The OMG-Empathy Dataset: Evaluating the Impact of Affective Behavior in Storytelling

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The Dataset

What?
- Evaluating the impact of affective stories on one’s emotional state.
- Current datasets focus on expression annotation, usually in shorter interactions \cite{1}.
- Lack of self-assessment and saturation of third-person opinions \cite{2, 3}.

How?
- Upper body video collection of 10 participants reacting to eight different stories.
- Self-annotation on how the participant was impacted by each story.
- Deep Neural Network baselines using person-specific and general models.

Eight Different Stories

1. I miss my childhood friend.
2. How I started a band!
3. My relation with my old dog.
4. I had a bad flight experience.
5. I had an adventurous travelling experience.
6. I cheated on an exam when I was younger.
7. I won a martial arts challenge.
8. I ate a very bad food.

Self-Annotations from Ten Participants for Each Story

Baseline Results

<table>
<thead>
<tr>
<th></th>
<th>Personalized</th>
<th>Generalized</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speaker</td>
<td>0.11</td>
<td>0.13</td>
</tr>
<tr>
<td>Listener</td>
<td>0.19</td>
<td>0.23</td>
</tr>
<tr>
<td>Both</td>
<td>0.17</td>
<td>0.19</td>
</tr>
</tbody>
</table>

References

