



Design For Emotion

Amic G. Ho



Design For Emotion:

Design for emotion Edie Adams, 2012 Emotion in the Design Process Amic G. Ho, 2023-11-22 Manipulating the design process can be a stressful learning experience and it can be difficult to decide how to resolve design problems This book explores and illustrates the close relationship between emotion and the design process by using new models and perspectives under the umbrella of design and emotion This book reveals that a greater understanding of design and emotion can inspire design students to explore how emotion can affect their decision making and design processes It enables the reader to develop methods to control their emotions to make effective decisions and strengthen their ability to manipulate the design process Emotion in the Design Process features a study that develops a design process model to make the decision making processes more transparent With a focus on the investigation of the intrinsic factors this book features quantitative and qualitative research methods Underpinned by deep level research the book outlines the strengths and limitations of the study and reveals the findings to create decision making models where emotion is considered Case studies are included to show the theories in practice By reading this book design students who can be confused by the design process will be able to grasp it and learn to regulate their emotions as a result whilst also producing better designers that can improve the overall quality and standard of the design industry As such this book will appeal most to students researchers and academics in any field where design is a key task It will also be of interest to anyone interested in Design and Emotion Kansei Design and Engineering and Design and Technology **Designing for Emotion** Aarron Walter, 2011 Make your users fall in love with your site via the precepts packed into this brief charming book by MailChimp user experience design lead Aarron Walter From classic psychology to case studies highbrow concepts to common sense Designing for Emotion demonstrates accessible strategies and memorable methods to help you make a human connection through design Back cover Design and Emotion Deana McDonagh, Paul Hekkert, Jeroen van Erp, Diane Gyi, 2003-10-24 There is considerable interest in and growing recognition of the emotional domain in product development The relationship between the user and the product is paramount in industry which has led to major research investments in this area Traditional ergonomic approaches to design have concentrated on the user's physical and cognitive ability **Advances in Affective and Pleasurable Design** Yong Gu Ji, Sooshin Choi, 2021-07-19 This volume discusses pleasurable design a part of the traditional usability design and evaluation methodologies The book emphasizes the importance of designing products and services to maximize user satisfaction By combining this with traditional usability methods it increases the appeal of products and use of services This book focuses on a positive emotional approach in product service and system design and emphasizes aesthetics and enjoyment in user experience and provides dissemination and exchange of scientific information on the theoretical and practical areas of affective and pleasurable design for research experts and industry practitioners from multidisciplinary backgrounds including industrial designers emotion designer ethnographers human computer interaction researchers human factors

engineers interaction designers mobile product designers and vehicle system designers **Design and Emotion Moves** Pieter M.A. Desmet, Jeroen van Erp, MariAnne Karlsson, 2020-11-09 Design Emotion Moves is an edited collection of papers presented at the 5th international Design and Emotion Conference in Gothenburg Sweden In spite of the wide variety of angles and approaches all authors share the basic proposition that in order to understand users or consumers and their behaviour one must understand the affective responses that are involved in the processes of buying using and owning products The book should appeal to anyone interested in understanding emotions involved in human product relationships and in techniques that can help utilising these insights in design practice Designing Emotion Mareike Roth, Oliver Saiz, 2022-08-22 Strategies for the design process considering emotions How does design make the indestructible character of a drill tangible Why does a brand become a trusted friend And what emotions should intelligent gardening tools actually radiate The accurate communication and design of emotional worlds remain one of the greatest challenges for companies and professional design Designing Emotion offers practical support here Based on current research from neuroscience and psychology the book presents tools for systematically analysing emotions and controlling them through precise use of form colour and material In addition to case studies and interviews this edition offers insights into the design practice of successful companies Provides professional design instruments for influencing emotions Includes a folding poster for the use of emotion grid With exclusive interviews practical examples and analyses Available in English and German Emotion gestalten ISBN 9783035623840 **Designing for Emotion: How Art Moves Us** Ahmed Musa, 2025-01-13 Designing for Emotion explores how art design and visual storytelling can evoke deep emotional responses and influence behavior This book examines the psychology of emotions and how artists and designers can use color shape texture and composition to connect with viewers on a visceral level Through case studies from iconic artworks advertisements and digital media Designing for Emotion highlights the power of design to not only communicate ideas but also to move people emotionally It provides a roadmap for creators who want to make an impact whether in visual art branding or user experience design by learning to craft experiences that resonate deeply with audiences **Designing for Emotion** Aaron Walter, 2020-06-22 Inspiring guidance for the principles of designing for humans **Emotion Measurement** Herbert L. Meiselman, 2021-04-09 Emotion Measurement Second Edition highlights key elements of emotions that should be considered in the measurement of emotions in both academic and commercial environments This edition begins with an updated review of basic studies of emotion including the theory physiology and psychology of emotions as these are the foundational studies which food scientists as well as product developers and marketing professionals need to be aware of The second section highlights methods for studying emotions and reviews the different approaches to emotion measurement questionnaire self report behavioral and physiological This section explores the merits of intrinsic versus extrinsic measures of emotion Some new measurement approaches have emerged since the first edition of this book The book then presents practical applications with

