# Enhancing Imageability with Emotional Data

Using sensory stimuli to track the shopper's emotional behaviour



# Enhancing Imageability with Emotional Data

Using sensory stimuli to track the shopper's emotional behaviour



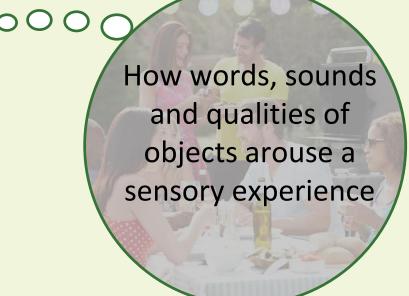
# The trial experience in the shopper's mind: Imageability



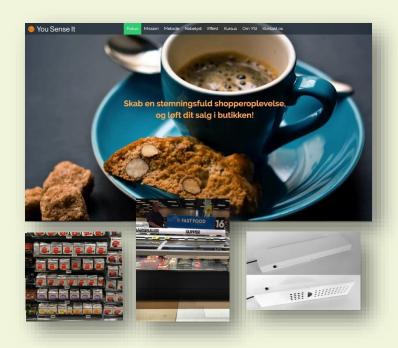


# The trial experience in the shopper's mind: Imageability

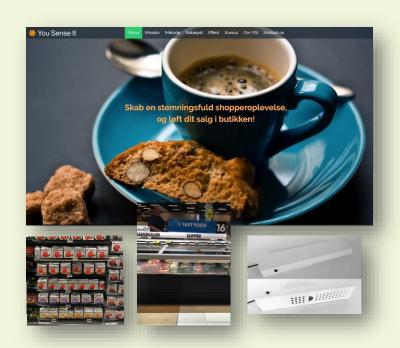




#### You Sense It + Emotional Data Lab

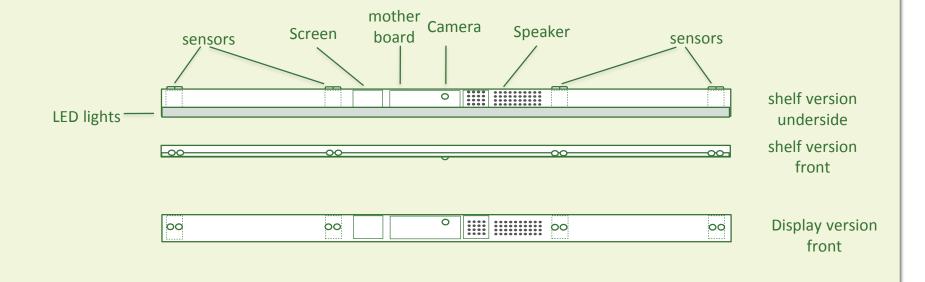


#### You Sense It + Emotional Data Lab



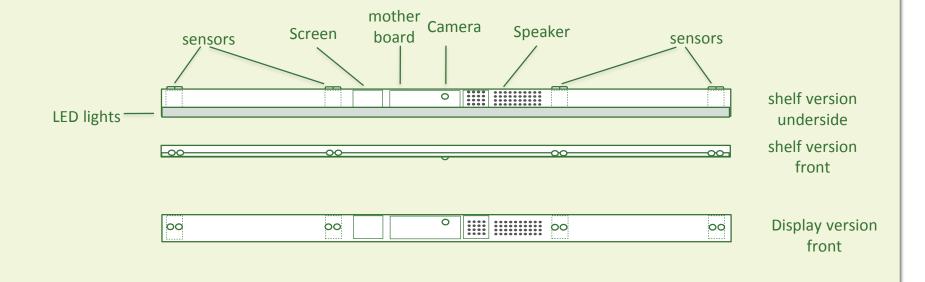


### The Intelligence Shopping Panel



H 20 / W 50 / L 90 mm

### The Intelligence Shopping Panel



H 20 / W 50 / L 90 mm

