Public Speaking Simulation with Audience Feedback and Gaze Tracker (Dean Summer Fellow 2021)

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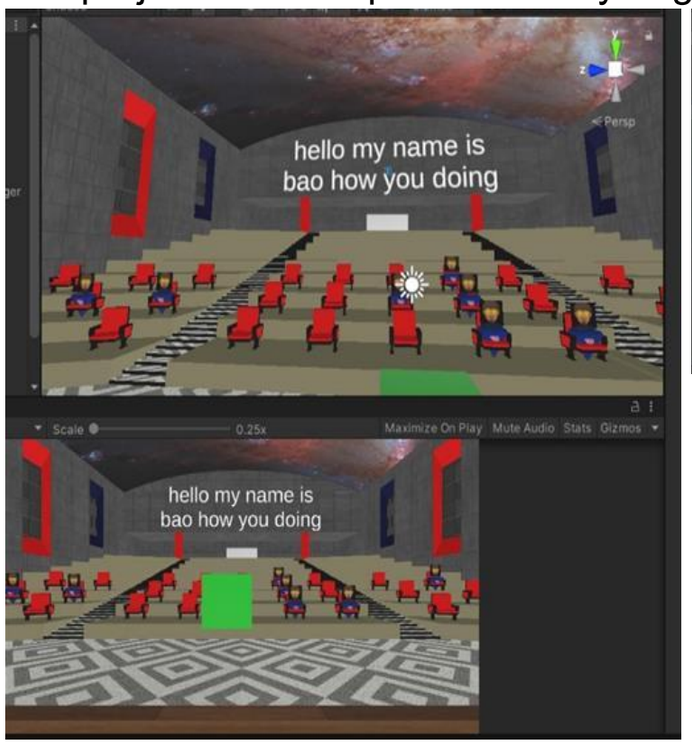
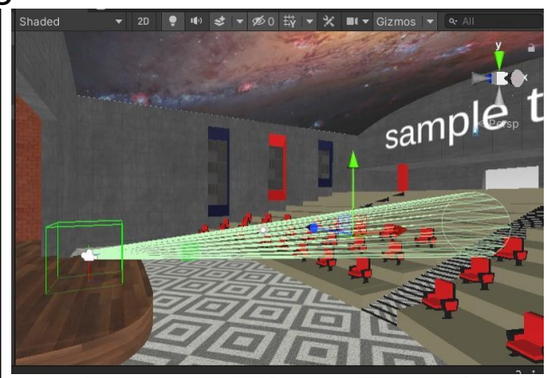
Introduction

This project aims to develop a public speaking simulation in virtual reality (VR) in order to help people with trouble or practice with public speaking and give them feed back.This project will provide the speaker with a simulated stage and interactive audiences through VR. Some of possible data we can collect are rate of speaking, pauses, filler words, grammar and more. The simulation will also tracks human gaze to help speaker with eyes contact during presentation. These data would then be fed to virtual audiences in term giving back real time reaction,

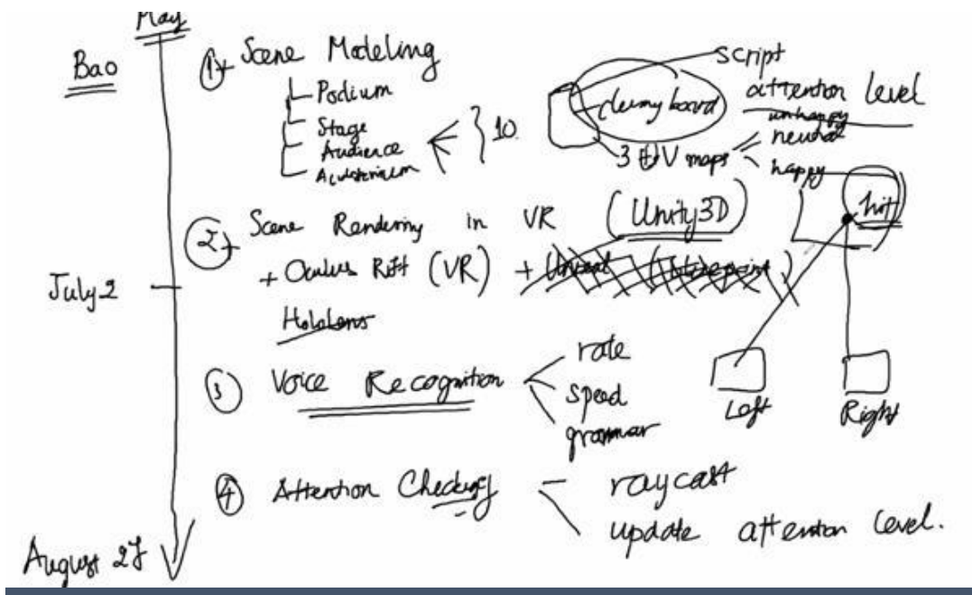
Implementation

The project is developed with Unity engine and Oculus Rift headset.





Proposed Framework



Future Plan

The project is not finish and still lack voice data processing, user interface. I plan to continue to work on the project in DSF 2022 and implements more features.