**EMMA**

**Project ID:** IST-2001-39192

**Funded under:** FP5-IST

### Engaging Media for Mental Health Applications

**From** 2002-10-01 to 2005-03-31 | [EMMA Website](#)

#### Project details

<table>
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<tr>
<th>Total cost:</th>
<th>Topic(s):</th>
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<tr>
<td>EUR 2 164 125</td>
<td>2002-6.2.2 - Presence Research: Cognitive sciences and future media</td>
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<th>EU contribution:</th>
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<td>EUR 1 552 000</td>
<td>CSC - Cost-sharing contracts</td>
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**Coordinated in:** Spain

### Objective

EMMA project is focused on how to create and enhance presence, how to measure it, how presence mediates or generates emotional responses, how emotional responses can be manipulated to control the extent and nature of presence, and how to use presence and emotions effectively in clinical and non-clinical settings. EMMA will develop 'mood devices' able to induce and enhance several moods on clinical and non-clinical subjects. We will investigate the use of engaging media for the development of 'new vital narratives' with high emotional impact. Our 'mood devices' will use new technological tools up to now never used as determinants of presence (based on tele-immersion, intelligent agents, augmented reality and wireless devices). These future and emergent technologies will provide innovative ways of coping with distressful emotions for different users: with psychological problems, with acute restricted mobility and also for the general population.

**OBJECTIVES**

EMMA studies the relationship between presence and emotions. The goal of EMMA is to develop novel 'mood devices' able to induce and enhance different moods on clinical and non-clinical subjects, and to investigate the use of engaging media for the development of 'new vital narratives' with high emotional impact. We will study the emotional impact of synthetic experiences characterized by a high degree of presence. Finally, as short term goals, EMMA will use new and emerging technological tools up to now never used as determinants of presence, such as tele-immersion, intelligent agents, augmented reality visualization paradigms and mobile computing and portable wireless devices, as well as other tools that will be defined during the evolution of the project.

**DESCRIPTION OF WORK**

EMMA project will investigate how presence mediates or generates affective and emotional responses and also how emotional responses can be manipulated to control the extent and nature of presence. It will design, develop and test different mediated environments, from more traditional to newer forms based on more emerging virtual technologies that generate and enhance presence and emotions. EMMA will contribute to different objectives of Action Line VI.2.2. We will identify the critical parameters that influence and enhance presence and emotions in synthetic environments, contributing to develop a theory of presence. We will analyse the effect that different cutting-edge technological tools can have on the level of presence of different users, contributing to the development of novel media that convey a sense of 'being there'. EMMA will develop mood devices whose purpose is to create or enhance 'significant life experiences' that are there and thus users can test that reality, and change it. These inductions are targeted to three different real user groups: users who suffer from psychological problems, users with acute restricted mobility and the general population.

The tools that will be used are divided into two main groups: one group used for a standard measurement of presence and another group composed of different ways for the presentation of the 'mood environments' to the users. Research workpackages will define the guidelines for the development of the different mood devices and their real world applications and the measurement strategies to be used in evaluating the mood devices. Finally, technical workpackages will focus on the development of the different mood devices and their real world applications following an evolutionary prototype schema.
Coordinator

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Subjects
Forecasting - Information Processing and Information Systems - Information and Media - Innovation and Technology Transfer - Life Sciences

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