# Approach

#### Neuro Shopper Marketing + Emotional Data



Consumer Neuro Science

> Neuro Shopper Marketing

Shopper Marketing Insights



# Approach

#### Neuro Shopper Marketing + Emotional Data



Consumer Neuro Science

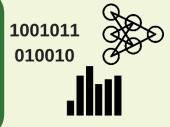


Emotion and Affect data detection

Neuro Shopper Marketing driven by Emotional Data Shopper Marketing Insights



Machine Learning analytics



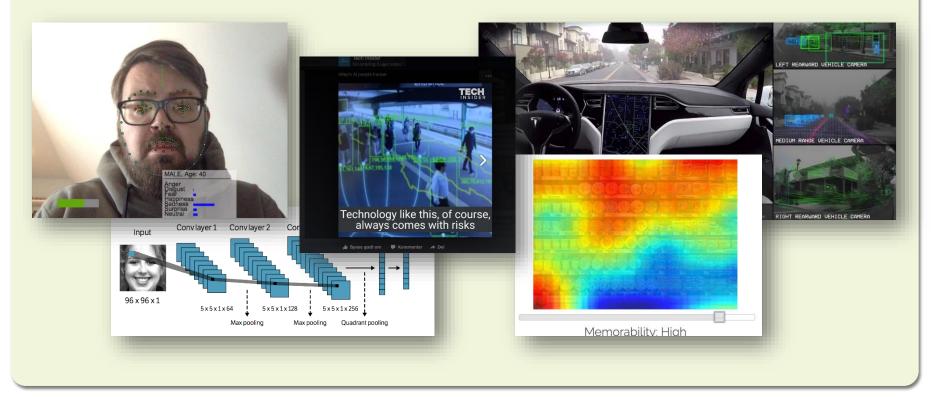
YOU SENSE IT

#### **Emotional Data?**

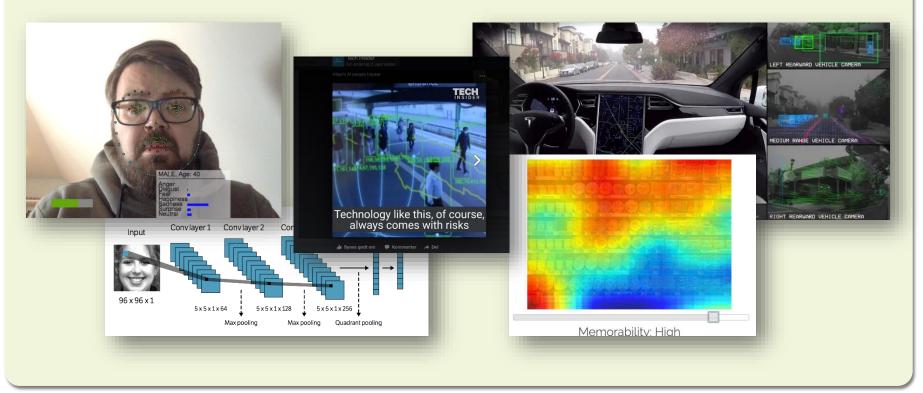
The measurement, detection, analysis, computation etc... of human emotions!



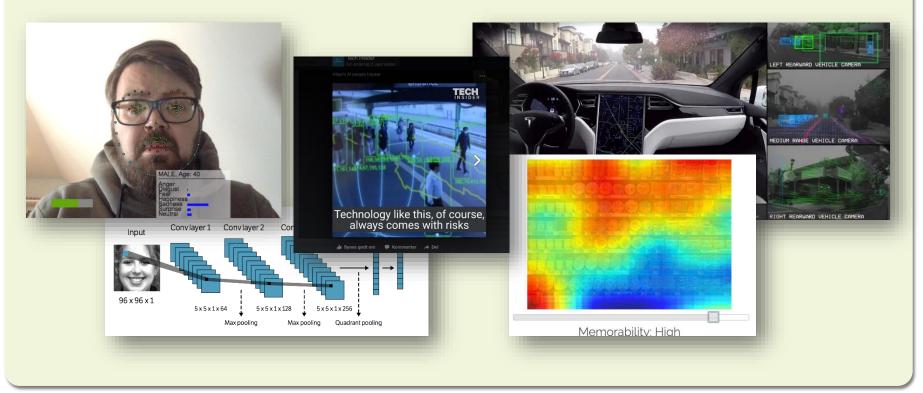
# Computer vision & machine learning analytics → retail shopper behaviour ← sensory stimuli



