

# CARAN D'ACHE

**Ideation & Research Update (10.11.23)**

# INTENTION

The main intention will be to gauge user's emotional states through user input/ interaction. And then hopefully through playful interactions, cause overall stress-relieving and cathartic outcomes by engaging users to make art through collaboration with a seemingly intelligent interactive experience that aims to align its interactive outcomes according to the user's state of mind.

# INTERACTION

There are a plethora of ways the said interactive device can attempt to receive user input and align interactive outputs to suit the user's needs.

Speech/voice analysis

User Feedback

Context Awareness

Text Analysis

Self Input

Biometric input

Considering the machine's interactiveness seeks to keep digital interactions to a minimum to gain the maximum amount of user information to cater the experience to their need, the ultimate aim being to promote a healthy habit of pursuing art.

# USER INPUT

## Idea 1:

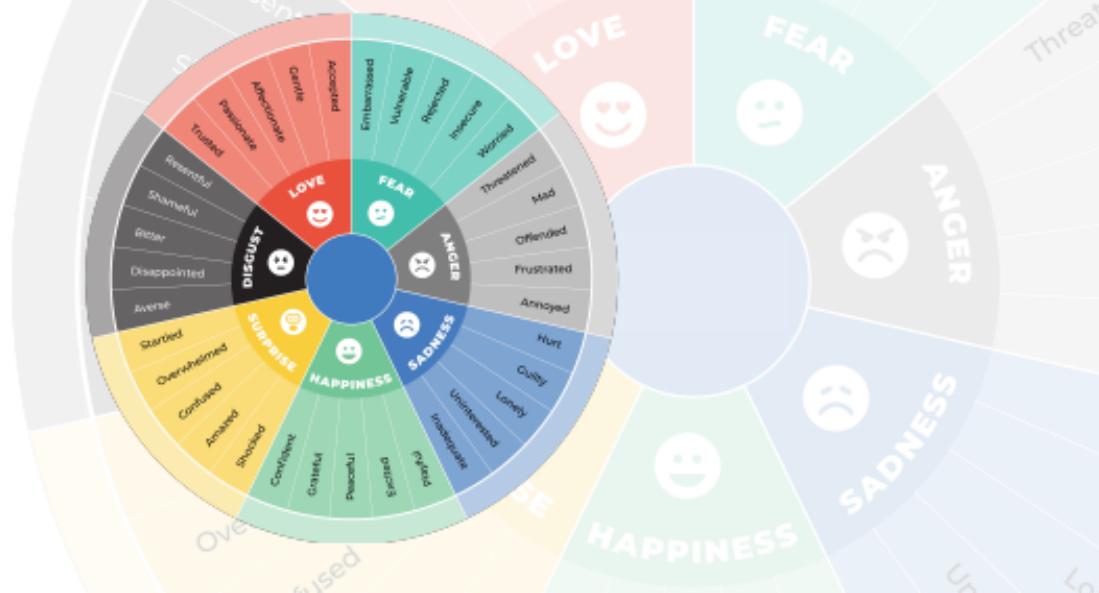
Due to the complexity of human emotions, it is impossible to simply have emotions as options to checkbox or select. Our emotional energies often exist in a spectrum and that could potentially be interfaced through a mood slider to gauge the user's mood.



## Reference:

Underneath the six common & basic human emotions exist a variety of underlying emotional experiences, often subtle in manifestation. This is well represented by an emotional wheel, similar to a color wheel.

The 7 Types of Basic Emotions and Their Effect on Human Behavior- By Kendra Cherry, MSEd



**Furthermore, the usage of emojis and emoticons to help deal with emotional expressions helps users express themselves easier and with better accuracy. This has been studied heavily and publicized with immense backing of the scientific community.**

A Systematic Review of Emoji: Current Research and Future Perspectives

**Input variants:**



**Example 1:  
Emotion sliders**



**Example 2:  
Place tags on wheel**

## Idea 2:

the attempt here will be to place human emotions along a color spectrum for the user to input and thus try and gauge the type of intended interaction through said device. As discussed earlier, the color spectrum will provide a spectrum of options for the user to connect to instead of objective and diminishing options like check boxes and options.

## **Reference:**

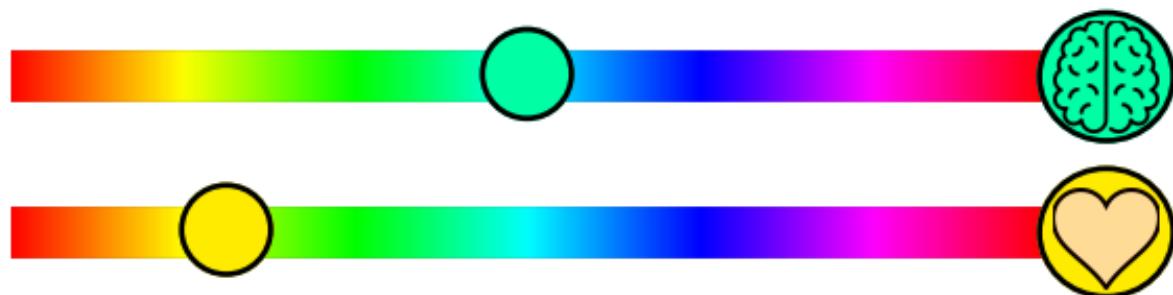
**Humans denote the highest range of positive emotional responses to the principal hues of the Munsell Color system- Red, Yellow, Green, Blue & Purple.**

The influence of colors to the people mood - Qendrim Ahmetaj

Red Excitement Strength Love Energy	Orange Confidence Success Bravery Socialability	Yellow Creativity Happiness Warmth Cheer	Green Nature Healing Freshness Quality	Blue Trust Peace Loyalty Competence
Pink Compassion Sincerity Sophistication Sweet	Purple Royalty Luxury Spirituality Ambition	Brown Dependable Rugged Trustworthy Simple	Black Formality Dramatic Sophistication Security	White Clean Simplicity Innocence Honest

**Fig: Common emotional associations with color**

**Input:**



**This is an example and is open to scrutiny as to the effectiveness of separating color representations of the mind and heart. The attempt, however is to try and capture conflicting emotional states.**

## **Output:**

**The possible output circumstances could be defined in the line width, background color and irregularity of lines.**

