Essence Video Showcase: Olfactory Interfaces for Unconscious Influence

Figure 1: Mannequin wearing the *Essence* necklace.

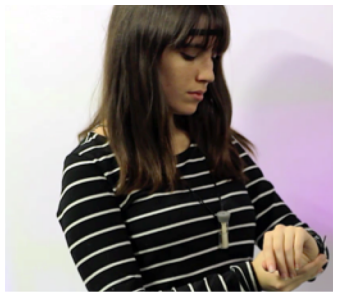

Figure 2: User wearing *Essence* and biometric sensors (EEG Muse headband and E4 wristband).

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Abstract
The sense of smell is perhaps the most pervasive of all senses, but it is also one of the least understood and least exploited in HCI. We present *Essence*, the first olfactory computational necklace that can be remotely controlled through a smartphone and can vary the intensity and frequency of the released scent based on biometric or contextual data. We present a set of applications for this type of technology as well as the main components of the olfactory display. This video accompanies our CHI full paper [1].

Author Keywords
Olfactory Interfaces; Wearable Computers; Behavior Change; Unconscious; Pervasive; Prototyping/Implementation; Fabrication; Fashion/Clothing; Health - Wellbeing; Smell

ACM Classification Keywords
H.5.m. Information interfaces and presentation: Miscellaneous

References
1. Amores J., Maes P. 2017. Essence: Olfactory Interfaces for Unconscious Influence of Mood and Cognitive Performance. In *Proc. of CHI 2017.*
DOI: http://dx.doi.org/10.1145/3025453.3026004