chapters on emotion research in food and beverage as well as in a range of products and clinical settings The experience in testing product emotions has increased since the first edition when product emotion research was newer Finally Emotion Measurement Second Edition provides coverage of cross cultural research on emotions This is critical because much of the newer commercial research is aimed at markets around the world requiring methods that work in many cultures And the universality of emotions has been a topic of research for decades Taking both an academic and applied approach Emotion Measurement Second Edition will be an invaluable reference for those conducting basic academic research on emotions and for sensory and consumer scientists and the product developers and marketing professionals they work alongside Reviews both the academic and the applied strands of emotion measurement research Focuses on cross cultural studies of emotions which is currently lacking from most of the literature in the field Highlights methods for studying emotions in both basic and applied studies

Emotions, Technology, and Design Sharon Tettegah, Safiya Noble, 2015-12-28 Emotional design explicitly addresses the emotional relationship between the objects and the subjects of design in this book the objects are technologies and the subjects are technology users The first section delves into the philosophy and theory of emotional design to provide a foundation for the rest of the book which goes on to discuss emotional design principles the design and use of emoticons and then intelligent agents in a variety of settings A conclusion chapter covers future research and directions Emotions Technology and Design provides a thorough look at how technology design affects emotions and how to use that understanding to in practical applications Discusses the role of culture trust and identity in empathetic technology Presents a framework for using sound to elicit positive emotional responses Details the emotional use of color in design Explores the use of emoticons earcons and tactons Addresses the emotional design specific to agent based environments

Emotional Design Donald A. Norman, 2007 Did you ever wonder why cheap wine tastes better in fancy glasses Why sales of Macintosh computers soared when Apple introduced the colorful iMac New research on emotion and cognition has shown that attractive things really do work better as Donald Norman amply demonstrates in this fascinating book which has garnered acclaim everywhere from Scientific American to The New Yorker Emotional Design articulates the profound influence of the feelings that objects evoke from our willingness to spend thousands of dollars on Gucci bags and Rolex watches to the impact of emotion on the everyday objects of tomorrow Norman draws on a wealth of examples and the latest scientific insights to present a bold exploration of the objects in our everyday world Emotional Design will appeal not only to designers and manufacturers but also to managers psychologists and general readers who love to think about their stuff

Emotions in Technology Design: From Experience to Ethics Rebekah Rousi, Jaana Leikas, Pertti Saariluoma, 2020-09-29 Understanding emotions is becoming ever more valuable in design both in terms of what people prefer as well as in relation to how they behave in relation to it Approaches to conceptualising emotions in technology design how emotions can be operationalised and how they can be measured are paramount to ascertaining the core principles of

design Emotions in Technology Design From Experience to Ethics provides a multi dimensional approach to studying designing and comprehending emotions in design It presents emotions as understood through basic human technology research applied design practice culture and aesthetics ethical approaches to emotional design and ethics as a cultural framework for emotions in design experience Core elements running through the book are cognitive science cognitive affective theories of emotions i e Appraisal culture the ways in which our minds are trained to recognise respond to and influence design and ethics a deep cultural framework of interpretations of good versus evil This ethical understanding brings culture and cognition together to form genuine emotional experience This book is essential reading for designers technology developers HCI and cognitive science scholars educators and students at both undergraduate and graduate levels in terms of emotional design methods and tools systematic measurement of emotion in design experience cultural theory underpinning how emotions operate in the production and interaction of design and how ethics influence basic primal and higher level emotional reactions The broader scope equips design practitioners developers and scholars with that something more in terms of understanding how emotional experience of technology can be positioned in relation to cultural discourse and ethics

