Interactive expressive virtual characters: challenges for conducting experimental studies about multimodal social interaction

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ABSTRACT

Advanced studies about social interaction address several challenges of virtual character research. In this paper, we focus on the two following capacities of virtual characters that are the focus of research in human-computer interaction and affective computing research: 1) real-time social interaction, and 2) multimodal expression of social signals. We explain the current challenges with respect to these two capacities and survey how some of them are used in experimental studies with users having Autism Spectrum Disorders (ASD).