

## Premier Professional Facial Expression Analysis Software

### Analyze Facial Expressions in Real Time

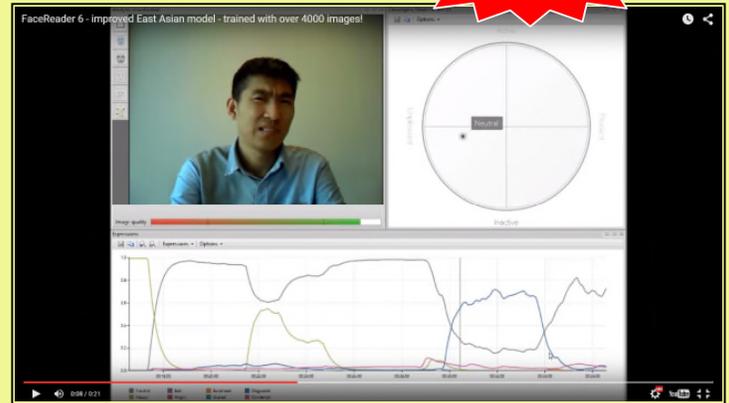
FaceReader is the premier professional software for automatic analysis of six basic facial expressions (happy, sad, scared, disgusted, surprised, and angry), as well as classifying neutral and now contempt. FaceReader also provides gaze direction, head orientation, and person characteristics, such as gender and age. Detailed analysis of facial action units is also available. The software immediately analyzes data (live, video, or still images) saving valuable time. FaceReader is available as software and as an online application.

FaceReader is used worldwide at more than 300 universities, research institutes, and companies in many markets, such as consumer behavior research, usability studies, psychology, educational research, and market research.

Researchers can easily and automatically acquire and analyze facial expressions, synchronized physiological data, and eye tracking data—all in real time—using FaceReader Software, BIOPAC hardware platforms and AcqKnowledge software, and eye tracking devices. This complete package allows researchers to have a comprehensive understanding of subjects' emotional responses as they happen, and have the detailed, synchronized physiological, eye tracking, gaze and head direction, and other data available for further analysis. The system is ideal for pairing with BIOPAC's BioNomadix Logger and BIOPAC MP systems with AcqKnowledge.

### Features:

- Classify six basic facial expressions (happy, sad, scared, disgusted, surprised, contempt, angry, and neutral)
- Real-time representation of circumplex model
- Analyze selection of 20 commonly used facial action units
- Includes stimulus presentation module
- Newly enhanced Project Analysis Module
- Ideal for use with BIOPAC BioNomadix Logger and BIOPAC MP systems for recording physiological data



### System Requirements

- MS Windows 8,7, 64-bit editions
- Professional workstation w/high-end video supporting Direct3D acceleration
- Other hardware/software requirements apply- see [www.NOLDUS.com](http://www.NOLDUS.com)