Sensing and Visualising Physiological Arousal

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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.