The Neuroscientific Basis of Successful Design Marco Maiocchi,2014-12-01 The term design today encompasses attributes of artifacts that go beyond their intended functions imbuing them with new meanings Those meanings are deeply related to the emotions perceived by the users This book investigates the findings deriving from the neurosciences that are relevant to design Drawing upon up to date neuroscientific knowledge the authors define what an emotion is examine the relationship between perceptions and emotions and discuss the role of metaphoric communication Particular attention is paid to those elements of perception and metaphoric interpretation that cause the emotions to rise Consequences for the design process are then considered and a design process is proposed that takes into account emotional impacts as one of the goals A solid scientific approach to the subject is maintained throughout and understanding is facilitated by the inclusion of a rich collection of successful design artifacts the emotional aspects of which are analyzed

How Games Move Us Katherine Isbister,2016-03-04 An engaging examination of how video game design creates strong and positive emotional experiences for players with examples from Journey Train Little Big Planet and more This is a renaissance moment for video games in the variety of genres they represent and the range of emotional territory they cover But how do games create emotion In How Games Move Us Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players She counters arguments that games are creating a generation of isolated emotionally numb antisocial loners Games can actually play a powerful role in creating empathy and other strong positive emotional experiences they reveal these qualities over time through the act of playing She offers a nuanced systematic examination of exactly how games can influence emotion and social connection with examples drawn from popular indie and art games that unpack the gamer s experience Isbister describes choice and flow two qualities that

distinguish games from other media and explains how game developers build upon these qualities using avatars non player characters and character customization in both solo and social play She shows how designers use physical movement to enhance players emotional experience and examines long distance networked play She illustrates the use of these design methods with examples that range from Sony s Little Big Planet to the much praised indie game Journey to art games like Brenda Romero s Train Isbister s analysis shows us a new way to think about games helping us appreciate them as an innovative and powerful medium for doing what film literature and other creative media do helping us to understand ourselves and what it means to be human

Ergonomics in Design Marcelo M. Soares, Francisco Rebelo, 2016-09-19

Currently people deal with various entities such as hardware software buildings spaces communities and other people to meet specific goals while going about their everyday activities in work and leisure environments These entities have become more and more complex and incorporate functions that hitherto had never been allocated such as automation use in virtual environments connectivity personalization mobility and friendliness This book contributes to the analysis of human system interactions from the perspective of ergonomics regardless of how simple or complex they are while incorporating the needs of users and workers in a healthy safe efficient and enjoyable manner This book provides a comprehensive review of the state of the art of current ergonomic in design methods and techniques that are being applied to products machinery equipment workstations and systems while taking new technologies and their applications into consideration Ergonomics in Design Methods and Techniques is organized into four sections and 30 chapters covering topics such as conceptual aspects of ergonomics in design the knowledge of human characteristics applied to design and the methodological aspects of design Examples are shown in several areas of design including but not limited to consumer products games transport education architecture fashion sustainability biomechanics intelligent systems virtual reality and neurodesign This book will Introduces the newest developments in social cultural approaches Shows different ergonomics in design methodological approaches Divulges the ways that ergonomics can contribute to a successful design Applies different subjects to support the design including ergonomics engineering architecture urbanism neuro and product designs Presents recent technologies in ergonomic design as applied to product design With the contributions from a team of 75 researchers from 11 countries the book covers the state of the art of ergonomics in a way to produce better design

