# 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.

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