

Intro

Who Am I?

- Dennie Declercq
 - President & IT-coach DDSOFT
 - Microsoft MVP
 - **Modern Eastern Spirituality**
 - @DennieDeclercq
 - **#DreamingIsBelieving**
 - <https://ware.ddsoft.be>
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Why I choosed the title (E)- Motions?

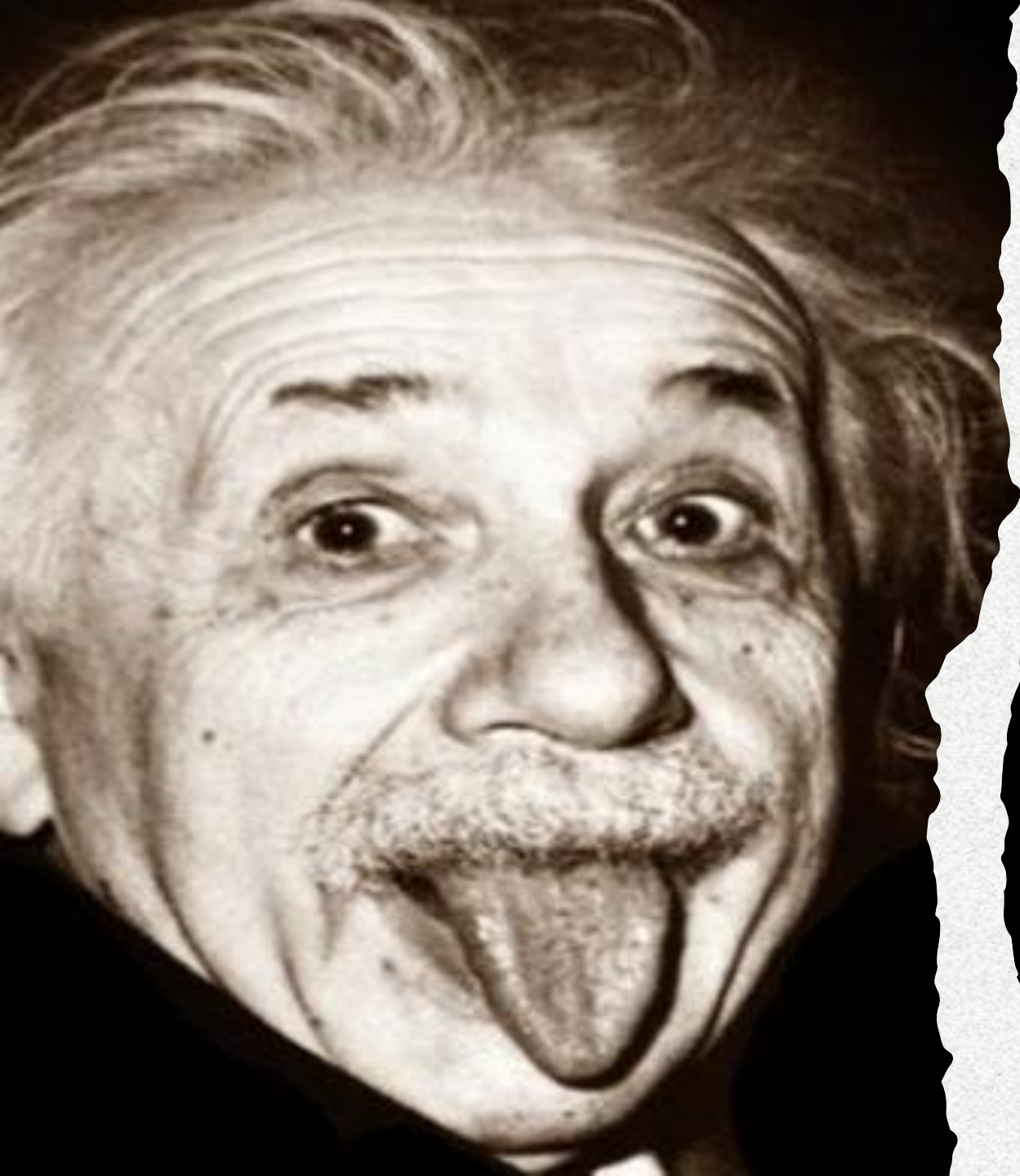
- “Emotions are Energy in Motion”
- IT = computing, digital energy
- IT has impact on people’s feelings and emotions
- IT solutions has impacted my emotions
- Did research about this



Content

- Intro
- Emotions
- Examples: How does IT influence Emotions
- Low (E)-Motions
 - Triggering
 - Limiting
- High (E)-Motions
 - Limiting
 - Adding
- Outro





