

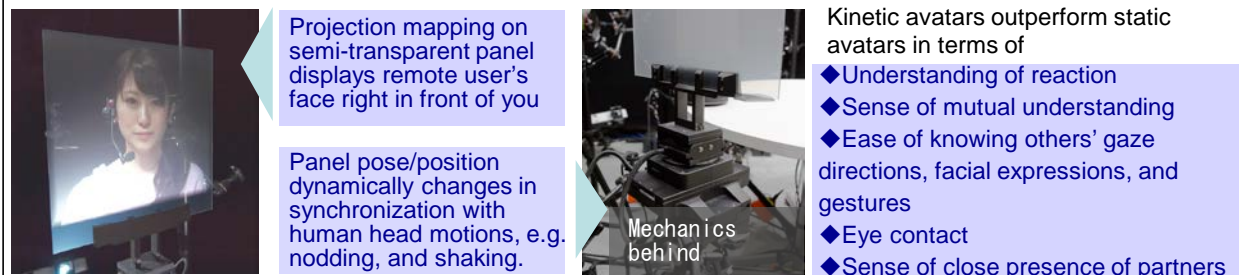
Abstract

In video conferences, the inability to make eye contact with remote partners has been a major obstacle for natural communication for many years, unlike in face-to-face settings. This exhibit introduces a novel experimental system called "MMSpace," which can be used in research on finding design principles for better telecommunications. To enhance nonverbal communications exchanged with head motions, MMSpace incorporates a kinetic display avatar that can change its pose and position in synchronization with human head motions, and a newly integrated mechanism allow users to make eye contact with remote partners. Multiple kinetic avatars are configured to construct symmetric multi-to-multi conversation spaces so that users can naturally participate in spatially separated multiparty conversations, closer to face-to-face settings. Research using MMSpace is expected to lead to advanced telepresence systems and tools for communication science.

-Feature 1: MMSpace targets multi-to-multi remote conversations and allows participants to talk with remote partners like in face-to-face settings, due to the spatially consistent configuration of users' avatars that show the faces of remote users.



-Feature 2: Highly maneuverable kinetic avatars in terms of accuracy, latency, and silent mechanics can enhance nonverbal communications between remote places.



-Feature 3: Virtual eye contact through avatars- you can talk to the eyes of a partner.



【Reference】

[1] K. Otsuka, "MMSpace: Kinetically-augmented telepresence for small group-to-group conversations," in Proc. IEEE Virtual Reality 2016 (VR2016), pp. 19-28, March, 2016

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