

EMOTION ELICITATION IN VR

How sensory and narrative design shape curiosity and anger.



Problem

Virtual Reality enables the study of emotional experience in digital worlds, yet most research still centers on strong emotions like fear or joy.

Subtler states such as curiosity and anger, which drive exploration and persistence, remain underexplored.

We still lack understanding of how the overall design of virtual worlds — their space, pacing, atmosphere, and narrative logic — can evoke these emotions.

Approach

Two immersive VR environments are being developed — one for Curiosity and one for Anger — each structured in three acts (Act I — Introduction → Act II — Exploration → Act III — Resolution)

The Curiosity environment is currently in the design and prototyping stage in Unity, using HTC Vive for testing.

Each environment integrates three design modalities — Sensory, Narrative, and Combined — developed to examine how environmental features elicit and modulate emotion.

Moodboard for the Curiosity environment, showing tone and visual direction across three acts.



Impact

The project bridges affective neuroscience and immersive design, establishing a framework for emotionally responsive VR environments and informing future applications in education, therapy, and interactive storytelling.

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