# Computer vision & machine learning analytics → shopper behaviour



# Computer vision & machine learning analytics → shopper behaviour



## Emotions – right in your face!



## Emotions – right in your face!





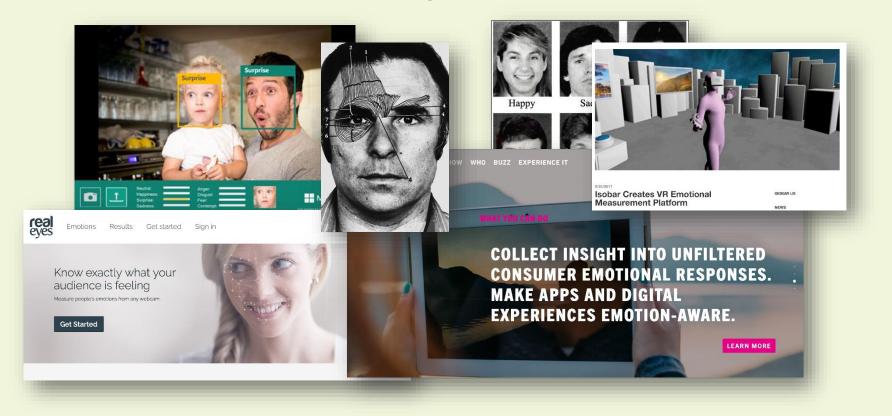
### "Let's put a smile on our faces – together"



