WRITING A JOURNAL SUMMARY
ARTICLE 1

Name	: Yuliana Nur Hanifah
Journal Title	: **An Emotional Design Model for Future Smart Products Based on Grounded Theory**
Author	: **Chiju Chao, Yu Chen, Hongfei Wu, Wenxuan Wu, Zhijie Yi, Liang Xu, Zhiyong Fu**
Link to the Journal	: **https://www.mdpi.com/2079-8954/11/7/377**

This study developed a comprehensive emotional design model for future smart products using grounded theory. Researchers analyzed 80 smart product profiles from 10 countries and interviewed 12 designers, extracting 547 nodes that were coded into 85 core elements and 10 major categories. The resulting model comprises five sequential stages: user emotional needs, concept definition, design ideation (role construction, character and behavior, emotionally relevant functions), design implementation (design elements, technical capabilities, use and configuration), and evaluation. This approach incorporates multiple perspectives, including user demands, business strategy, technological capabilities, design ethics, and cultural responsibility, making it applicable to the majority of existing and future emotional design concerns in smart products.

The article displays good methodological rigor by utilizing standardized grounded theory, numerous coders to limit subjectivity, and theoretical saturation testing. Extensive data gathering from multiple nations, as well as triangulation using product descriptions, user evaluations, and designer interviews, improves validity. The paradigm is holistic, combining design, technological, business, and ethical components that are generally separated in existing frameworks. However, the study has substantial limitations because the model has yet to be evaluated in actual design practice, raising questions about its real-world applicability and effectiveness. Despite the fact that products were collected from ten different nations, all respondents were Chinese, which could lead to cultural prejudice. The study also doesn't differentiate whether the model applies equally to various product types.

This article functions as empirical theory-building research contributing a systematic framework for smart product emotional design. Unlike existing models focusing on designer perspectives or specific aspects, this provides comprehensive guidance for analyzing existing products and developing new ones while considering the entire product lifecycle from user research to evaluation.

ARTICLE 2

Name	: Yuliana Nur Hanifah
Journal Title	: Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies
Author	: Stefano Triberti, Alice Chirico, Gemma La Rocca, Giuseppe Riva
Link to the Journal	: https://doi.org/10.3389/fpsyg.2017.01773

This opinion article contends that emotional design should move beyond aesthetic appeal and engagement to consider emotions as cognitive processes based on appraisal theory. The authors propose two main approaches: altering visual aesthetics to elicit pleasant feelings and facilitating smooth interactions via psychological flow and gamification. They propose three novel guidelines: (1) using affective computing to assess discrete emotions during real-time interaction for interface modifications, (2) using appraisal theory to cultivate complex emotions such as awe by understanding their cognitive patterns, and (3) analyzing users' emotional profiles within user-centered design frameworks to tailor technologies to existing emotional traits. Examples include vehicle interfaces that recognize discrete emotions (fear, boredom, rage) and virtual reality applications that elicit certain complicated emotions.

The paper proposes a complex theoretical framework based on cognitive science and appraisal theory, which advances emotional design beyond surface levels. Concrete examples, such VR-induced awe study, effectively put theoretical notions into practice. However, as an opinion essay, it lacks empirical support for the proposed approach. The guidelines remain essentially conceptual, with no rigorous testing or demonstrable case studies. Furthermore, the research does not sufficiently address the ethical consequences of influencing discrete emotions using technology, particularly with regard to user autonomy and emotional well-being.

This study serves as a theoretical position statement aimed at refocusing emotional design debate on cognitive science underpinnings. Its key contribution is to propose a research agenda that connects appraisal theory and design practice, pushing designers and researchers to move beyond broad affect and instead comprehend and design for distinct, complex emotional states with more precision and intention.

ARTICLE 3

Name	: Yuliana Nur Hanifah
Journal Title	: Emotional Design in Digital User Experience
Author	: Tanja Radovanovic, Dijana Kovacevic
Link to the Journal	: https://www.researchgate.net/publication/389126881

The article talks about feelings that are key in how people deal with tech items and making choices. The writer points out that a product's win isn't just about how useful or well it works, but also if it can bring out good feelings. The piece goes over different ideas on designing for emotions, like Norman's three kinds of feelings (visceral, behaviour, reflective), Kansei Engineering, affective computing, and a few other ways. The writer stresses the need to make better emotion design to keep up with new tech like AR/VR and the metaverse.

This article gives a full look at many emotional design ways, and each way's good and bad sides. It brings together fields like mind study, how people and computers mix, and how we build things, showing a strong grip on the topic. Also, this text talks about right and wrong stuff, like not using face-spot tech and keeping user secrets safe, showing how today's studies care about people. But, the text has some fails too. The way of doing things is still growing, so there are no real facts or clear outcomes shown yet. Consequently, this article is merely a literature review without significant new findings to support the arguments presented.

This article serves as a position paper and identifies research gaps in the field of emotional digital design. Its main objective is to establish a theoretical foundation for future research that develops UX strategies based on user emotions rather than intrusive technology. The article is relevant for design practitioners and researchers interested in user-centered design and digital security in the context of rapidly evolving immersive technologies.

ARTICLE 4

Name	: Yuliana Nur Hanifah
Journal Title	: **The Impact of Emotional Design in UX**
Author	: **Alishba Shakoor**
Link to the Journal	: https://www.researchgate.net/publication/378329432

This article examines the role of emotional design strategies in creating positive user experiences (UX) through the integration of emotional elements into digital environments. The author discusses the theoretical foundations of affective computing, Kansei engineering, and Donald Norman's three-dimensional approach to emotional design (visceral, behavioral, and reflective). The article delves into components of emotional design, such as visual design (colors, shapes) and interaction design, and presents various evaluation methods, ranging from self-assessments to neuroscientific studies. The study demonstrates a positive correlation between the principles of emotional design and user satisfaction, loyalty, and engagement. Examples include applications like Duolingo and Headspace, which have successfully implemented this trend.

The structured approach presented in this article comprehensively addresses theoretical topics, practical issues, and design implications. The diversity of references from various disciplines demonstrates the study's thoroughness. This article is highly relevant because it addresses multicultural aspects and ethical considerations, while also providing practical guidance for designers. However, as a literature review based solely on secondary research and lacking original empirical data, this article has limitations. The theory that emotional design can be beneficial is not adequately supported by statistical evidence. Furthermore, the discussion of case studies such as Duolingo and Headspace is oversimplified without a careful analysis of their key performance indicators.

This article functions as a comprehensive review research that provides academics and practitioners with comprehensive assistance by summarizing the body of knowledge regarding emotional design in UX. In addition to identifying crucial issues like ethics and cultural sensitivity that must be taken into account when implementing emotional design in the digital age, contributions include systematic theory, evaluation methodology, and practical application of emotional design in a single work environment.

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