Social Interplay of Ride-Sharing Passengers

Open Bachelor/Master Thesis

Background

Highly automated vehicles (e.g., an autonomous taxi/shuttle) enable ridesharing with multiple strangers or friends. In such social settings, the social interplay between the passengers may be decisive for the acceptance of in-vehicle interaction modalities and the experience and wellbeing during the ride. For example, passengers are less sensitive to the presence of strangers when on a commute trip than a leisure-activity trip, and they would feel more confident to use interaction modalities other than speech or gesture privately. In this regard, some modalities may be more socially accepted than others.

Research Goal

The aim of this thesis is to investigate the social interplay of multiple passengers in a highly automated vehicle in a ride-sharing scenario. A related work research should be conducted, and a multiplayer virtual reality prototype should be implemented. Finally, the defined hypothesis should be evaluated by conducting a study.

Based on bachelor/master level the scope is adapted.