There are many contexts in which offering one-on-one training opportunities are not always feasible due to high resource costs or lack of human availability. Virtual human systems can be implemented to provide users with valuable training experiences in these contexts. My research in human-computer interaction and affective computing has focused on two areas of virtual human training systems. In one area, I examine human behaviors that may be understood from medical students’ interactions with virtual patient training systems. In another area, I model users’ body posture in order to endow systems with the ability to automatically recognize emotion from posture. In this talk, I will highlight my research in these two areas and discuss my future research which aims to build training systems for complex real world situations in the wild with populations such as first responders and other emergency services.

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