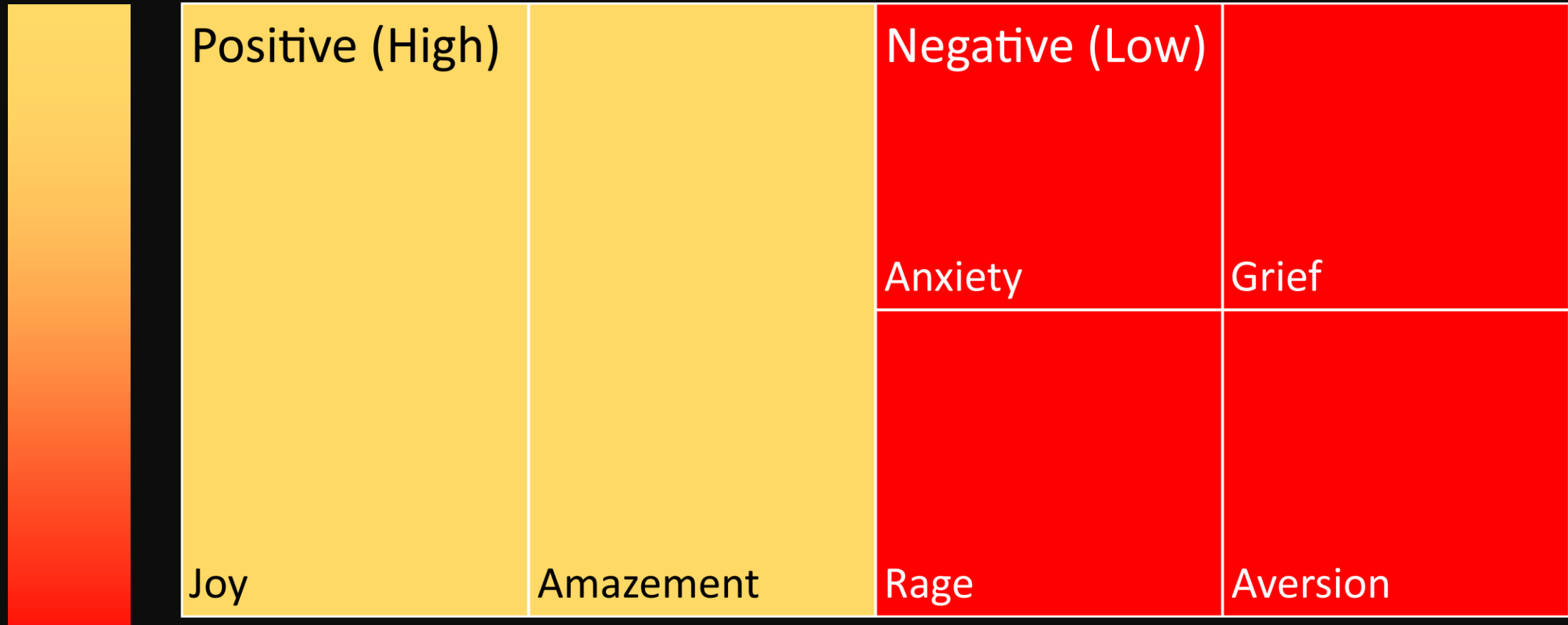
Emotions

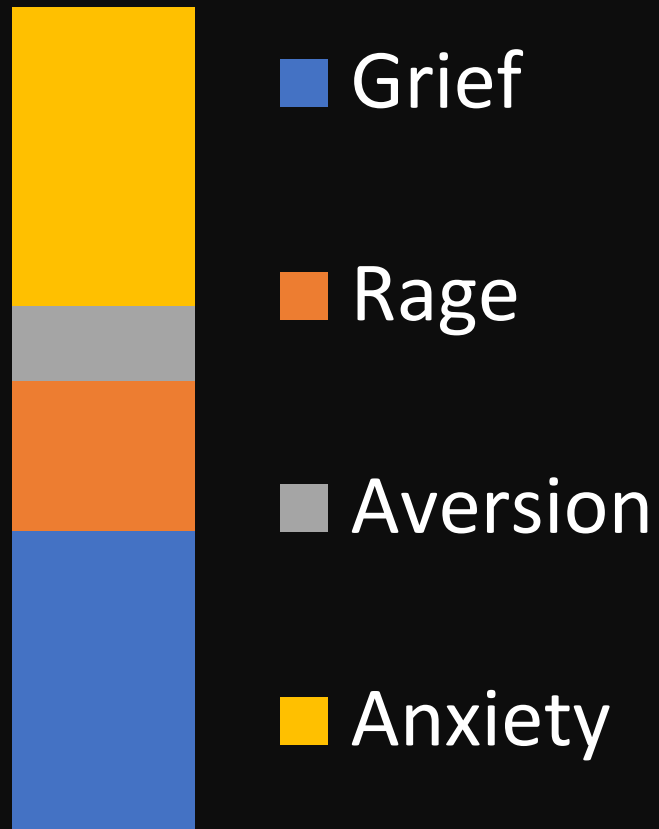
Emotion Frameworks

- People science != computer science
 - Absolute vs Relative
 - Ratio vs Feeling
- 2 Emotion framework
- 4 Emotion framework
- 6 Emotion framework
- Until... 295+ Emotions list



