



OMG! That`s me: Utilizing recent advances in deep fakes to generate audio/video content of oneself

Open Bachelor/Master Thesis

Background

Recent advances in Machine Learning made it possible to alter the sound of a voice recording or the images of a source video to sound/look like a particular person. With this so-called Deep Fake technology, it is now possible to dynamically generate video and audio clips of a person that this particular person did audio of another person but also of ourselves. In my research, I am interested in the application areas of such dynamically generated video/audio of oneself and how seeing/hearing oneself doing/saying things you did not do can influence us.

Research Goal

This thesis's primary goal is to develop a concept and application that utilizes deep fake technology to dynamically create content of the self and explore its psychological influences on us. Therefore, related work has to be identified and analyzed. Also, a concept has to be invented, implemented, and evaluated.

Jan Rixen
Institut für Medieninformatik
O27 / 3302

jan.rixen@uni-ulm.de

