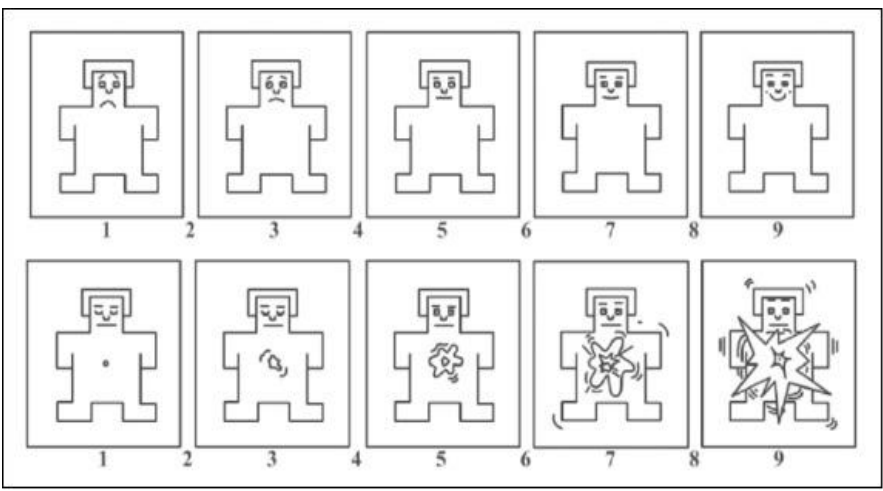


HEAD MOVEMENT ANALYSIS OF 360° AFFECTIVE EXPERIENCE

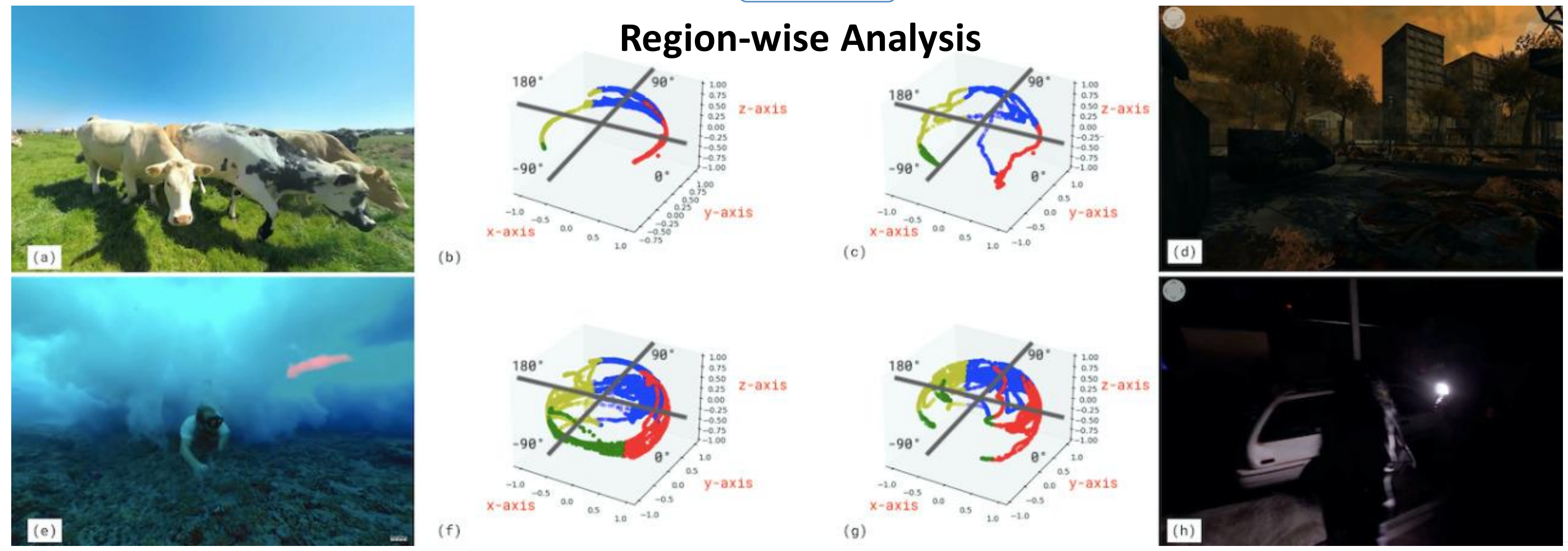
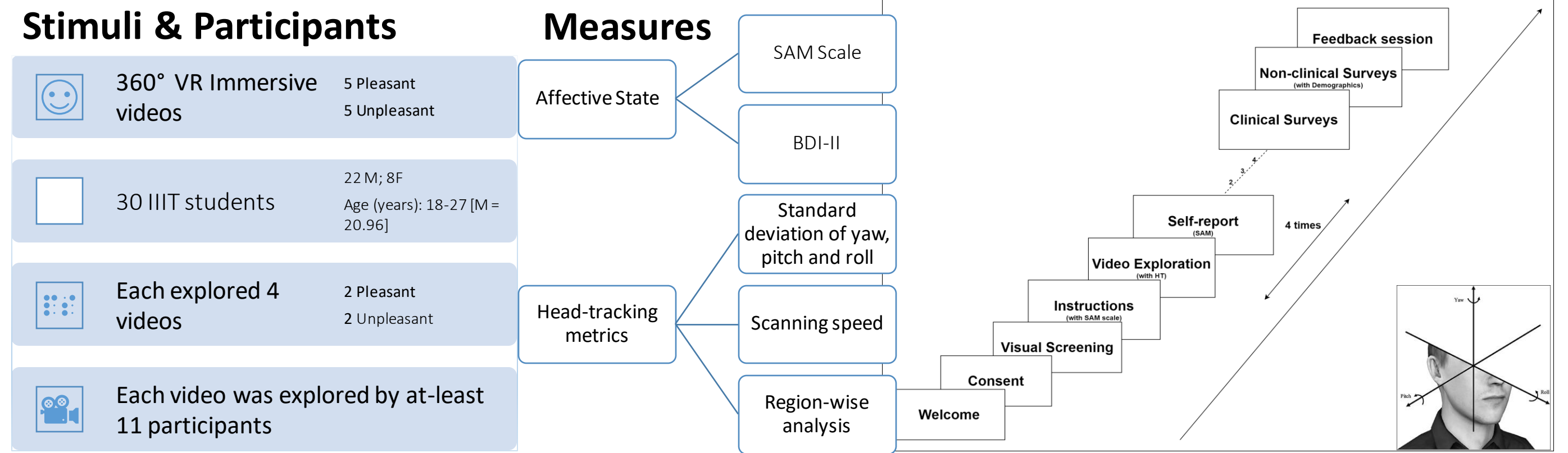
ABSTRACT