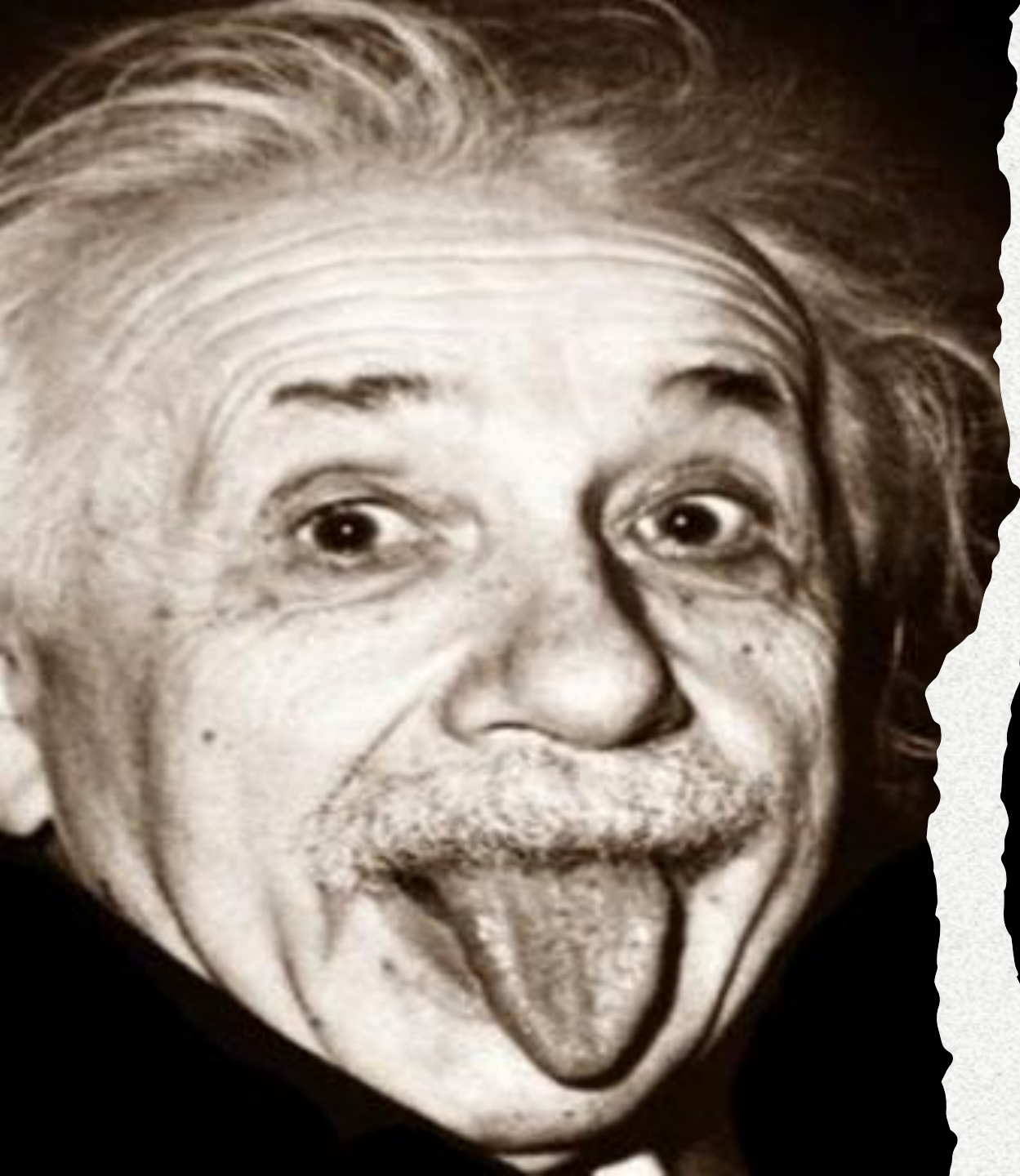
6-Main Emotions





Layering Emotions





How does IT influence Emotions?

Examples

Google Photo's and Exes






Panic driven Headlines


- A **pandemic** of Burnout
- The **war** on Drugs
- Is the **end of the world** coming?
- Big **troubles** for business X





Only 1 change
left to type
right password





Reservation doesn't work.
Will you get there?

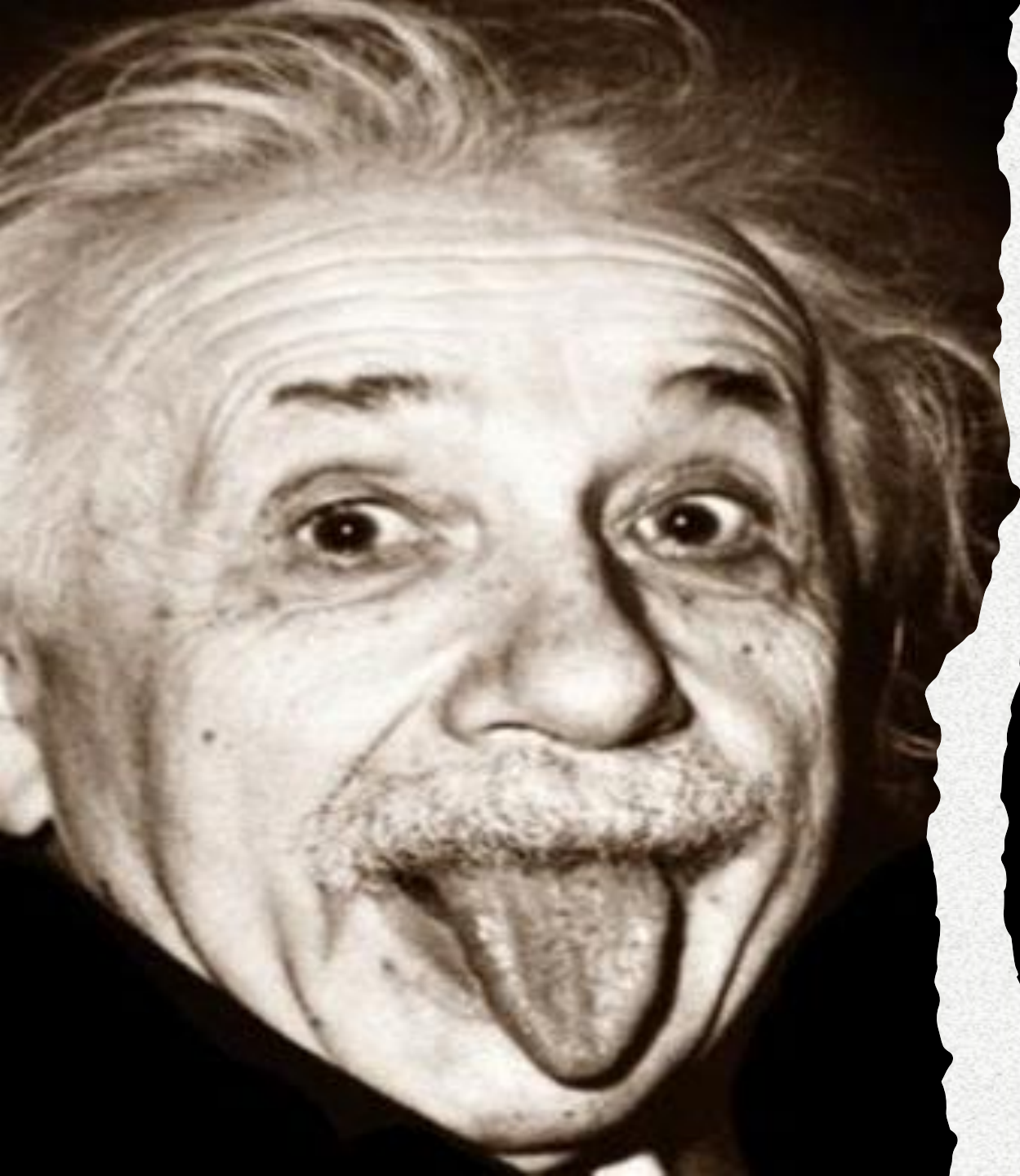
- Will the waitress be ready?
- Will there be a place?
- Is the whole crew allowed?





