Overview

- Emotion and Interaction Design
- Telepresence
- Personalization
- Collaboration
- Design Activity
- ALEX

Interaction Design
Emotion defined
- Emotions: a mental state of being, normally based in or tied to the person’s internal (physical) and external (society) sensory feeling
- Emotions is conscious experience of affect, with attribution of cause and identification of its object

Practical Relevance
- Emotions are inseparable from and necessary part of cognition
- Emotions affect cognition
- Cognition affects learning
- Mood-dependent retrieval
- Mood-congruent processing

Mood-dependent retrieval
Information Design

Mood-congruent processing

Information Design

Seven basic emotions
- fear (or terror, shock, phobia)
- anger (or rage, directed to the self or others)
- sorrow (or sadness, or grief or depression)
- joy (happiness, glee, gladness)
- disgust
- acceptance
- anticipation
- surprise

Information Design

Norman’s (2004) model of emotional processing
Interaction Design

- Affective Aspects of Interaction Design
  - Expressive Interfaces (Emoticons, Sounds, Icons)
  - Personalization
  - Telepresence/Social Presence
  - Collaboration
  - Interface Agents/Pedagogical Agents

Interaction Design Activity

- Instructional Interaction Design Task
  - Revise interactions design for a "matching" activity
    - Include emotional aspects into the design
    - Use sketches or wireframes to communicate your design
    - Provide explorations of your choices
    - Be prepared to discuss your design with the class
  - Tasks description
    - Design an activity where names of parts of the skull are matched to the correct location on the skull

Interaction Design

- Telepresence/Social Presence
Interaction Design

Telepresence/Social Presence defined
- Experience of presence in an environment, incl. experience of others

Interaction Design

Factors affecting Telepresence/Social Presence
- Extent of sensory information (vividness, realism, bandwidth of sensations)
- Ability to modify the environment (interaction)

Interaction Design

Vividness
- Perceptual Systems (basic orientation, auditory, haptic, taste/smell, visual)
  - Sensory Breadth
  - Sensory Depth
**Interaction Design**

- **Interactivity**
  - Number of attributes in mediated environment that can be manipulated
    - Temporal ordering
    - Spatial organization
    - Intensity (loudness, brightness)
    - Frequency characteristics (timbre, color)

**Interaction Design**

- **Personalization**
  - Personalized messages (first or second person, spoken or written) resulted in better problem-solving performance and retention than neutral messages (third person)
    - [Mayer & Moreno, 2000]
Final Projects

- Final Projects include
  - Revised and expanded Design Document
  - Implemented Prototype of Project
  - Online Activities

- Also included in final grade
  - Attendance/class participation
  - Design Journal
  - Design Document Review