TARDIS - a job interview simulation platform

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The TARDIS³ project, funded by FP7, aims at building a serious game for $NEETs^4$ and employment/inclusion organisations which supports social training and coaching in the context of job interviews [5].



Fig. 1. Architecture of the TARDIS platform

This project has several objectives: 1) to define socio-emotionally credible interactions between a virtual agent and a human [4], by integrating the 3 dimensions of this process (real-time signal processing of the human affects, cognitive evaluation and adaptation of the virtual recruiter, and emotion expression), 2) to allow NEETs to train their social skills thanks to a simulation platform, 3) to provide empowerment organisations a new tool in their work with youngsters.

In this demonstration, we focus on the first part: the interaction loop. The TARDIS architecture (Fig. 1) is composed by 4 modules:

- Social Signal Interpretation. This module allows the detection of youngster affects thanks to a Kinect (a motion sensing input device) and a microphone.

³ TARDIS stands for Training young Adult's Regulation of emotions and Development of social Interaction Skills. url: www.tardis-project.eu

 $^{^4}$ NEET is a government acronym for young people not in employment, education or training.

- Interview scenario. It defines the interview progress and the expectation of the recruiter after a question.
- Affective model of the virtual recruiter. This module updates the internal state of the virtual agent thanks to detected affects from the system and expected ones from the scenario. Our affective model [1], specially conceived for job interview, is composed of emotions [2], moods and social attitudes.
- Virtual recruiter animation. It allows the real-time display of the recruiter affective states thanks to the GRETA conversational agent [3].

The interaction loop and the behaviour of our virtual recruiter (Fig. 2) will be illustrated on a 10 minutes scripted scenario.



Fig. 2. Setting of the simulation of job interview

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