Don't wait!
Price increase
tonight!





Low (E)- Motions

Triggering

Using users' history without consent

- Make an **application about** people's:
 - (Mental) Health
 - Emotions
 - Finances
 - Relationships
 - Travels
- Pop up **following history**
 - Travels when people can't travel
 - Information about an ex when relation is over
 - Big expenses in times of prosperity that are over at the moment



Chocking headlines

- Integrate a newsfeed in your application (because this is really needed!)
- Pop up headlines only about negative events
- Handle predictions as facts
- Make headlines for longer articles saying that most of the time it will not happen.



Timers that are not extendable



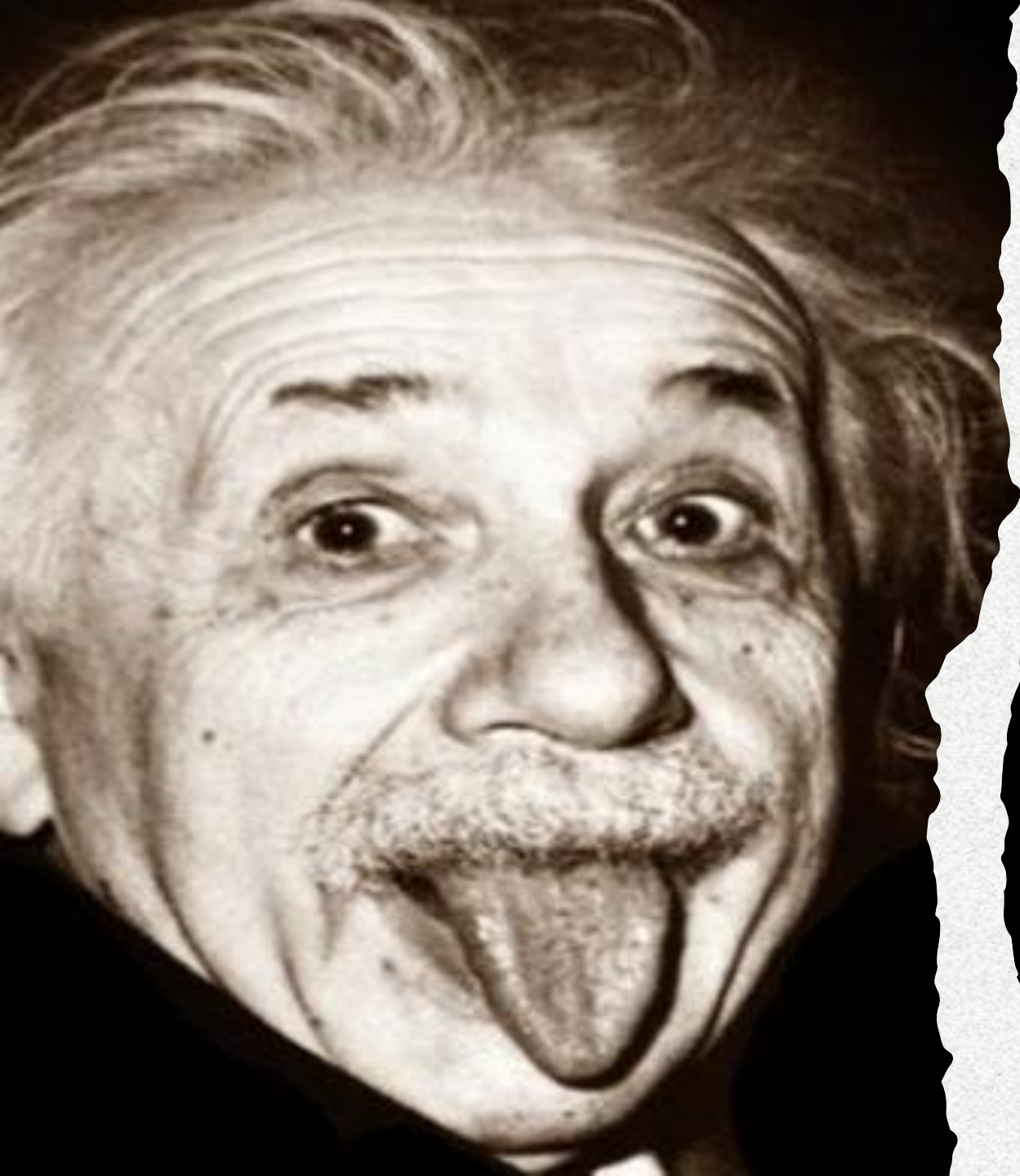
- Use reservation systems with **strict timers**;
- Use special promotions with **strict deadline (is a timer!)**;
- Announce in very **short timespan**;
- Do this at '**the ideal timeslot**' (10AM, 2PM, 9PM);
- **Don't do any extend or redo** of announcement;



Usage of (!) Exclamation mark

- Use a lot of **exclamation marks!!!!**
- Use a **space** before an exclamation mark **!**
- Use it **only when risk**, or on **personal behavior you don't want !**







Low (E)- Motions

Limiting

An alternative for Exclamation marks

- Use a **bold** text to emphasize important information;
- *Cursive* and underlined text does also have a real impact;
- Even **combining both** can be better (in some cases);
- **BELIEVE** it or not, but **ALL CAPS** can limit negative emotions in specific cases.



