

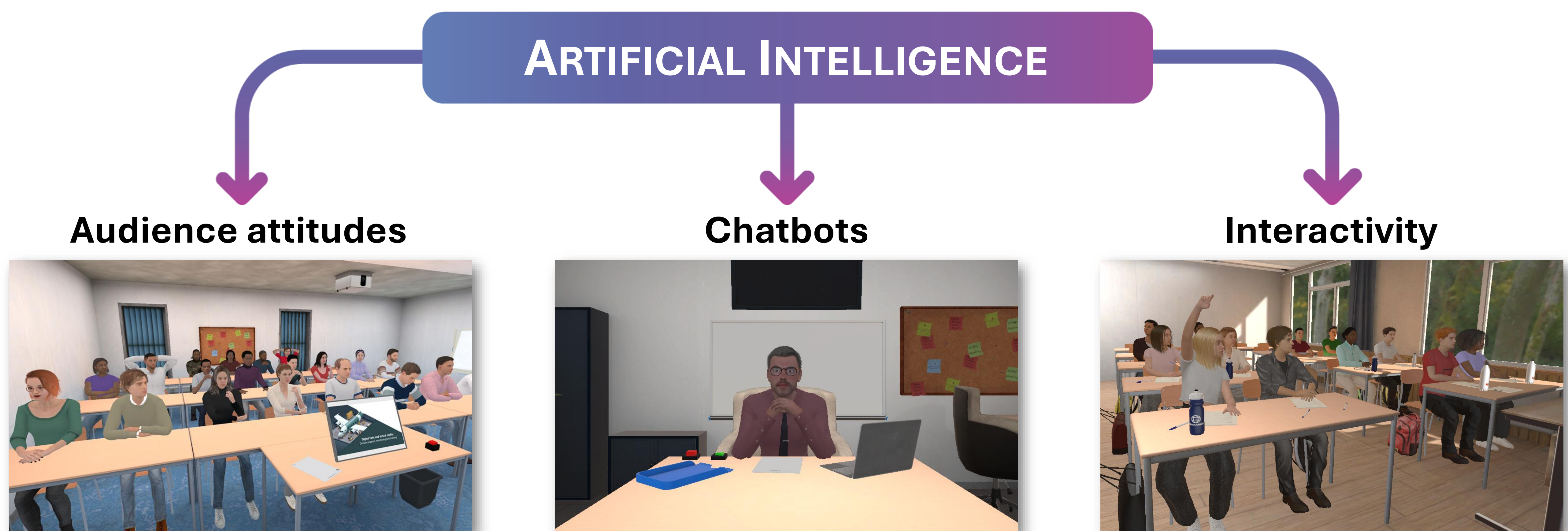
Development of a Responsive Virtual Audience for Public Speaking Training in Virtual Reality

PUBLIC SPEAKING TRAINING

Virtual Reality can be used to replicate a wide range of **public speaking scenarios**.

The development of a **responsive virtual audience** is highly beneficial for the user:

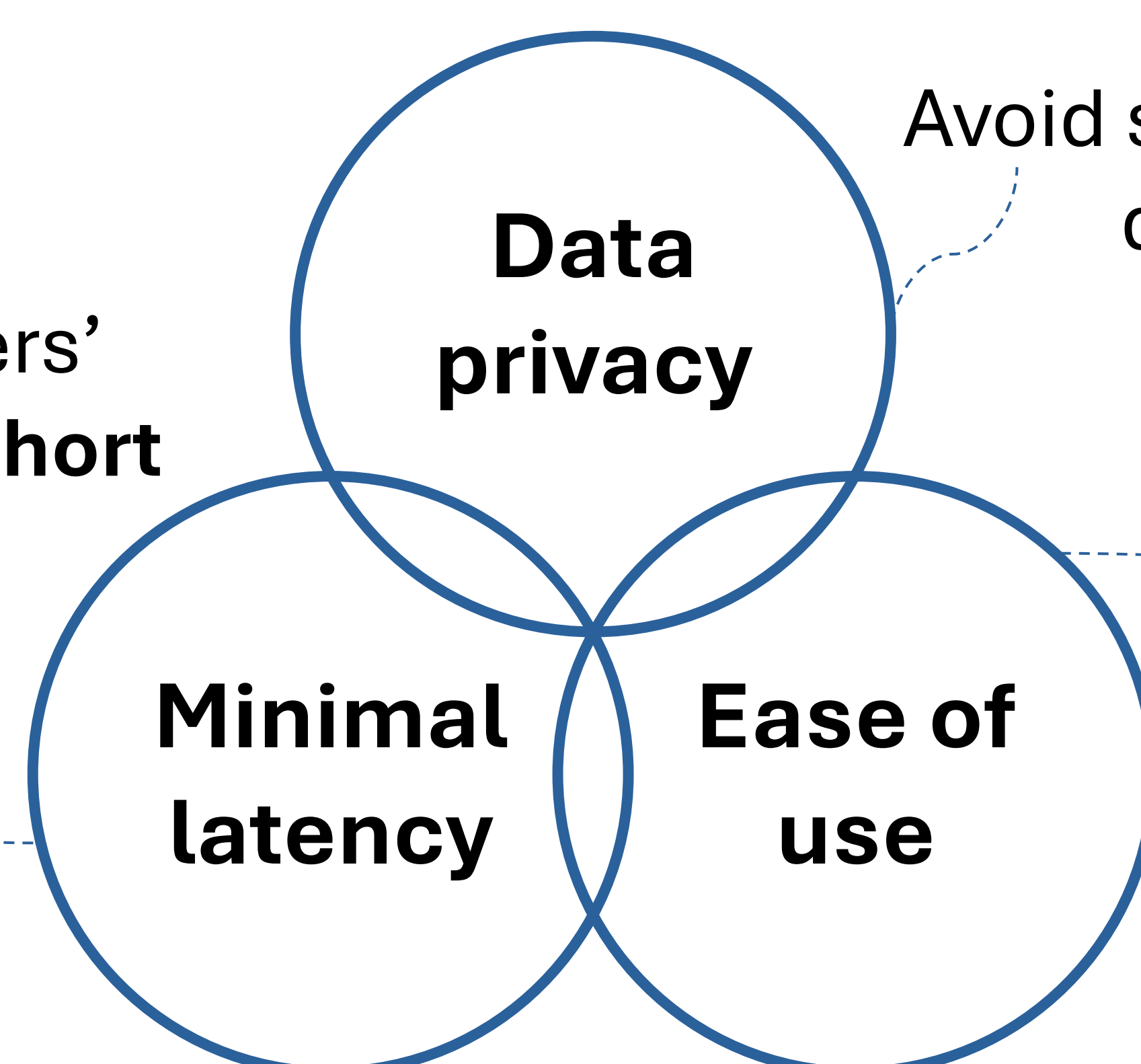
- ✓ Best form of feedback for training purposes (Chollet et al., 2015)
- ✓ Ensures realistic and ecologically valid simulations



