

Introduction

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.

Method

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.

Interviewee Avatar

There are two viewpoints in which the interviewee can participate in the interview, both from the first person and the third person perspective. The third person perspective allows for the user to view their respective interviewee avatar to react to user inputs and allows us to see how seeing their input reflected in the avatar affects their performance.



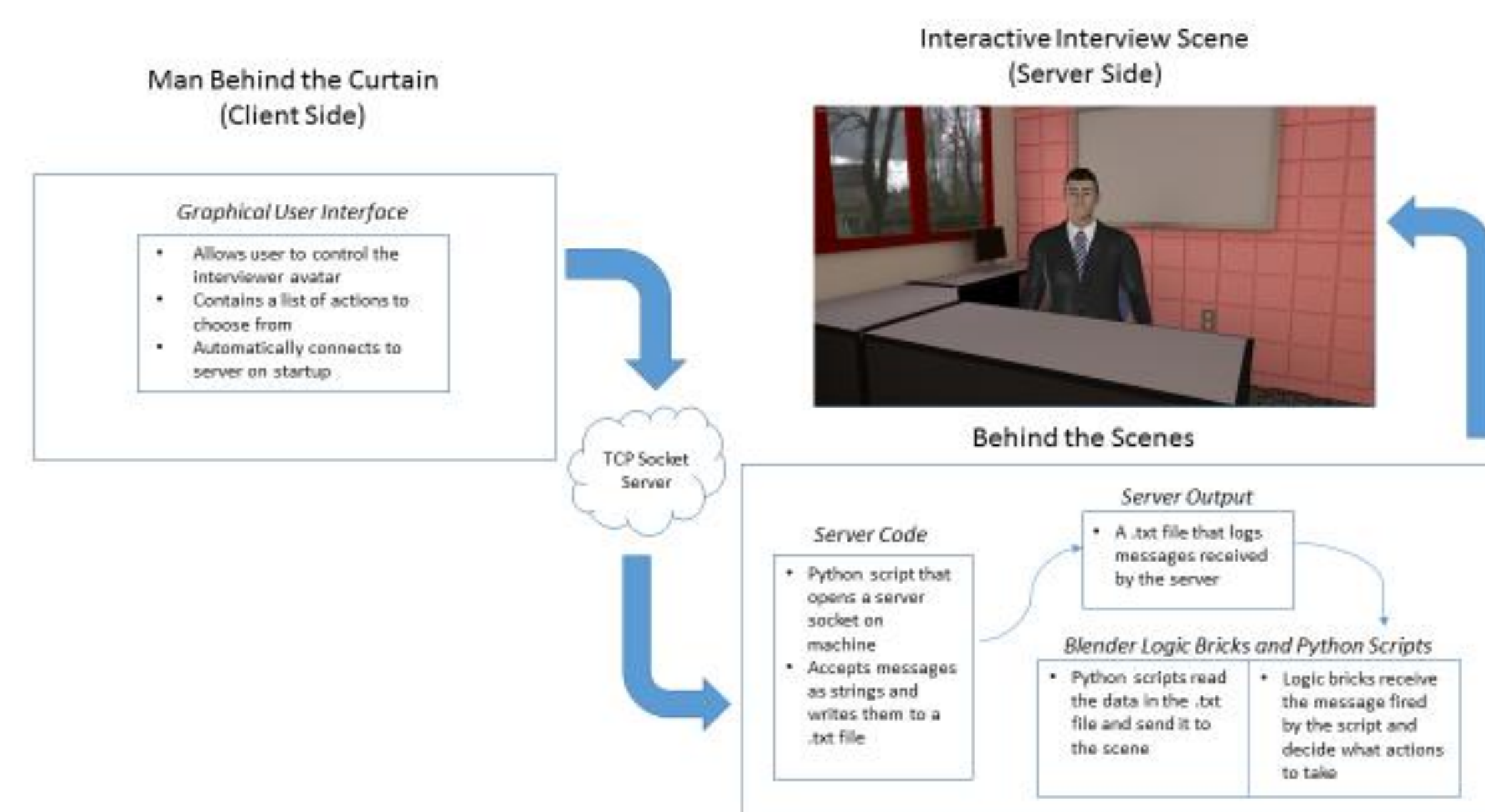
Interviewer Avatar

The interviewer avatar has 12 standard discussion topics with 2-3 question versions and up to 4 possible follow-up questions (some being interviewee answer dependent) for each topic. This avatar also performs nonverbal behaviors and positive fillers throughout the interview. Every aspect of the interview (except for appearance) is based off of the confederate mock interviewer.

Future Studies

- 1) Conduct and evaluate computer-based mock interviews using this system. Then compare and contrast gathered data from heart rate, pre and post-interview questionnaires, and post interviews from in-person mock interviews with the computer-based mock interviews.
- 2) Use this system to develop a computer based mock interview system for individuals with autism

System Analysis



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.

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