## devAlce® XR Emotion Al Inside The Game Engine

Bring a new depth of immersion to your players' virtual experience by using emotion recognition. With devAlce® XR you recognize your players' emotions based on their voice in real time. It enables natural and humanlike interactions that are otherwise impossible to implement.



## **Key Facts**

- Emotion Categories: Happy, Angry, Sad, Neutral
- Emotion Dimensions: Expression, Inclination
- · Voice Activity Detection: Only captures human voice
- Speaker Verification: Only captures the player's voice
- Speaker Attributes: Gender
- XR-Ready: suitable for VR & AR applications
- Lightweight package: as low as 13MB only
- Multi-platform: Windows, MacOS, iOS, Android
- Memory Usage: as low as 10MB of memory
- Negligible CPU Usage: real-time factor under 1
- Game Engine: Unity, Unreal



## Successful Use in Edutainment

The company created a virtual environment to train interns and new employees at a hospital in the Netherlands. "A future where our interactions with computers and virtual characters are emotionless was not an option for us." Eric Jutten, CEO. devAlce® XR became the solution.



Contact us to find out how our technology can benefit your product!

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