Advances in Affective and Pleasurable Design WonJoon Chung, Cliff Sungsoo Shin, 2017-06-12 This book discusses the latest advances in affective and pleasurable design It reports on important theoretical and practical issues covering a wealth of topics including aesthetics in product and system design design driven innovation affective computing evaluation tools for emotion Kansei engineering for products and services and many more This timely survey addresses experts and industry practitioners with different backgrounds such as industrial designers emotion designers ethnographers human computer interaction researchers human factors engineers interaction designers mobile product designers and vehicle system designers Based on the AHFE 2017 International

Conference on Affective and Pleasurable Design held on July 17-21, 2017 in Los Angeles, California, USA. The book provides an inspiring guide for all researchers and professionals in the field of design. Emotion Guideline Workbook Amic G. Ho, 2024-05-28. Manipulating the design process can be challenging for junior design art and creative students. Besides understanding the approaches to managing the design factors with logical thinking, they can lack experience in handling emotional changes and concerns and initiative factors during the design process. As a result, they struggle to practice design and need guidance for enhancing their decision making, evaluation, judgment, and motivation. This book proposes a set of guiding principles with the intention of assisting the reader in regulating the emotional changes that occur throughout the design process. This book offers practical approaches to those who would like to incorporate emotion in their design processes, which contrasts with previous scholarly research that has mostly focused on the theoretical level. It provides guidance to the reader through the process of adapting to the emotional changes that may occur throughout the design process during their design studies. It contains a literature review, research methods, and a discussion of the strengths and limitations. Featuring printable worksheets and additional tables to use as guidance, this highly practical text allows the reader to gain a full understanding of emotion in the design procedure through active involvement. The Emotion Guideline Workbook is perfect for design art and creative students as well as their instructors, researchers, and other learners who are interested in emotion-driven design. It will also appeal to students and academics in the fields of psychology and education.

Design Thinking Research Christoph Meinel, Larry Leifer, 2023-09-19. Extensive research conducted at the Hasso Plattner Design Thinking Research Program at Stanford University in Palo Alto, California, USA, and at the Hasso Plattner Institute in Potsdam, Germany, has yielded valuable insights on why and how design thinking works. The participating researchers have identified metrics, developed models, and conducted studies which are featured in this book and in the previous volumes of this series. This volume provides readers with tools to bridge the gap between research and practice in design thinking together with a range of real-world examples. Several different approaches to design thinking are presented while acquired frameworks are employed to understand team dynamics in design thinking. The contributing authors introduce readers to new approaches and fields of application and show how design thinking can tap the potential of digital technologies in a human-centered way. The book also presents new ideas on neuro design from Stanford University and the Hasso Plattner Institute in Potsdam, inviting readers to consider newly developed methods and how these insights can be applied to different domains. Design thinking can be learned. It has a methodology that can be observed across multiple settings. Accordingly, readers can adopt new frameworks to modify and update their current practices. The research outcomes gathered here are intended to inform and provide inspiration for all those seeking to drive innovation, be they experienced design thinkers or newcomers. It is the last in a series of 14 volumes published over the past 14 years reflecting the successes of the HPI Stanford Design Thinking Research Program. Many thanks to the Hasso Plattner Foundation for its valued support.

HCI International 2025 Posters Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel

Salvendy, 2025-07-11 The eight volume set CCIS 2522-2529 constitutes the extended abstracts of the posters presented during the 27th International Conference on Human Computer Interaction HCII 2025 held in Gothenburg Sweden during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings were carefully reviewed and selected from 7972 submissions. The papers presented in these eight volumes are organized in the following topical sections: Part I: Virtual, Tangible and Intangible Interaction; HCI for Health; Part II: Perception, Cognition and Interaction; Communication; Information; Misinformation and Online Behavior; Designing and Understanding Learning and Teaching experiences; Part III: Design for All and Universal Access; Data; Knowledge; Collaboration; Research and Technological Innovation; Part IV: Human-Centered Security and Privacy; Older Adults and Technology; Interacting and driving; Part V: Interactive Technologies for wellbeing; Game Design; Child Computer Interaction; Part VI: Designing and Understanding XR; Cultural Experiences; Designing Sustainable Smart Human Environments; Part VII: Design Creativity and AI; eCommerce; Fintech and Customer Behavior; Part VIII: Interacting with Digital Culture; Interacting with GenAI and LLMs.

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