Hi Dennie,
I PROMISE you that there will be NO
RESTRICTIONS FOR YOU even if other
neighbors want it.
Regards, your coach X.



Sandboxes

- Use **sandbox demo** applications;
- Use **introduction playgrounds** for new software ideas;
- Make **consistent** uses of **undo buttons**;
- Azure → **Demo environments** for customers & new employers.



Mindful usage of Imagery

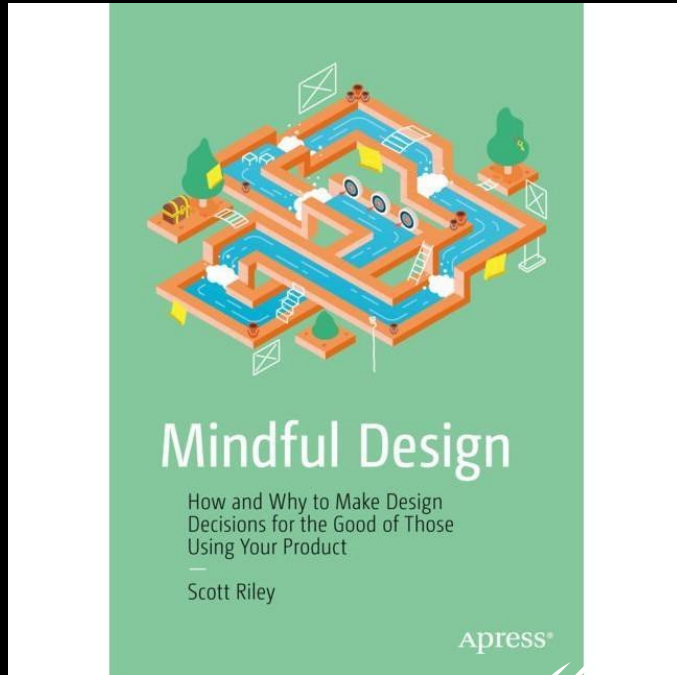
- Be **mindful**:
 - Think “your way (= how would I feel if...?)” about:
 - What would this image do to me in scenario X,Y,Z? Why?
 - How would I feel?
- **Do you want to trigger this** to customers?
- **Why?**
- For your **own benefit**?
- Is this **ethical**?



Progress indicators

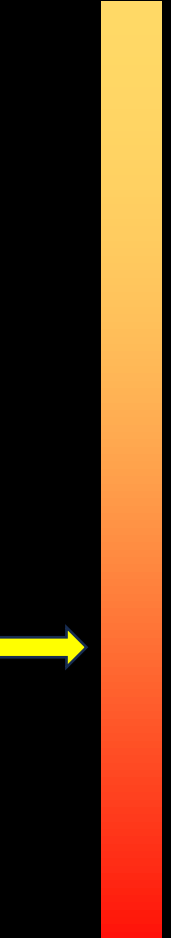
- Use **progress bars** for difficult steps;
- When making a questionnaire: **Indicate time estimate**;
- Use **breadcrumbs** for longer registrations on web forms;
- Indicate **what users will need** before filling in(passport, credit card)
 - Users are not copies of you with the same expectations and knowledge;
- Always **show where you are**.

