



Perceiving VR Emotions

Project Fair 2026 | Computer Science Department | Virtual Reality



Perceiving VR Emotions: The Role of Avatar (Facial) Abstraction in Interpreting Social Interaction

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Prof. Dr. Bernd
Fröhlich



Dr.
Jan Ehlers



Lina Klass



Anton Lammert



Tony Zöppig



Established
method in
psychotherapy:
Reenacting social
interactions



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VR opens up new
possibilities:
interactions can be
recorded and
re-experienced



Paul Ekman (1992)

Levels of Avatar Abstraction



Levels of Avatar Abstraction



NVIDIA "Audio2Face"

Levels of Avatar Abstraction



NVIDIA "Audio2Face"



Meta Avatar

How do different **levels of avatar realism** influence the **perception of emotions**?

Is there a difference between observing your **own avatar** compared to that of **another person**?

Which levels of abstraction are **appropriate** for different situations?

We are looking for...

students interested in **Social VR**,
empirical user studies using
measures such as **eye tracking**,
and **acting out emotional situations**.

PVRE: Perceiving VR Emotions

Credits 12, 15, or 18 ECTS

Participants max. 5

Target Group (Medien-)informatik, HCI, CS4DM

Experience in either C++ (passed programming language course) or C#. VR course or Unity experience recommended.

Contact: lina.klass@uni-weimar.de