# "Let's put a smile on our faces – together"



## Emotions – *right* in your face?



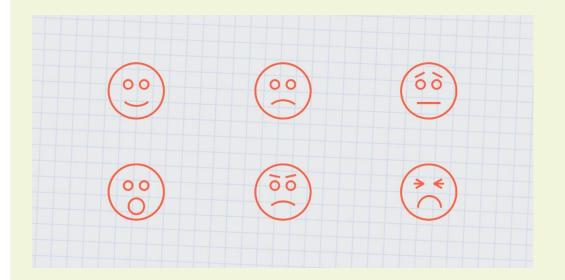
#### Judah Friedlander for TechCrunch

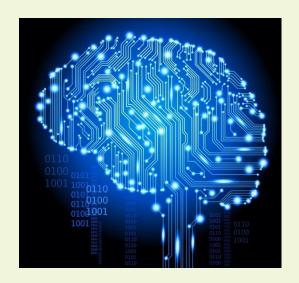


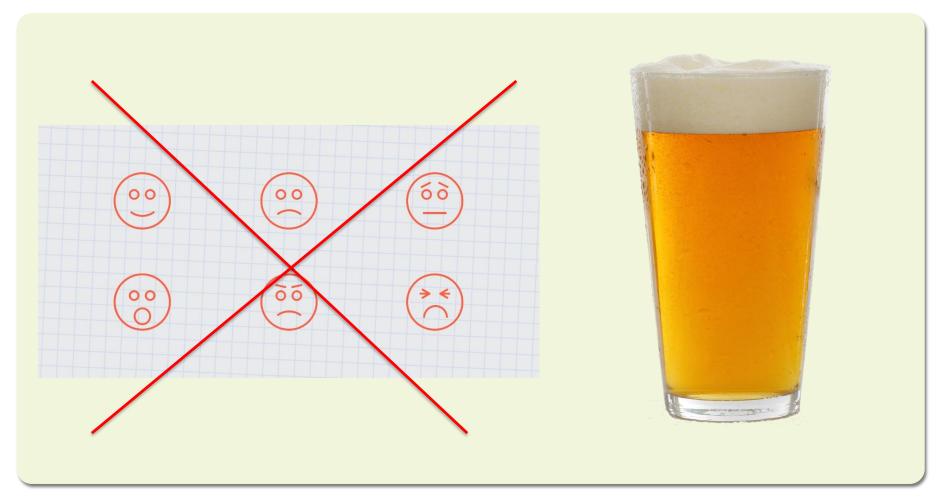


#### Judah vs. the machines

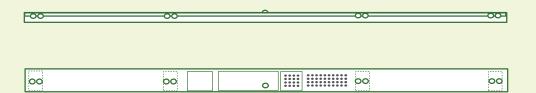








# Enhancing the trial experience / imageability





Imageability triggered by sensory stimuli

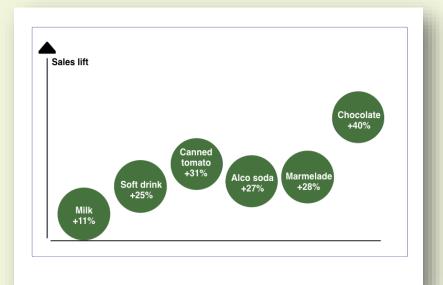


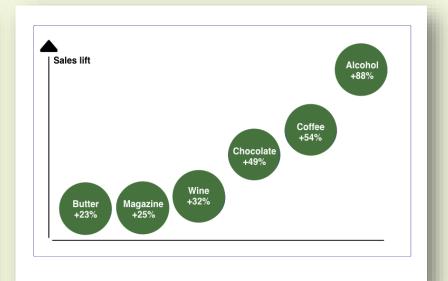


### Previous sensory stimuli trials and evaluations

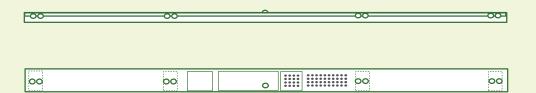
Targeted actions/stimuli on category shelf and cooler displays

Targeted actions/stimuli on campaign displays





# Enhancing the trial experience / imageability





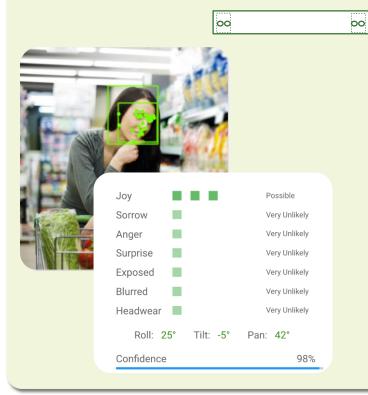
Detect level of imageability via emotional responses





