Emolyse

An application to evaluate emotions about innovative products (v3)

User Manual

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This manual will teach you how to use the Emolyse App. This application has been created by 3 students from the « Master Web » of Grenoble (France). In details you will find in this manual every possible manipulations and recommendations you need to have a good utilization of Emolyse.

Emolyse is a Web application. To install it you first need to download and install on your computer a local web server and the database included in the folder /BDD of the application.

This application has been developed for a Windows 7/8.1 environment. To use this application in the best conditions it is recommended to use a tablet with those Operating Systems and the last version of Google Chrome. WebGL is a quite recent technology. Please check if your graphic configuration supports it on this official list: Conformant products.

Contact :

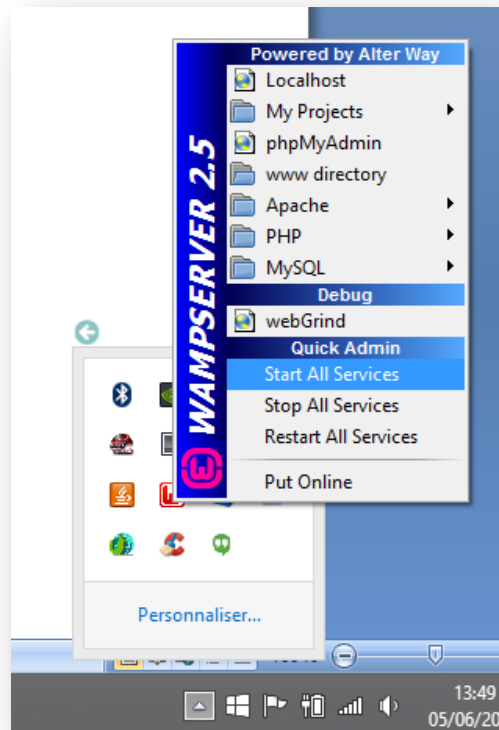*Alizée ARNAUD* (arn.alizee@gmail.com)
Jordan DAITA (jordandaita@gmail.com)
Rémy DROUET (drouet.remy@gmail.com)
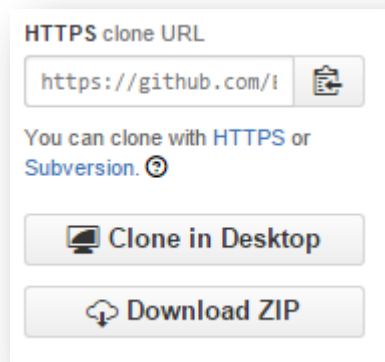
Installation of the local web server (WampServer)

Download WampServer here (http://www.wampserver.com).
Follow the installation recommendations.
Launch WampServer and start all services.

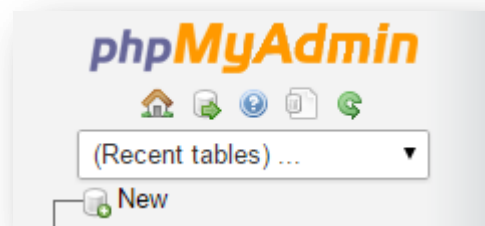Download Emolyse (.zip archive) on Github (https://github.com/Emolyse/Emolyse) and unzip it.
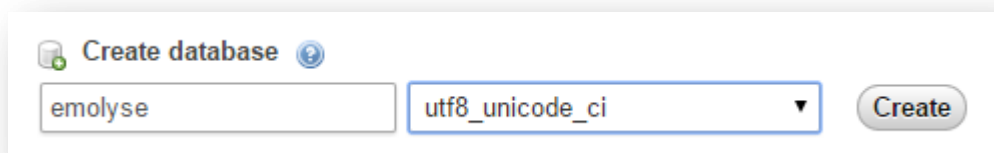

Put the unzip folder in wamp (C:\wamp\www\Emolyse).

Let us see how to install the database.
In your Web browser reach the page http://localhost/phpmyadmin.

