論文審査の要旨および担当者

報告番号	甲　第　　　号	氏　名	Rico Garcia Oneris Daniel

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（論文審査の要旨）

The dissertation submitted by Rico Garcia Oneris Daniel presents a novel method and workflow to bring game logic into movies. The method provides audience a personalized movie experience without having to proactively interact and select. Instead, the research proposes a self-driven interactive content by using metadata captured from wearable biometric devices.

The dissertation is written as a design dissertation consisting of five chapters.
Chapter 1 introduces two key topics: interactive storytelling and emotional recognition.
Chapter 2 reviews theories and works related to interactive media, interactivity, social desirability bias, and sense of agency. The discussion leads to a contribution of method and production workflow that brings game logic into movies.
Chapter 3 describes the method and workflow [Placeholder] and first discusses experiments with EEG and eye tracking systems to capture data for non-intrusive interaction. The chapter also discusses other experiments that links to relevant topics such as sense of agency. This chapter describes the detail of the final design of [Placeholder] that uses valence and arousal for emotional response value.
Chapter 4 discusses the validation of the proposed design framework. The user study has two separate group: one group with real-time emotions classifier and another group as a control group.
Chapter 5 concludes the dissertation.

There are three contributions of the dissertation. First, the [Placeholder] design of self-driven interactive content. This approach to interactive movie has high potential to be deployed in the future of filmmaking. The second contribution is the prototyped system that uses real-time emotions classifier to generate personalized film sequence. The third contribution is the description of the production workflow for the proposed novel interaction.

The review committee came to conclusion that the contributions of the dissertation in relation to social impact, research output and quality meet the requirements for a PhD in Media Design.

審査経過
2019 年 12 月 10 日　予備口頭試問審査会が開催され、2020 年 2 月 21 日に審査の結果合格した。
予備口頭試問審査委員：杉浦 一徳君、稲蔭 正彦君 、Kai Kunze 君
2021 年 7 月 14 日、21:00-23:00 博士論文公聴会がオンラインの Zoom にて開催された。同公聴会終了後、同会議室で博士論文審査会が開催され、全会一致で合格を決した。なお、公聴会出席者は以下の通りであった：
　　博士論文審査委員　　　4 名
　　来場者　　　　　　　　16 名