# Enhancing the trial experience / imageability

.... ...... 00



Detect level of imageability via emotional responses

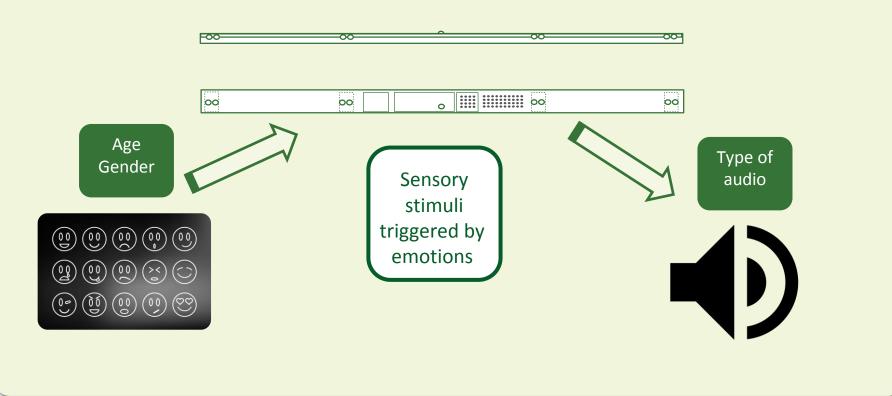




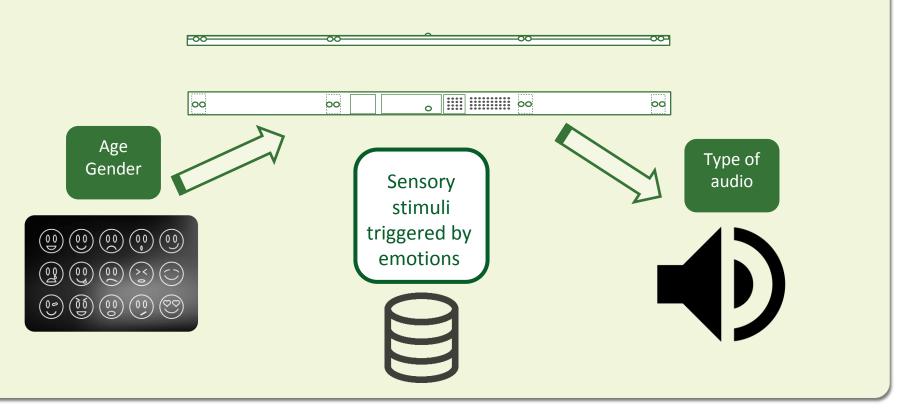
00



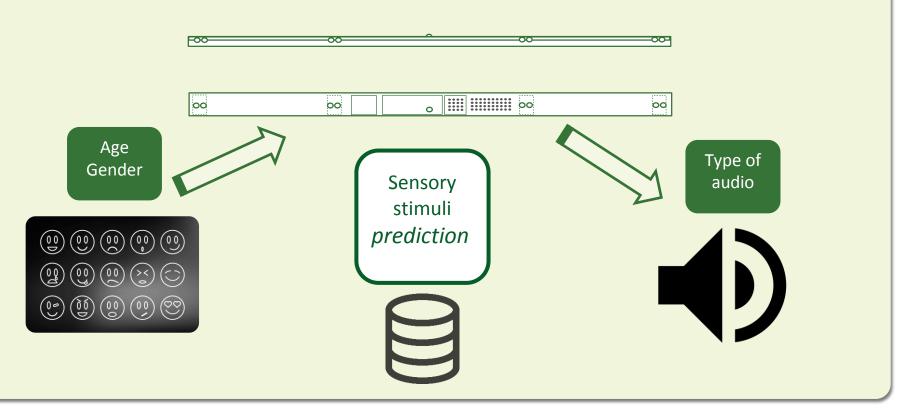
# Auto-adjusting the sensory (audio) stimuli