The study investigates the relation between virtual affective experience and 360° exploration of emotional environment. Extreme pleasant and extreme unpleasant emotional videos were selected from [Stanford affective database](#) and displayed to participants on head-mounted virtual reality.

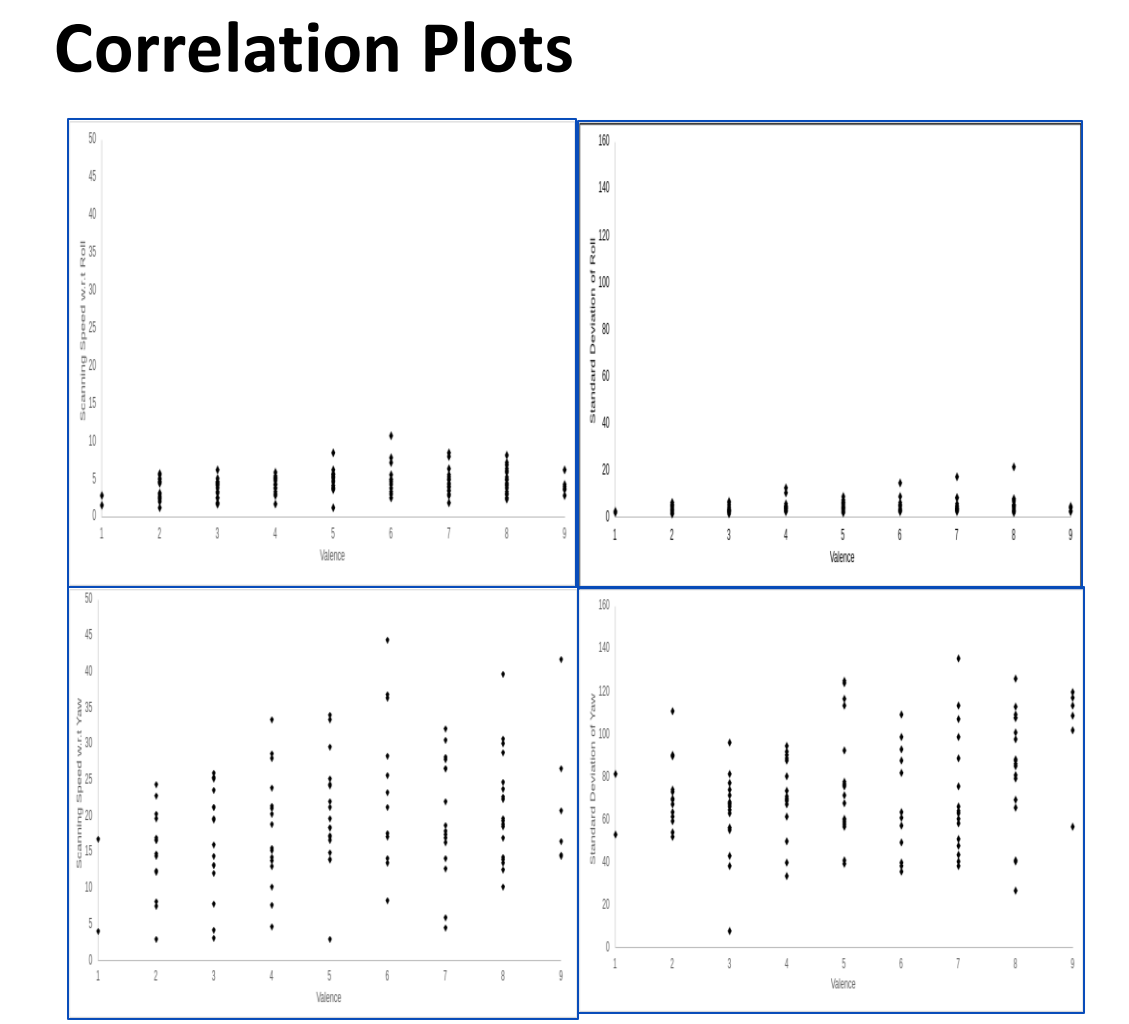
The participants' task was to explore the video and report their affective experience using **SAM scale** (image below). The exploration behavior was analyzed using head-tracking parameters. The **Beck Depression Inventory-II (BDI-II)** was used to assess participants' mental and emotional state.



METHOD: DESIGN & PRODEDURE



RESULTS



This study majorly observed positive correlation between standard deviation of head-movement and valence, and positive correlation between scanning speed and valence. The findings are in-line with the Li et al. (2017) study and support positive theory of emotion (Fredrickson and Branigan, 2005), which says that pleasant experience not only broadens the scope of attention but also motivates to seek more information to know the environment. This study can be extended to know more about depression.