The Goal:
To help college freshmen develop **protective strategies**, for **self** and **peers** using avatar-mediated interactive, personalized experiences.

The Hypothesis:
Those in treatment group will be **more aware of hazards of alcohol** and will be better prepared to **exercise protective strategies**

The Approach:
• Uses avatars that apply peer pressure to encourage potentially negative behaviors related to excessive drinking
• Provides natural language interaction, facilitating branching and adaptation while staying true to each character's personality/backstory

<table>
<thead>
<tr>
<th>Mean Ratings on 5-Point Scale for each of the following attributes of Simulated Role-Playing Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simulation provided</td>
</tr>
<tr>
<td>----------------------</td>
</tr>
<tr>
<td>Clear and useful role playing</td>
</tr>
<tr>
<td>4.4</td>
</tr>
</tbody>
</table>

Sample Qualitative Feedback from Third Study (N=37):

• “It helped me call out some possibilities that I have had yet to experience but no doubt happen.”
• “The scenario throws you into the mix causing you to make decisions how you naturally would.”
• “I did not expect such strong peer pressure, but I feel it was a valuable experience to go through.”
• “I think this virtual role playing really helps students see how they would + should react if they find themselves in this situation.”

**Final Study Starts In September 2014 and Involves 100 Students in Experimental and 100 in Control Group from Entering Freshmen**
AMITIES
(Avatar Mediated Interactive Training and Individualized Experience System)
The underlying framework that enables CollegeLiVE

**PI(s):** Charles Hughes (UCF), Arjun Nagendran (UCF)
**Collaborators:** Lisa Dieker (UCF), Mike Hynes (UCF), Tracy St. Benoit (UCF), Greg Welch (UCF)

Communication Architecture and Component Relationships in AMITIES

**The Participant-User Experience**
- Large Screen Display
- Virtual Scene
- Speaker
- Avatars
- Kinect
- Webcam/Mic
- Optional On-site Trainer / Observer
- Controls ‘virtual camera’ (movement in scene)
- Audio/Video Uplink and Virtual Point of View (Broadcast)

**The Inhabiter Experience - Interactor Station(s)**
- View of Virtual Scene
- Interactor
- Controls virtual character
- Headphone
- Audio Uplink (Broadcast) [with Closed Captioning]
- View of Trainee
- Trainer Private Audio Uplink
- SME Private Audio Uplink

**Observers**

**The Participant-Observer Experience**
-观者
- Trainer
- SME

**Autism-Therapy**
- Maria: I’ve been watching basketball too.
- Oh, yeah, yeah. I love basketball too. I have one at home that I have.

**Robotic-Avatars for Interaction**

**One-on-One Counselling**

**Group Debriefing**

**Medical Training**