EmoMap: Emotion Sensing of the EPFL campus

Semester project

Keywords: *Information Elicitation, Data Analytics*
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1 Description

This project aims to simplify the process of eliciting subjective information in situations where emotional states reflect the current situation at a particular location. Unlike the traditional (periodic) opinion polling systems, the idea is to ask people to report their emotional state at the time where they really have a need of expressing it. By analyzing the obtained emotions, one can deduce additional information about different events: feeling happy, sad, excited or bored, does not only carry information about a particular person, but also about their surroundings.

The goal of the *EmoMap* project is twofold. First part consists of implementing a *simple to use* smart-phone application for elicitation of emotion states using emoticons. The design of the application should be such that students are motivated to use the application and provide their emotional states frequently. Second part consists of analyzing the elicited information. This includes correlating the obtained information to different events, for example, courses at EPFL, and providing emotion-based recommendations.

2 Tasks

- Get acquainted with basic human emotional states.

- Design and implement a smart-phone application for emotion elicitation.

- Test the implemented application by eliciting emotions of EPFL students.

- Analyze the elicited data.

3 Skills

- Good programming skills.

- Experience with Android/iPhone app development.

- Some background in machine learning/statistics.

4 Benefits

- Improve your programming skills.

- Learn more about data analysis.

- Find out emotions across EPFL campus.