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 [1].
- Lack of self-assessment and saturation of third-person opinions [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

Story

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.
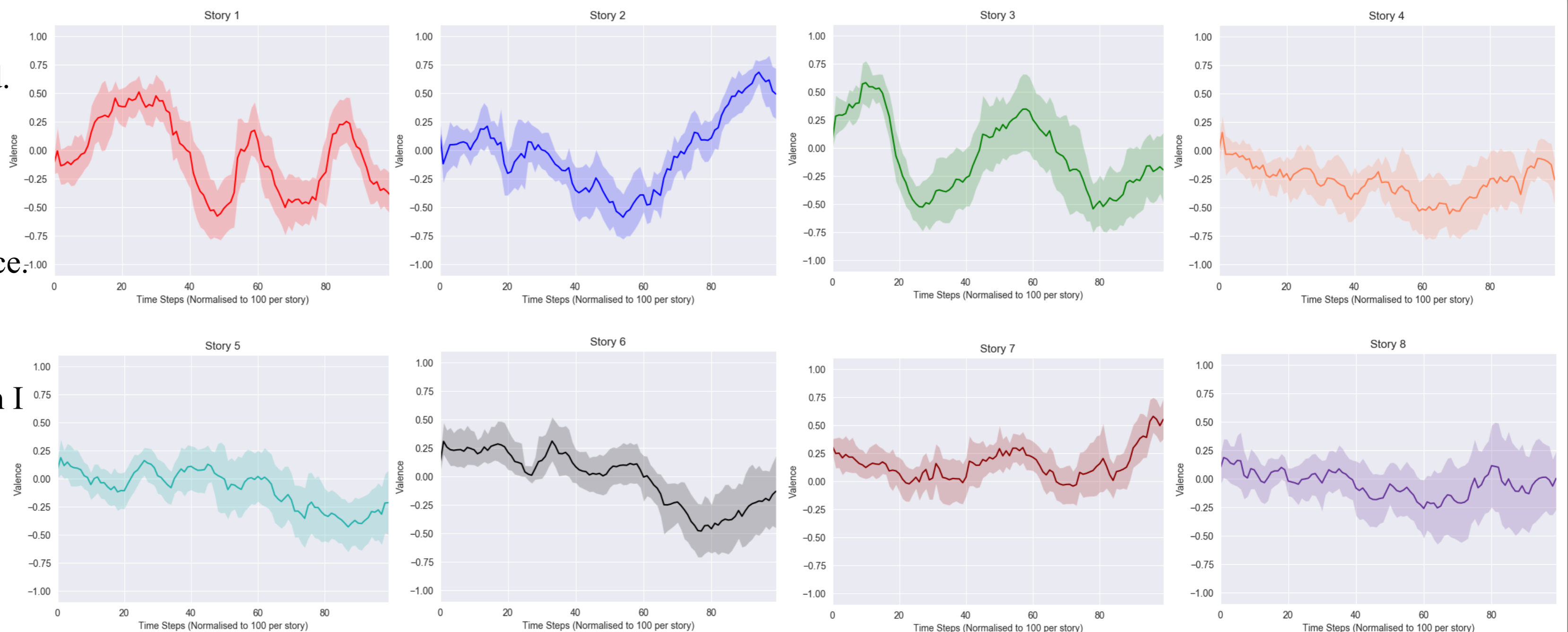
Self-Annotations from Ten Participants for Each Story

Baseline Results

- Evaluating **CCC** Scores using Person-specific and Generalized Multi-modal Perception Models

Observation	Personalized	Generalized
Speaker	0.11	0.13
Listener	0.19	0.23
Both	0.17	0.19

References

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