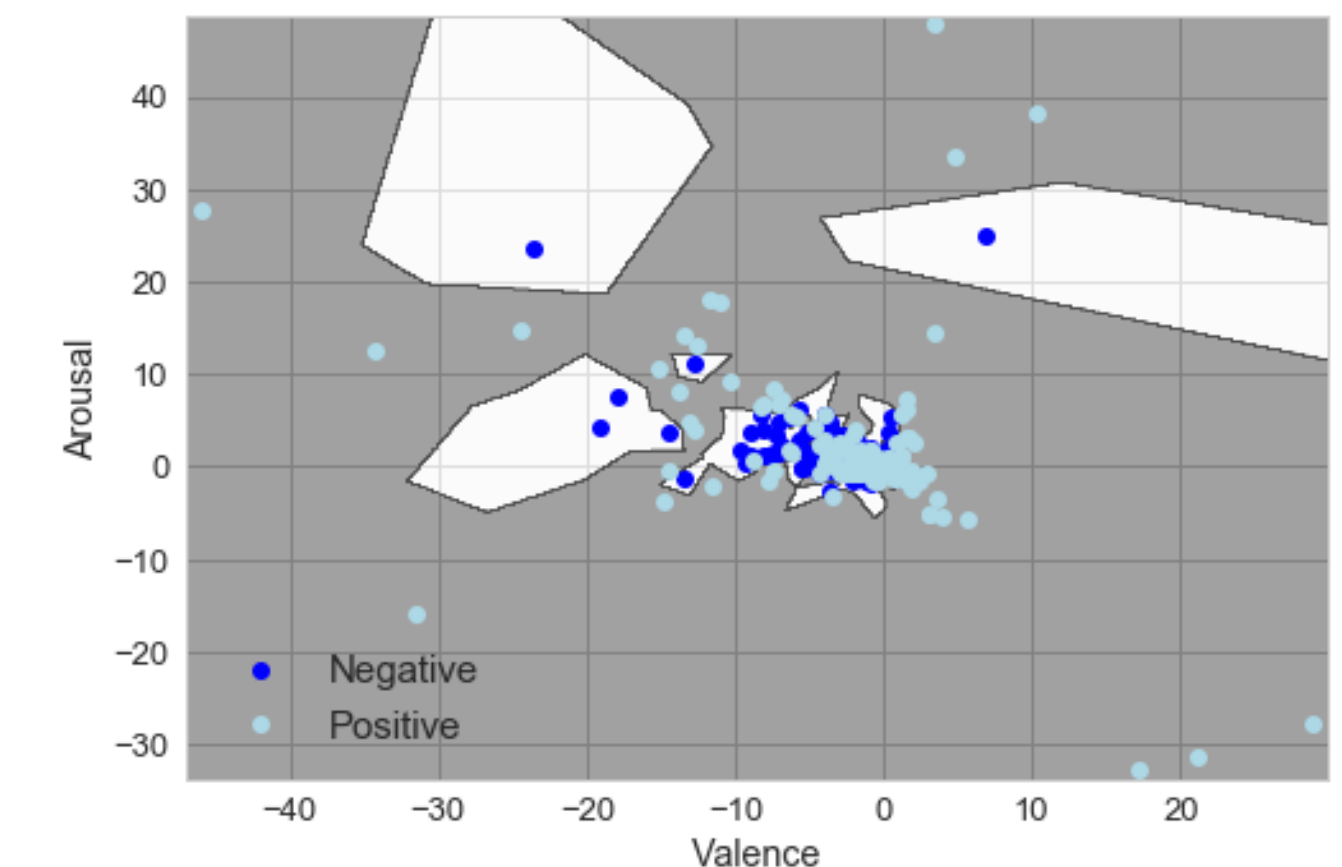
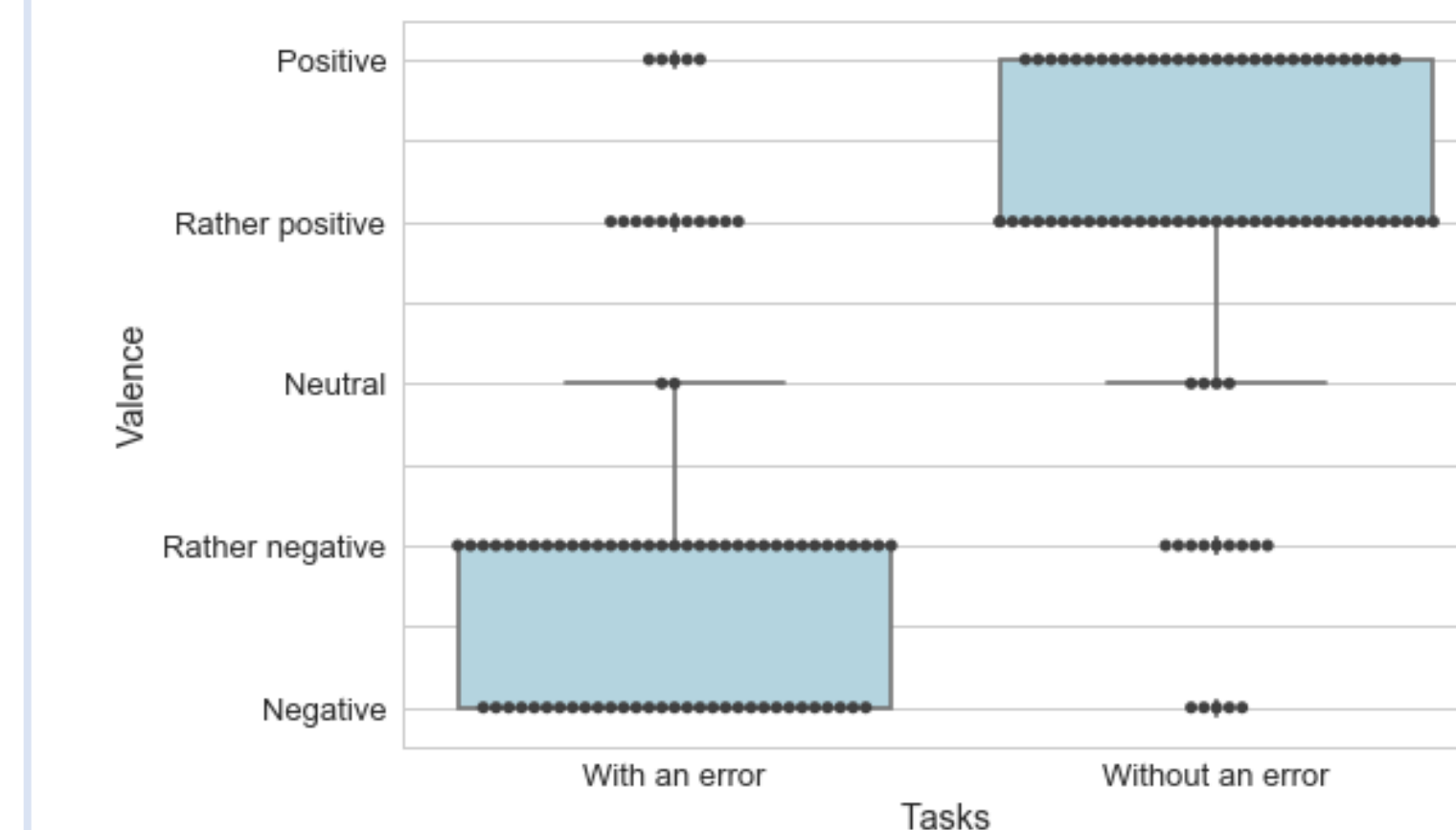
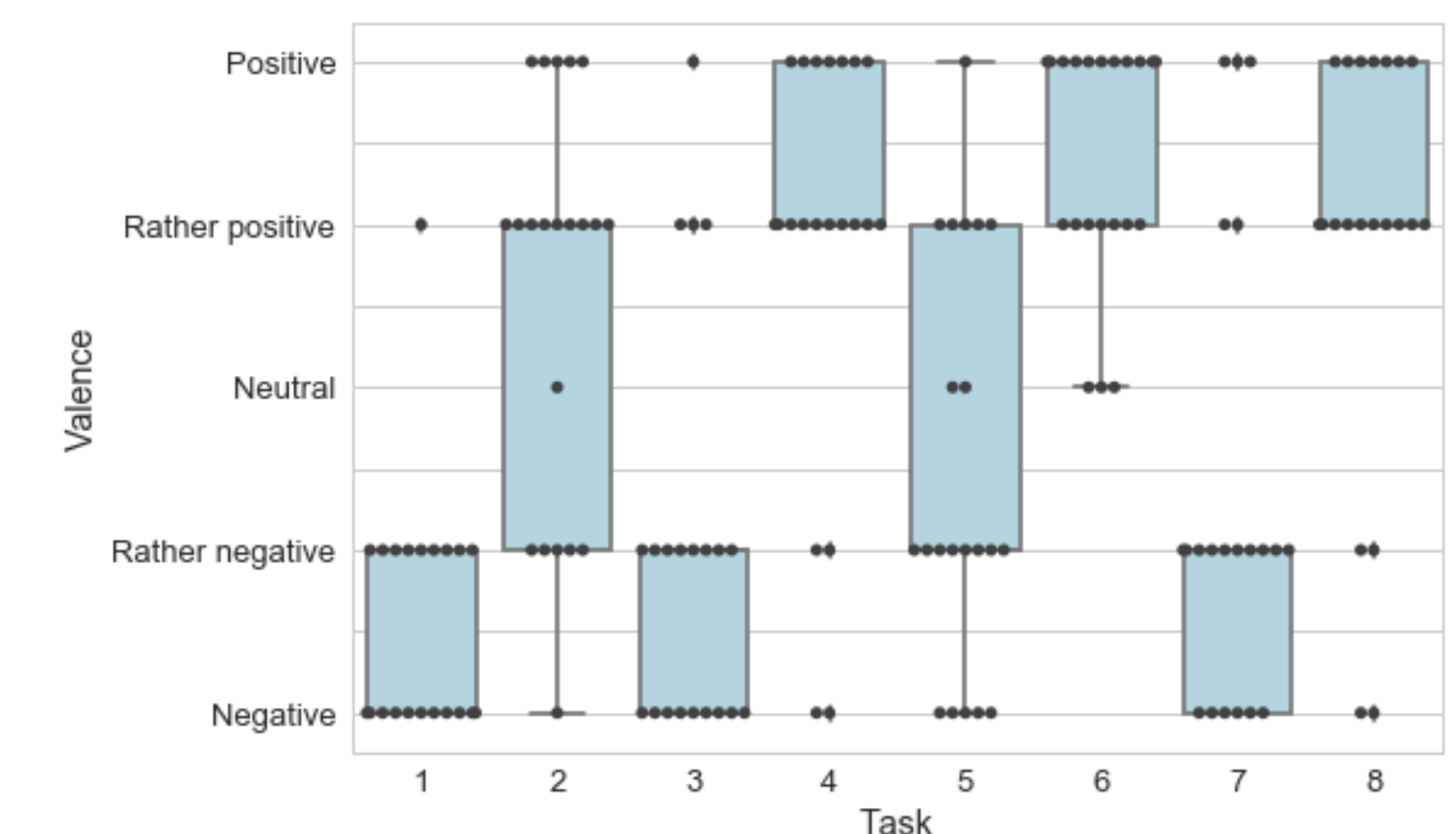
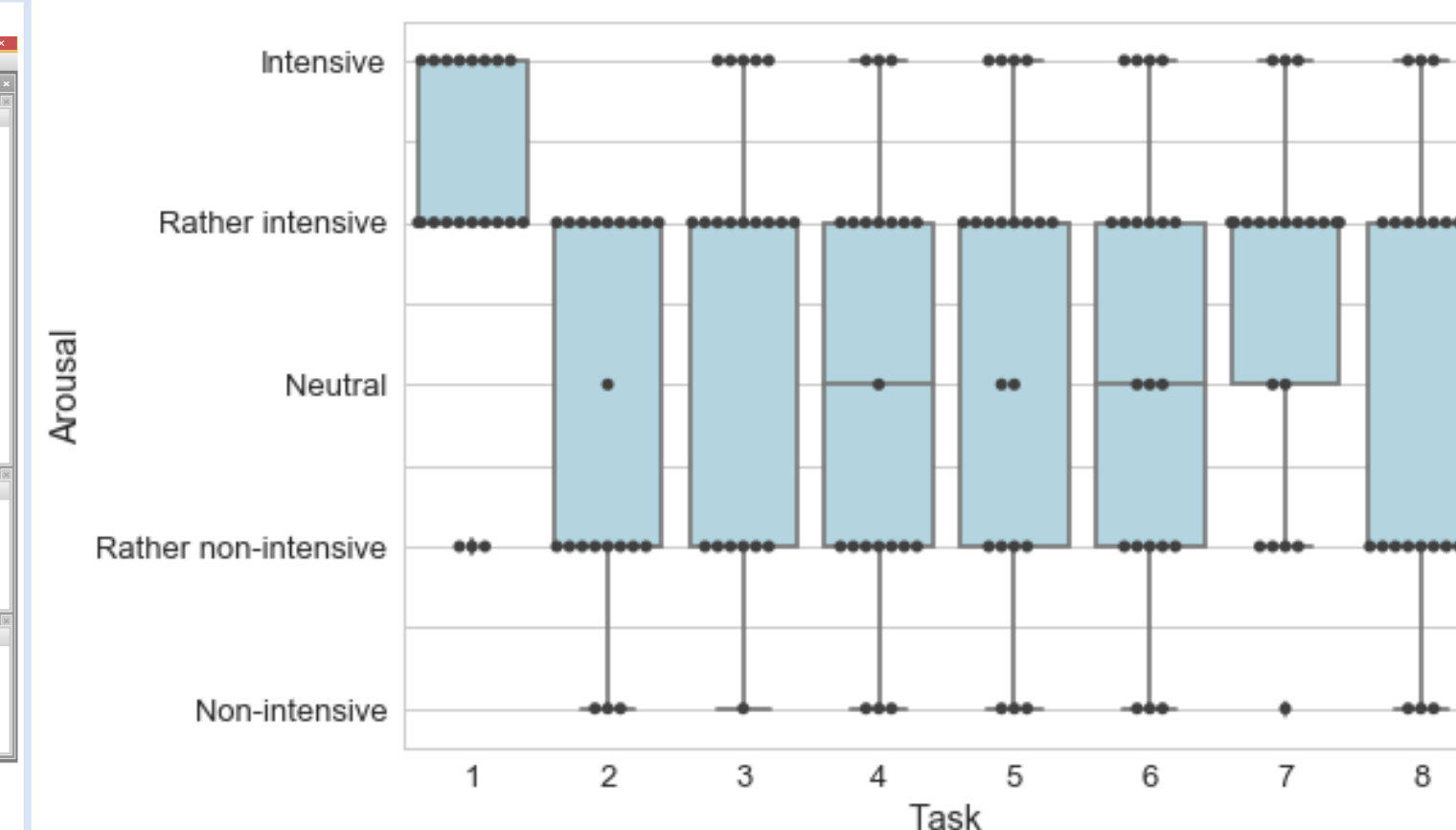
$$Arousal = \frac{\alpha(AF3 + AF4 + F3 + F4)}{\beta(AF3 + AF4 + F3 + F4)}$$

$$Valence = \frac{\alpha(F4)}{\beta(F4)} - \frac{\alpha(F3)}{\beta(F3)}$$

Output: valence and arousal in time



RESULTS



*Hayfa Blaiech, Mohamed Neji, Ali Wali, and Adel M Alimi. Emotion recognition by analysis of EEG signals. In 13th International Conference on Hybrid Intelligent Systems (HIS 2013), pages 312–318. IEEE, dec 2013.