## **Emotion Elicitation in Virtual Reality: Techniques and Applications**

Francesco Ferrise<sup>1</sup>

<sup>1</sup>Politecnico di Milano, Via La Masa 1, 20156, Milano, Italy

## Abstract

Emotions play a fundamental role in our daily lives, shaping our choices, interpersonal relationships, and work. Scientific interest in this field has been steadily growing, with Virtual Reality (VR) emerging as a captivating medium for emotion generation. VR has the unique ability to immerse users in fully simulated environments, engaging all the senses and offering manipulative potential. It also provides a safe space for studying emotions in diverse contexts. This presentation will unveil some tricks to effectively evoke emotions in VR and uncover the promising applications awaiting further research.

D 0000-0001-8951-8807 (F. Ferrise)



Italian Workshop on Artificial Intelligence for Human Machine Interaction (AIxHMI 2023), November 06, 2023, Rome, Italy

<sup>☆</sup> francesco.ferrise@polimi.it (F. Ferrise)

http://ferrise.faculty.polimi.it/ (F. Ferrise)

<sup>© 2023</sup> Copyright for this paper by its authors. Use permitted under Creative Commons License Attribution 4.0 International (CC BY 4.0).

CEUR Workshop Proceedings (CEUR-WS.org)