# Auto-adjusting the sensory (audio) stimuli



# Auto-adjusting the sensory (audio) stimuli



# The 'resting shopper face' challenge!



# The 'resting shopper face' challenge! IRL more like...



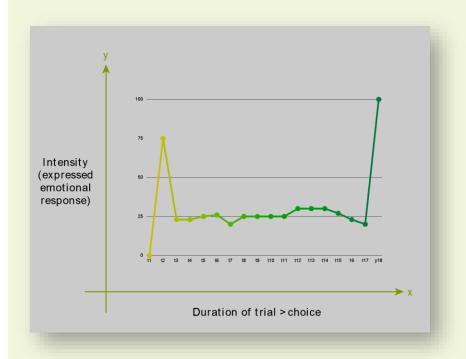
# People staring at computers

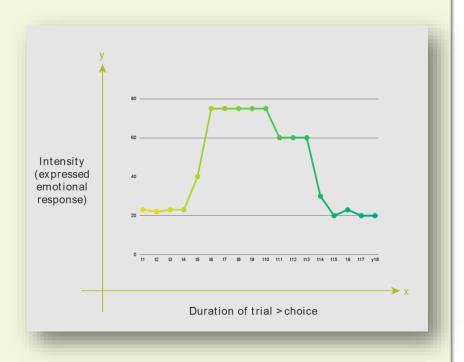


# The 'resting shopper face' challenge! IRL more like...

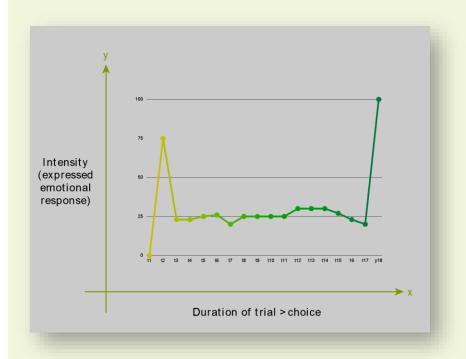


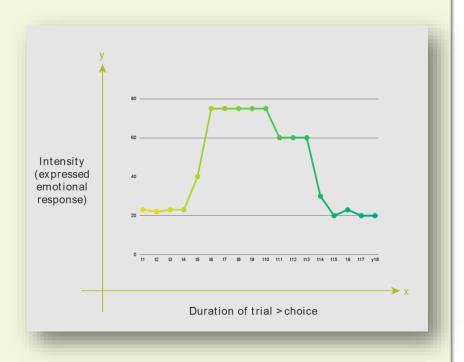
#### The 'emotional baseline' challenge



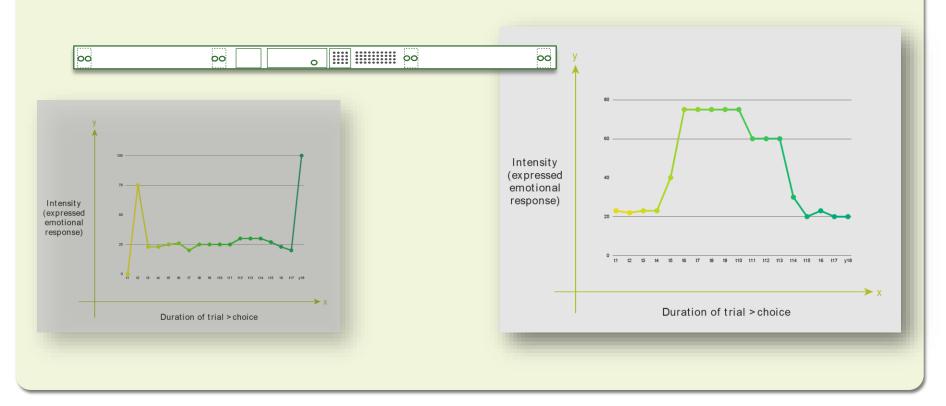


#### The 'emotional baseline' challenge

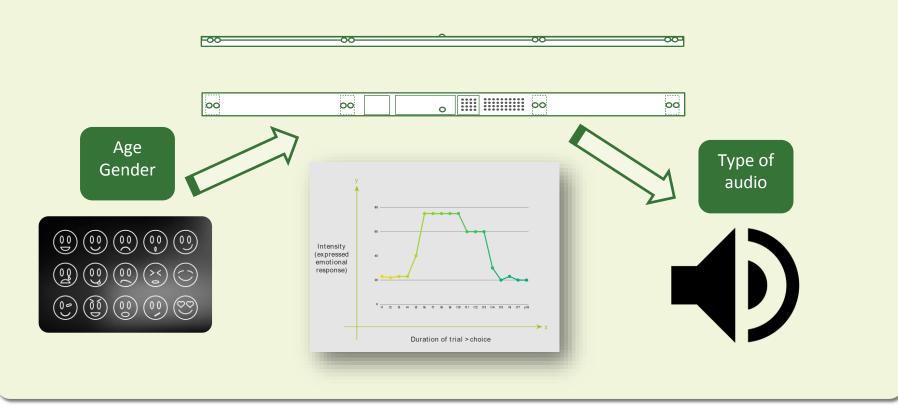




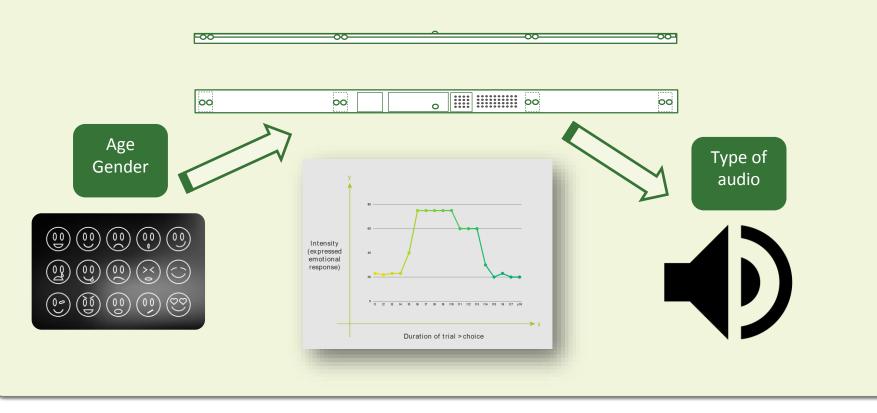