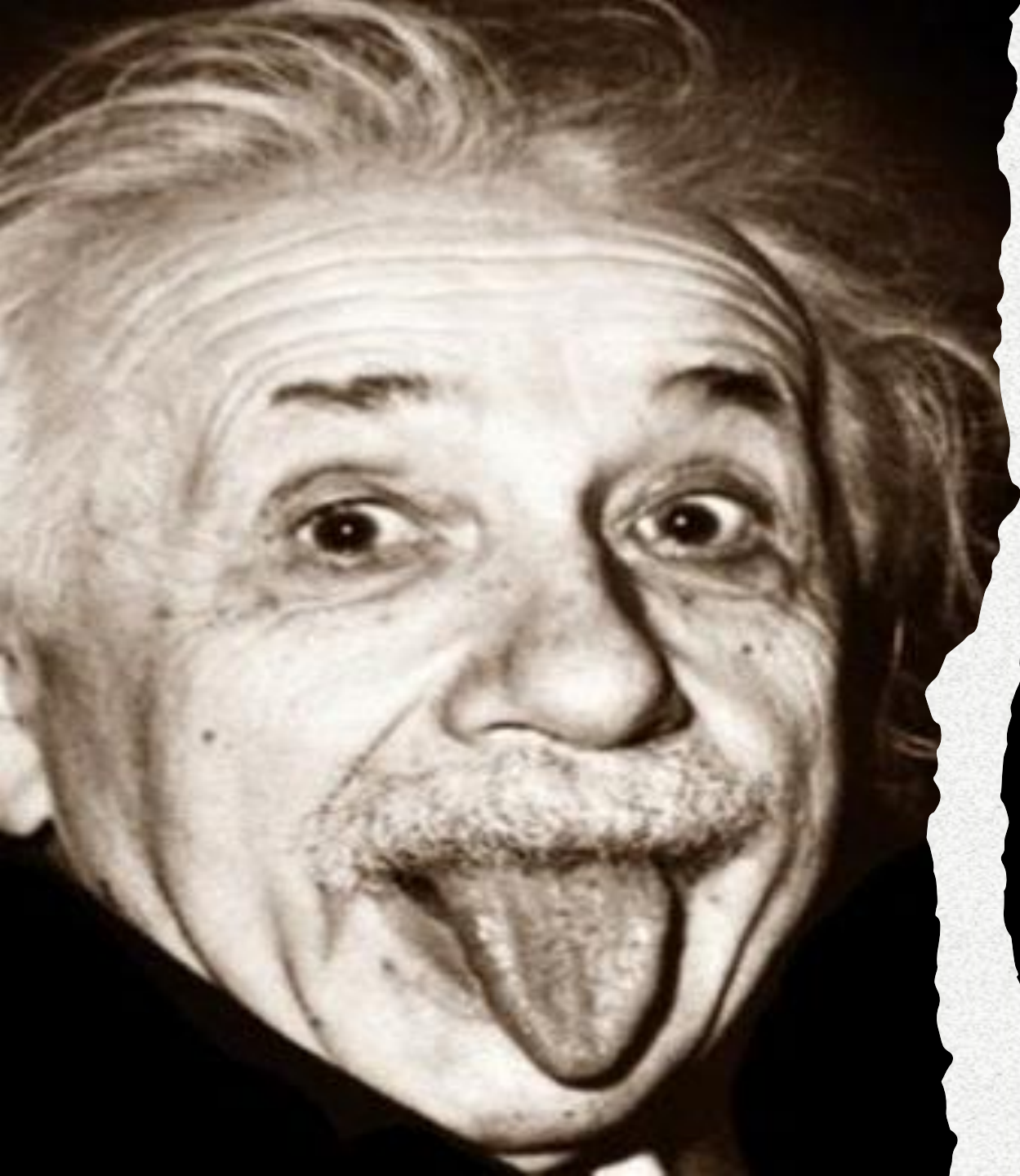




Mindful design

- Make usage of **Gestalt Principles**
 - Law of Proximity
 - Law of Similarity
 - Law of Continuity
 - Law of Common
 - Law of Closure
 - Law of Connectedness
- **Safe** and **interactive** interfaces
- Be **intentional** about the impact on emotions





High (E)- Motions

Limiting

Rules & Restrictions before fun

- Let's make an onboarding for a new service:
 - Don't share your login with someone else!
 - Only use when fully awoken.
 - Never use the application in public spaces.
 - You may use the application for profit.
 - You are allowed to make adjustments to the code.
 - Use the application for free if you build it for social good.



Show the tradeoff people's choice

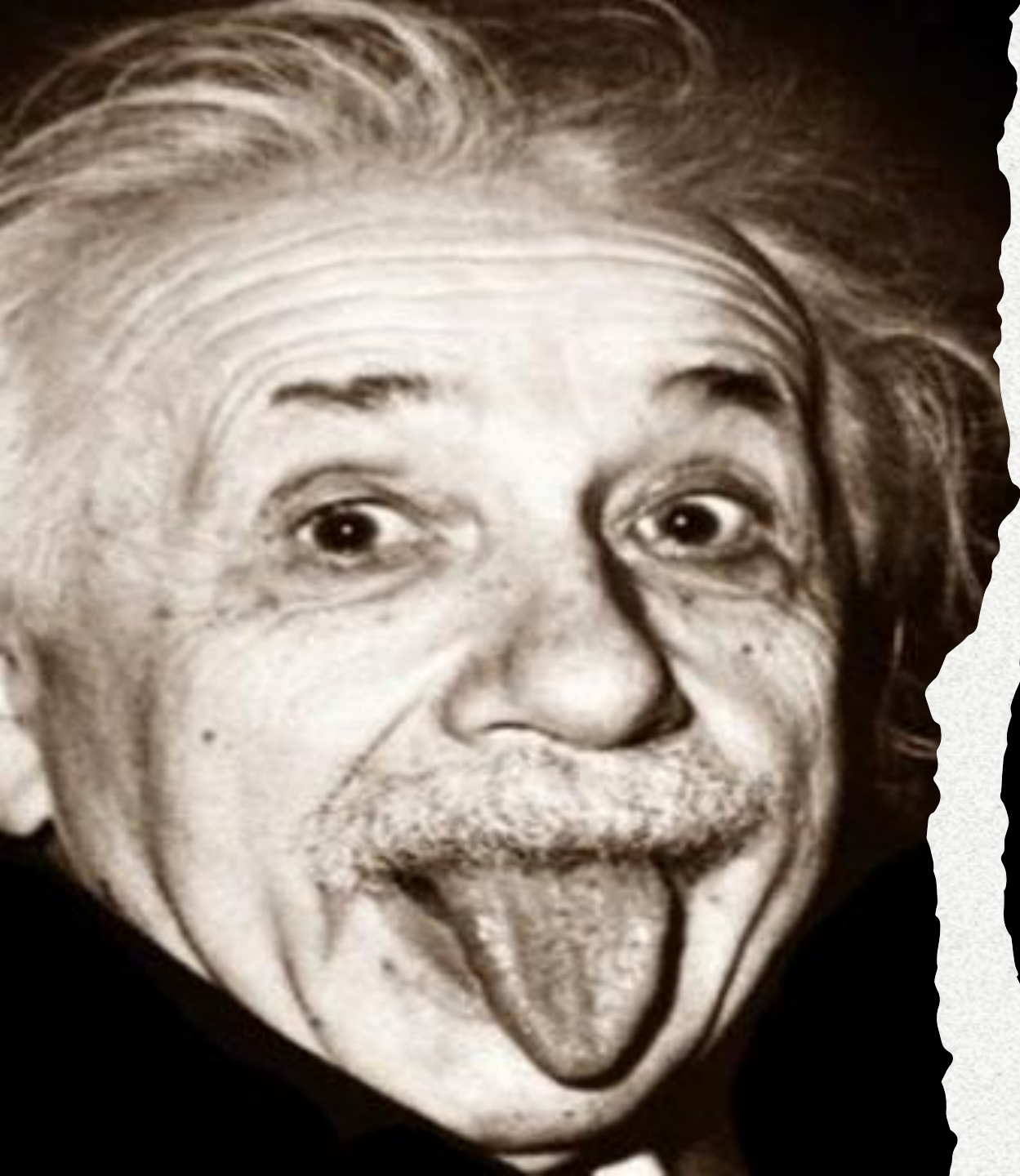
- Great! You brought a ticket for [EVENT X] but [PERSONA] can't go, **just pay extra** for [PERSONA]
- Congratulations tonight [DINNER Y] will be delivered **but [PERSONA] has no money** for [DINNER Y]
- Your trip to [DESTINATION Z] is coming, flying **is bad** for the climate, **pay \$40 more** to plant a tree.