OBJECTIVE

Integration of Artificial Intelligence into the VR training system

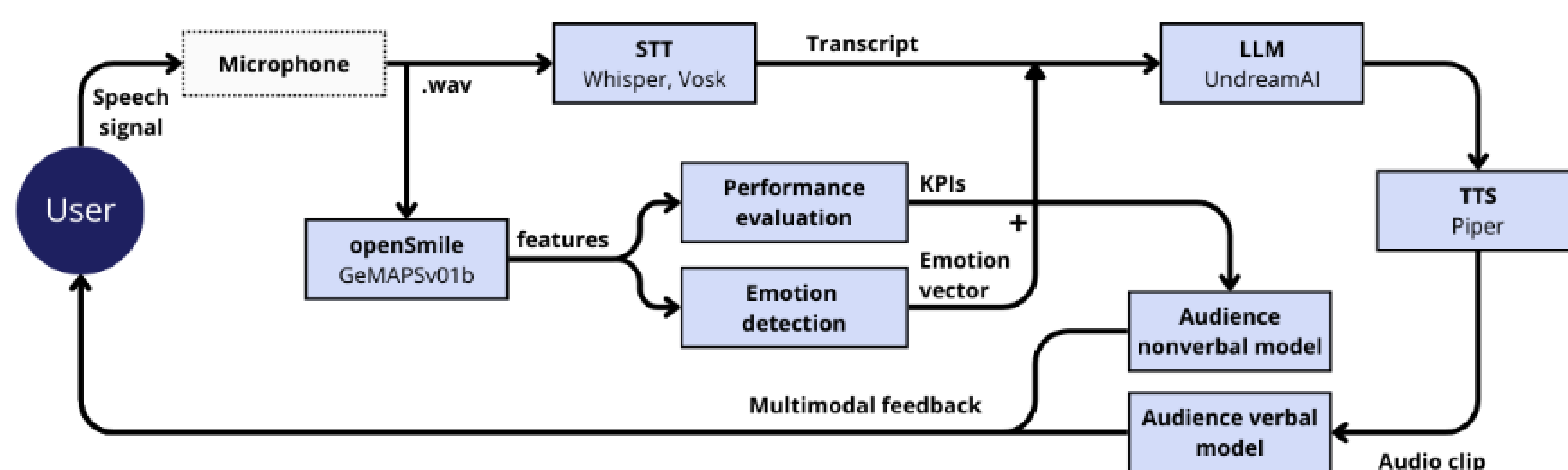
Make sure the **latency** between users' speech and audience reactions is **short** to keep a high **feeling of presence**



Avoid solutions using **LLMs** which do not respect **data privacy**

Keep the solution on **autonomous headsets** without external devices

PROPOSED PIPELINE



🎯 A multilingual solution directly embedded into the VR headset that **drives** both the **verbal** and the **nonverbal behaviour** of the audience

📋 Implementing the complete processing pipeline
Evaluating the system with respect to perceived **audience realism** and the overall **effectiveness** of the training solution

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