### The 'emotional baseline' challenge

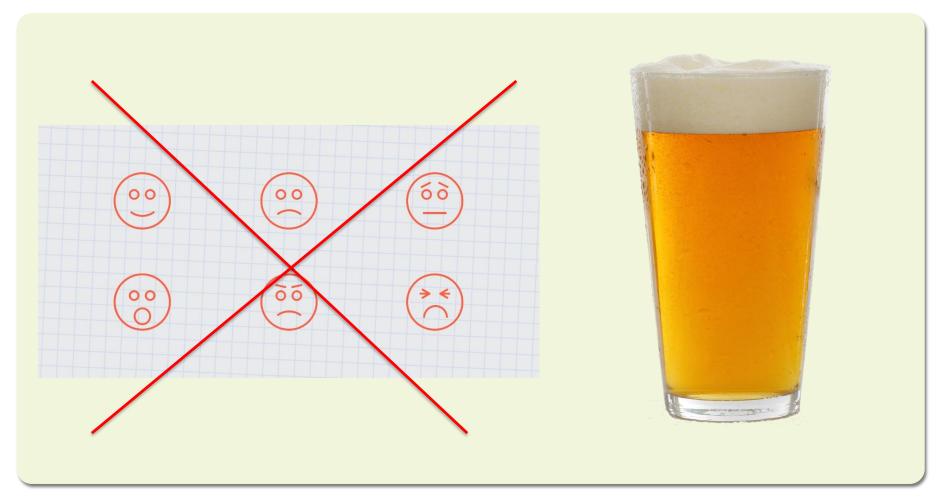


### Auto-adjusting the sensory (audio) stimuli



#### Auto-adjusting based on storage and machine learning





#### The market is happening!



#### Mission

#### From real time shopper data to targeted sales lifts



Consumer Neuro Science

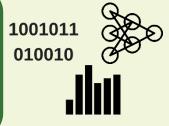


Emotion and Affect data detection

Neuro Shopper Marketing driven by Emotional Data Shopper Marketing Insights



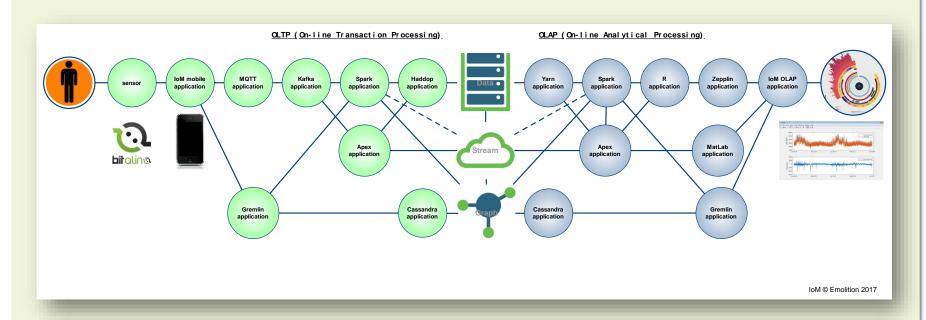
Machine Learning analytics



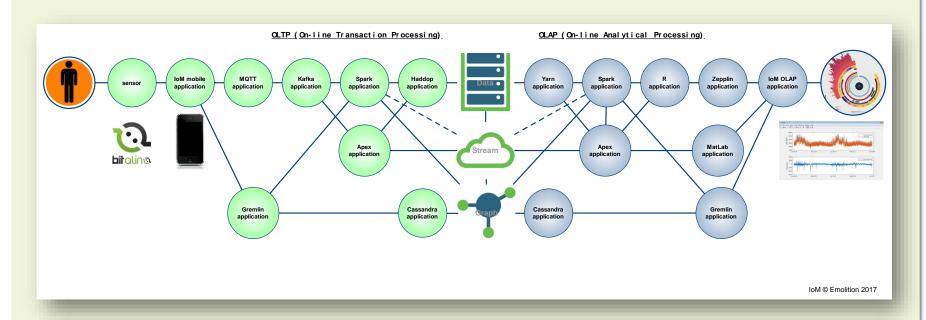
YOU SENSE IT



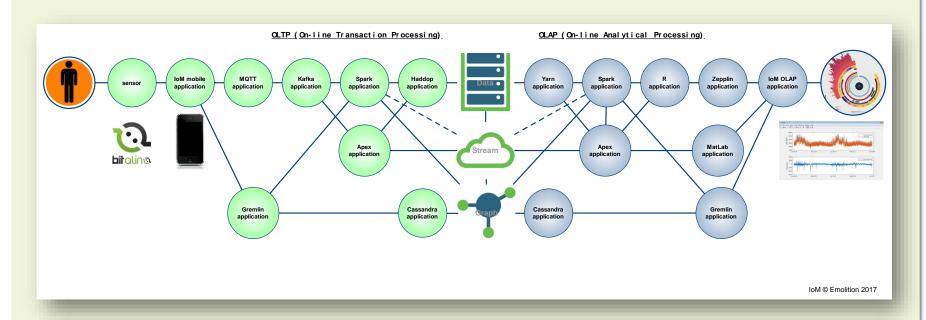
#### Mobile sensor streaming + rec system