Exclusive for the little commercials

- Inaccessible color scheme;
- Good decent application but it only works on expensive devices;
- You are so cool if you use Glasses Y but
 - Nearly nobody can pay those.
- Yesterday event Y at [CITY] was a big success!

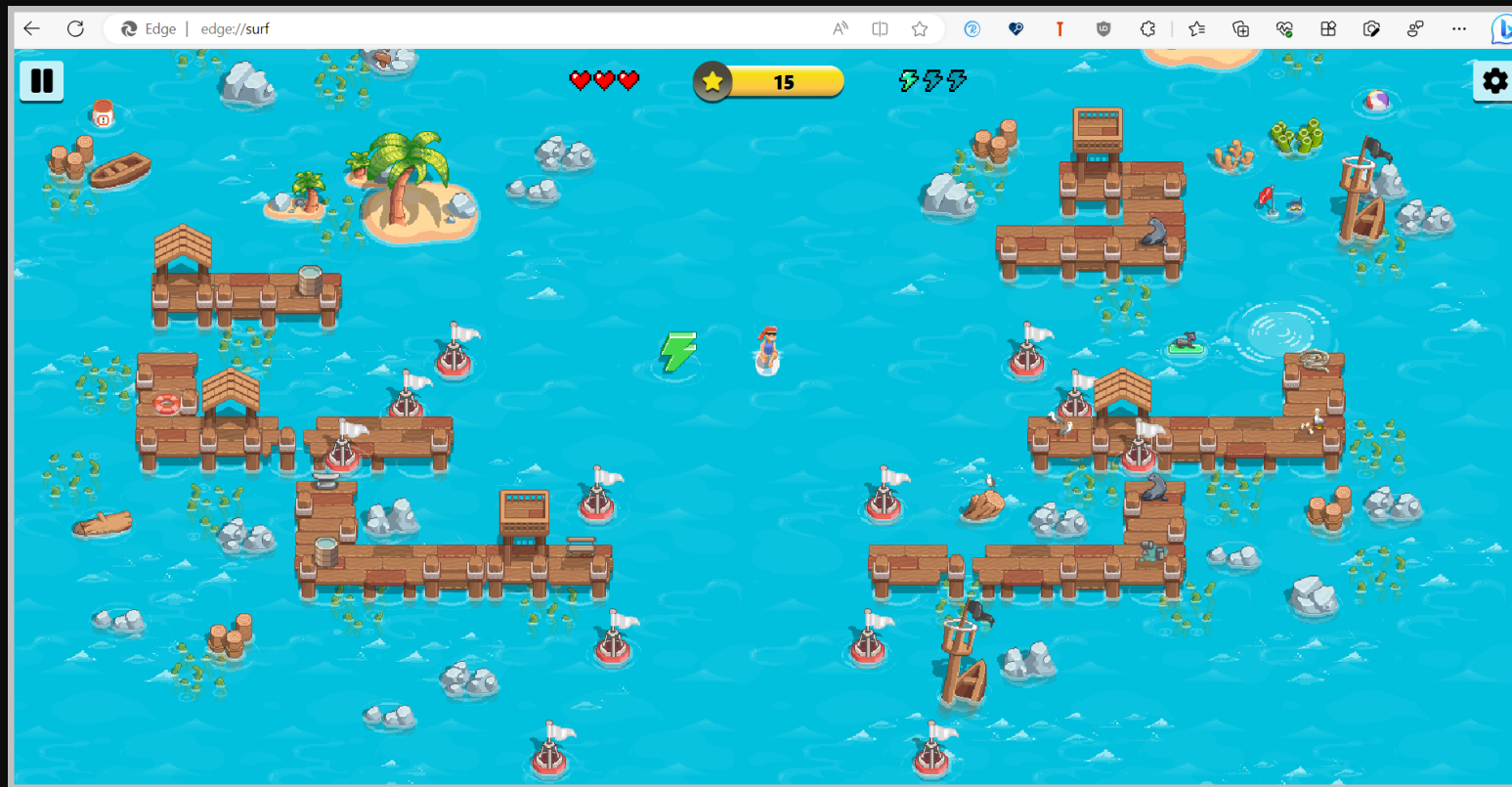




High (E)- Motions

Adding

Edge's "No internet game"



Unannounced new features

- Provide new features
- High demanded features
- 'Just nice' features
- BUT
 - Make sure it doesn't conflict with consistency UI



