

- **Virtual Reality based Emotion Recognition used in affective computing.**



An avatar displaying a Neutral Facial Expression.

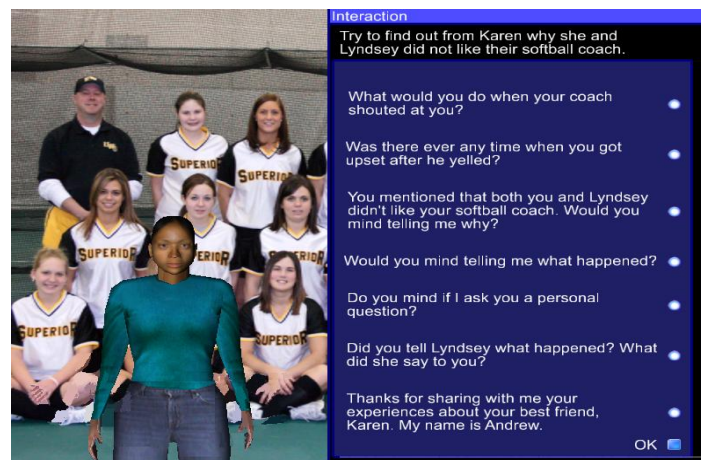
An avatar displaying a Happy Facial Expression.

An avatar displaying an Angry Facial Expression.

- **Virtual Reality based Social Interaction for individuals with Autism Spectrum Disorder.**



An avatar dynamically moves in a virtual environment while narrating a personal experience.



Virtual Reality based social communication skill development.