

devAlce® XR – Empathic Al Inside The Game Engine

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



Key Facts

- Expression Dimensions: Arousal, Valence, Dominance
- Expression Categories: Happy, Angry, Sad, Neutral
- 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 vocal expression values can seamlessly integrate with any LLM to create a natural interaction with an NPC. 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 expressionless 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! sales@audeering.com