Open communication

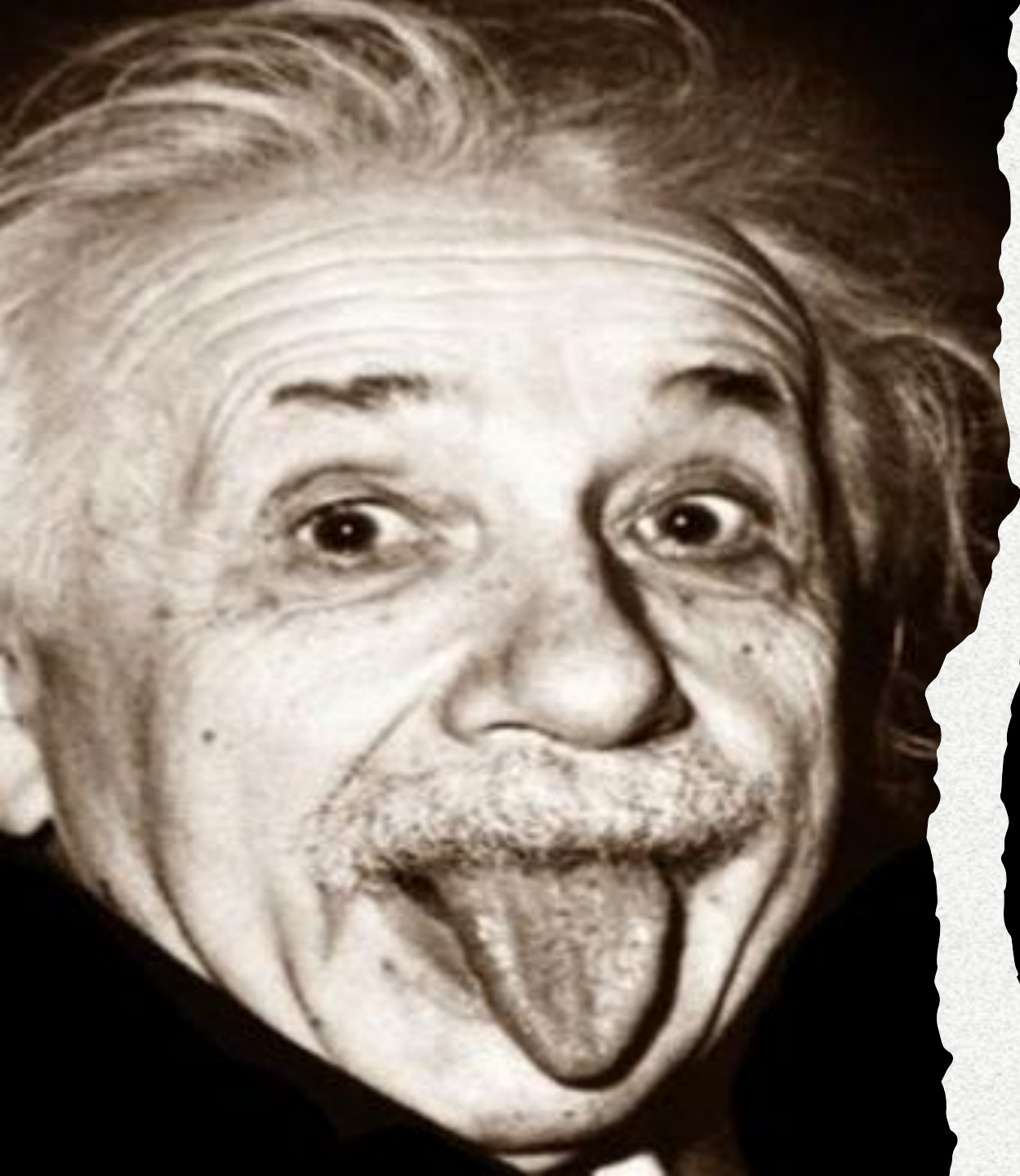
- **Communicate early** about price changes, delays, service interruptions;
- Give **right estimates** about **current state**;
- **Give compliments** to users/ customers;
- **Thank** customers/ users **authentic**;
- **Remind** their **names, unsolved desires & needs**;



Reward systems & discounts

- Make reward systems;
- Give discounts;
- Give goals to your users;
- Provide collectible (and achievable) rewards & status;
- Make an unannounced increase of their status (for present);
- Motivate for actions instead of annoying pop-up shaming.

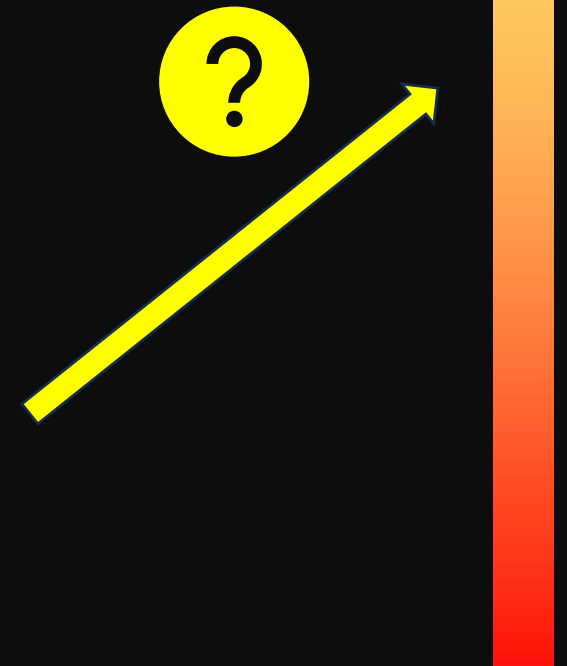




Outro

Recap

- What are emotions
 - Low vs High emotions
- Triggering Low emotions
- Limiting Low emotions
- Limiting High emotions
- Adding High emotions



Thanks // Q&A

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