Create a new database by clicking on "New"

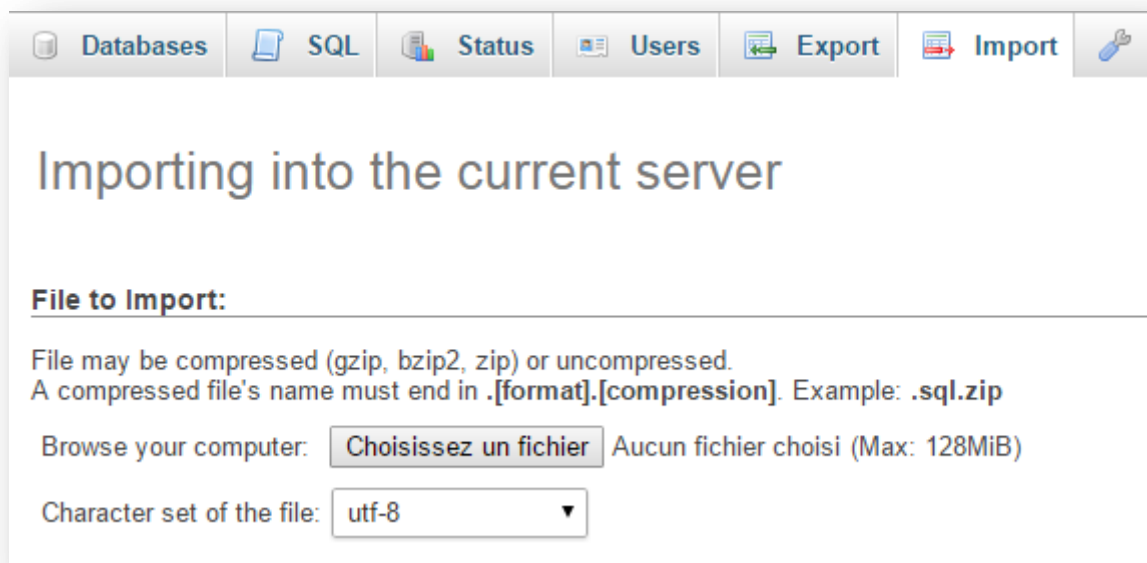 Call your database "emolyse" et give it an "utf8_unicode_ci" collation.

To finalize the creation push the "Create" button.

The "emolyse" name should appear in the database list. Click on it.

Now we will fill this new database with the "database.sql" file from the Emolyse App folder
(C:\wamp\www\Emolyse\BDD\database.sql).

To import this file in your new database click on the "Import" tab

Choose the "emolyse.sql" file on your computer (folder: C:\wamp\www\Emolyse\BDD).
Then go to the bottom of the page and confirm the operation by clicking the "Go" button.

At this moment, the database "emolyse" should be imported.
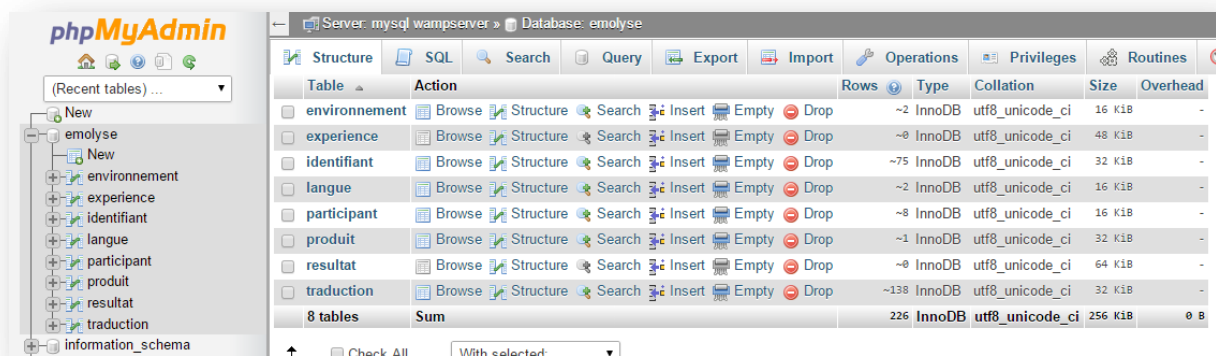
Warning! This database contain data required for a proper functioning of the application. Please don't remove any data through the phpMyAdmin interface.

The Emolyse Application is now ready!
Reach this address in your Chrome Web browser: http://localhost/Emolyse
We recommend you to use the Emolyse App in full screen mode. (Key F11).