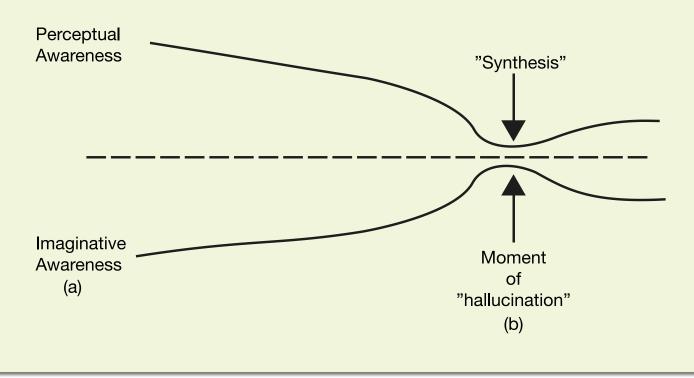
#### Mobile sensor streaming + rec system



#### Mobile sensor streaming + rec system

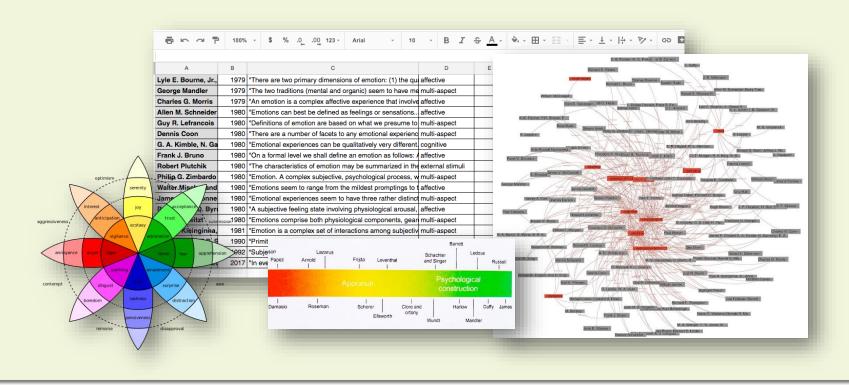


### Audio imageability (cf. Don Ihde)



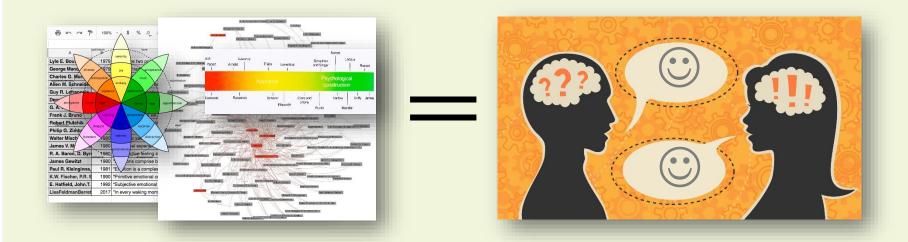


## Mapping existing concepts of emotion

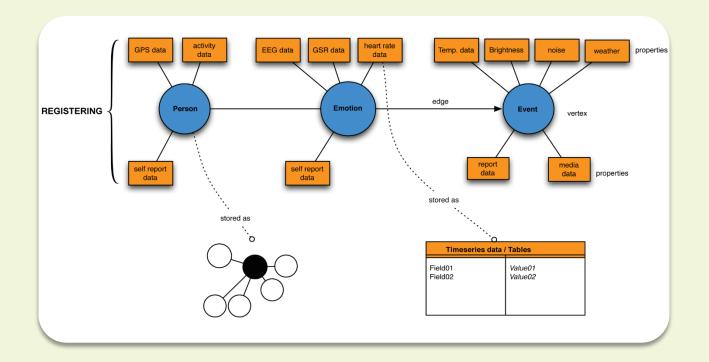


### Mapping existing concepts of emotion

A taxonomy & common language for how to address 'emotions'



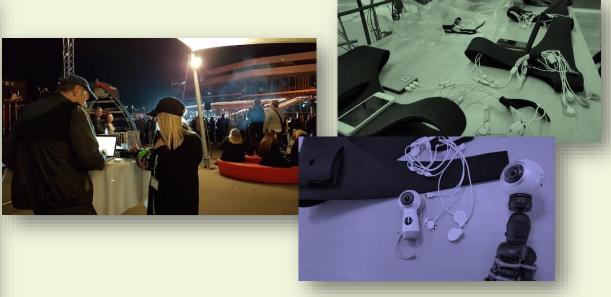
## Context Aware Tracking System (CATS)



# Emotion Data Tracking in the wild

Aarhus Walks on Water fashion event, 2017





### Exploring emotional relationality in VR

