

## DATABRIDGE



## **Live Chats and Emotions Analytics**

# Keywords

- E-sports
- Video Games
- Measuring emotions
- Live streaming platforms
- Marketing



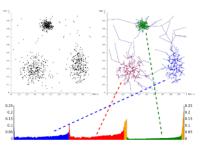
Intellectual **Property** 

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## **Technology**

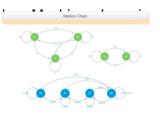
#### **GAME BEHAVIOUR SENSOR**

- Game robots and chat-bots detection sys
- In-Game state realtime analysis
- Cheating behaviour detection system
- N-Grams model based analysis



### **VIEWERS EMOTIONAL SENSOR**

- · Real-time emotional computing powered approach
- N-Grams model based analysis





Development **Status** 

Alpha commercial testing

#### **Benefits**

- Detection and targeting of emotions in real-time
- Low hardware imprint
- Privacy based approach
- Very scalable
- Many use cases available



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#### **Applications**

- E-Sports
- Video Games
- Social Networks
- Live streaming platforms
- **Digital Marketing**

## find other technologies on www.sattnord.fr

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