If you use the Emolyse.bat script to launch the application the launch page can fail if the local server load is not finished yet. In this case wait a few second and refresh the page (key F5).

Home page

On the home page you can choose the language you prefer to use this application. Click on the corresponding flag and the all application language will change.
You can also add a new language in settings.

Those 2 buttons give access to main menus of Emolyse.

Experimenter

Participant

Emolyse © 2015 Application développée par Alizée ARNAUD, Jordan DAITA & Rémy Drouet pour le LIG

Experimenter menu

At any moment you can come back to the Home page by clicking the Emolyse logo.

> Experimenter

Participants   Experiences   Settings

There are 3 sub-menus in the experimenter mode.

Come back to the previous page with this button.

Participants menu

This is the list of all participants who have finalized an experience. You can sort them by column categories.

> Experimenter > Participants

Sex	Name	Firstname	Age
	ARNAUD	Alizee	22 ans
	ARNAUD	Alizée	22 ans
	DAITA	Jorda	22 ans
	DROUET		
	Julie		
	sujet-17		2 ans

Sex ⬍   Name ⬍

Experiences page

> Expérimentateur > Expériences

Add a new experience

Download a .zip archive containing results of all experiences.

Come back at any moment to a previous page thanks to the breadcrumbing (navigation path)

Nom

Mémé

Click on an experience name to modify it (products, order, etc.)

Download the resulting data of an experience in a .csv file

Delete an experience. Be careful it will clean all corresponding data (products & participants)

Add/Modify an experience

Experience name

In this box you can drag & drop pictures to add products automatically to the experience.

> Experimenter > Experiences > **Experience**

test

Edit the instruction

Objects ☑ Random ☑ Syncro

Ajout manuel

Add manually picture from your computer by clicking on this button. It will open an explorer.

Environment

Select your experience environment. The selected environment has a blue border.

2 options:
- Display randomly products during the experience
- Associate or dissociate arms rotations

NB:
- Every changes on this page are instantly and automatically saved.
- Products pictures need a width superior or equal to its height and a transparent/white background.

Order: To change the display order of products: grab a picture, slide it to the desired location and finally drop it.

Delete: To delete a products, drag and drop its picture to the trash. The trash closes when the products is deleted.

