Kinect invaded the living room for active gaming and interaction, it may create value while watching TV by detecting TV viewer emotions. Poses (and sequences of them) are used by humans to detect emotions. Descriptions of pose hide personal details and thus provide more anonymity.

Kinect was the fastest selling consumer electronics device at the time and it can detect a user’s pose.

People do many things while "watching TV", the kind of activities they do may relate to their emotional state.

Study 1 (10m, 5f) verified activities and postures of TV viewers

People commonly sit where Kinect can detect them. Between 2.5 and 4 meters from TV corresponds to the detection range of Kinect.

They mostly take relaxed poses.

Study 2 (7m, 4f) investigated emotion detection from postures and activities

We confirmed results from Ray (2007) regarding emotions during clips. Except one clip where we used animation of leg surgery instead of real footage.

Emotions did not affect postures.

We detected acted side-activities (based on Study 1) using body poses. Accuracy of 72.9% for activity detection.

We detected correlations in stated behavior while experiencing emotions.

Sadness, anger, fear, disgust

Anger, happiness and sadness were primarily related to social activities.