There is a common misconception that there is no way to fully prepare for a job interview. This attitude has led many individuals to fall short during an interview and not perform to their fullest potential. However, participating in mock interviews can help an individual better understand and state their story, strengths and weaknesses.

For this research we are developing a virtual world and shared reality model for computer based mock interview technology. There’s also a large focus on the interviewer avatar, it’s questioning style, responses and mannerisms. To accomplish this, we performed 13 interviews with a confederate mock interviewer. Of the 13 subjects, 8 were male and 5 were female; age ranging between 18 and 22. From the interviews data was gathered from videos, heart rate, post-questionnaire and interviews.

The system uses a TCP Socket Server to allow an outside machine to act as the “man behind the curtain” and control the actions of the interviewer avatar through the use of Graphical User Interface with a series of questions to choose from.