

# Sensing and Visualising Physiological Arousal

Anthony Tang<sup>1</sup>, Dan Cratt<sup>2</sup>, Sheelagh Carpendale<sup>1</sup> and Allan Dunning<sup>2</sup>

<sup>1</sup>Department of Computer Science  
University of Calgary  
Calgary, Alberta  
Canada T2N 1N4  
email: tang@cpsc.ucalgary.ca

<sup>2</sup>Media Arts & Digital Technologies  
Alberta College of Art & Design  
Calgary, Alberta  
Canada

*Cite as:*

Tang, A., Kratt, D., Carpendale, S. and Dunning, A. (2003). **Sensing and Visualising Physiological Arousal**. Video report, Interactions Laboratory, Department of Computer Science, University of Calgary, Calgary, Alberta, Canada.

## Abstract

We've designed a simple input device for affective computing and a novel visualization of human affect. The system consists of a set of bars and a visualization environment on a display. When the user grasps the bars, the visualization begins. Conversely, when they release the bars the visualization ends. The light globe acts as an embodiment of the user's galvanic skin response data. The higher the galvanic skin response reading, the more quickly the globe moves. The higher the variability in the reading, the more sporadic the globe's movement.