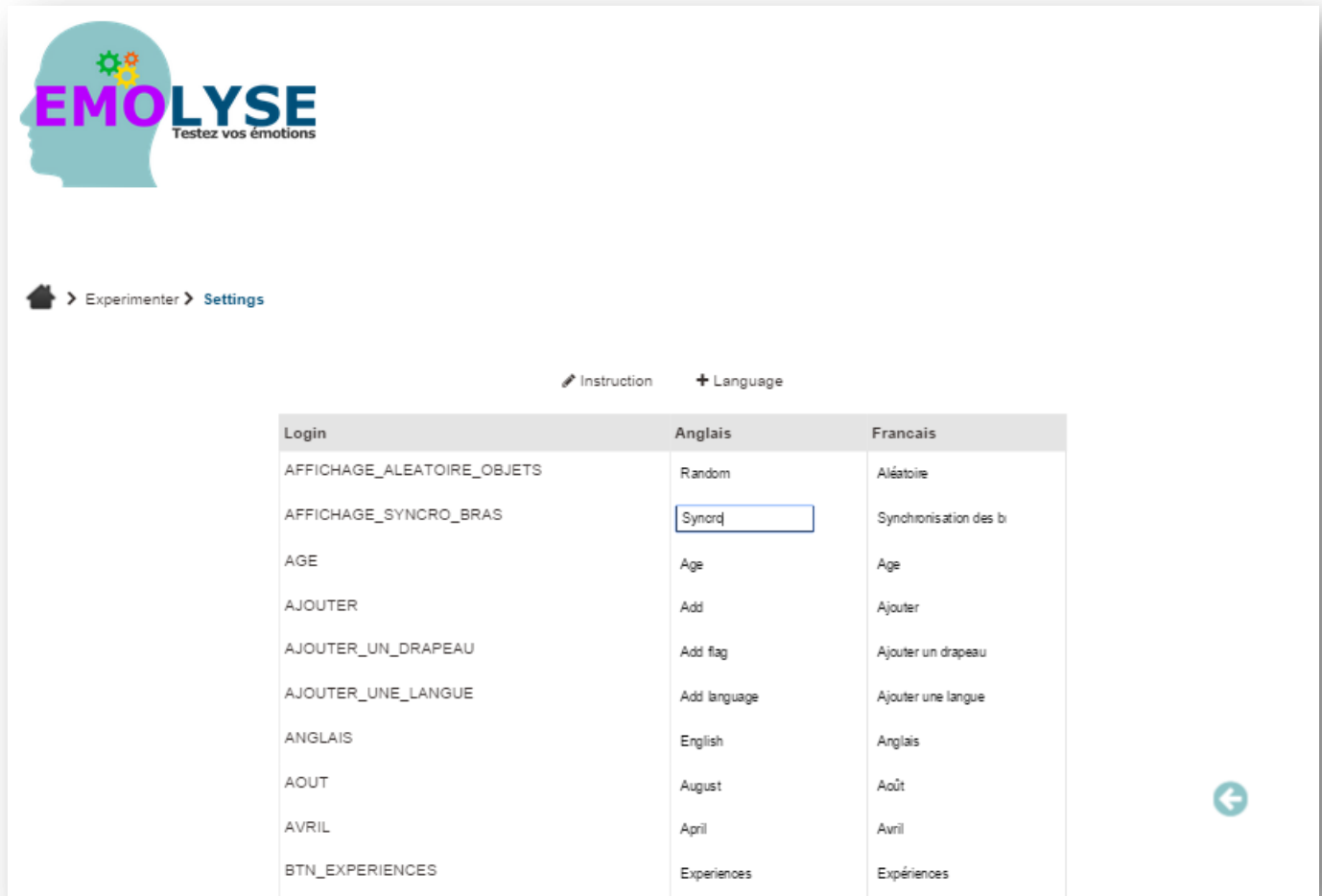Click on the flag to access available languages and choose the desired language.
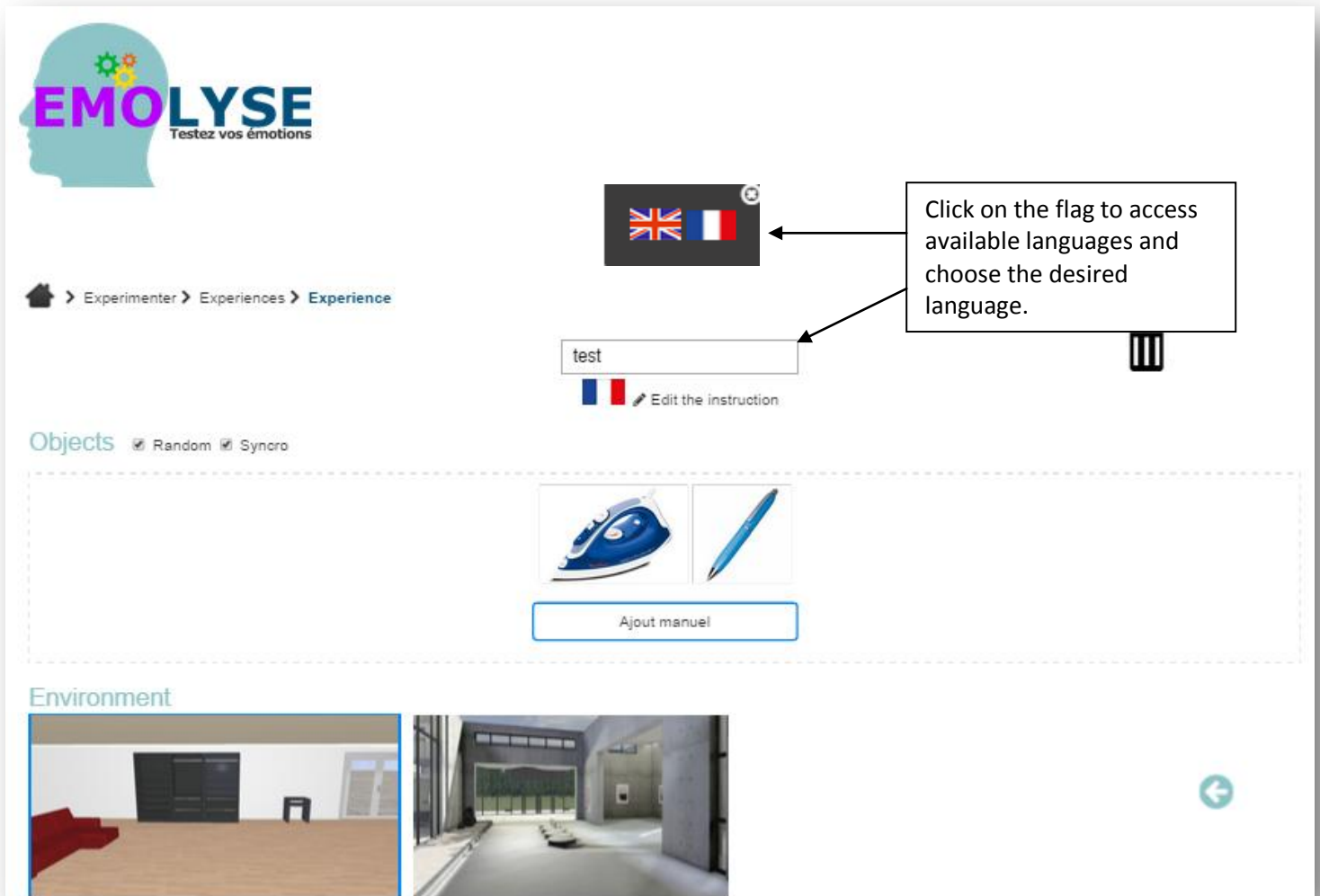
By default the instruction of an experience is the default instruction set in settings for each language. When you click on 🖊 Edit the instruction it will open a popup to edit a unique instruction for the experience.
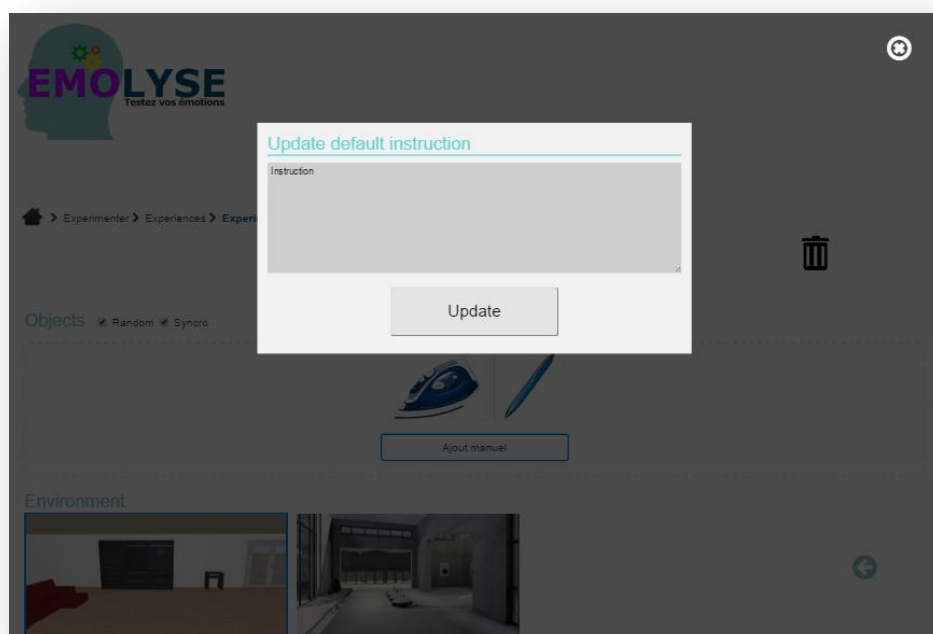
Settings

In this menu you can manage the multilingual module of Emolyse and default instruction.

For each word/sentence in Emolyse App there is an ID (1st column) and its translation for each set language. You can edit every translation by clicking on it in the list. Every modification are instantly and automatically saved.

To edit default instructions click ✏ Instruction and a popup will appear to edit default instructions for each language. **N.B.** : You have to click "Update" for each instruction modified. You can cancel the modification with the ⊗ in the top right corner.
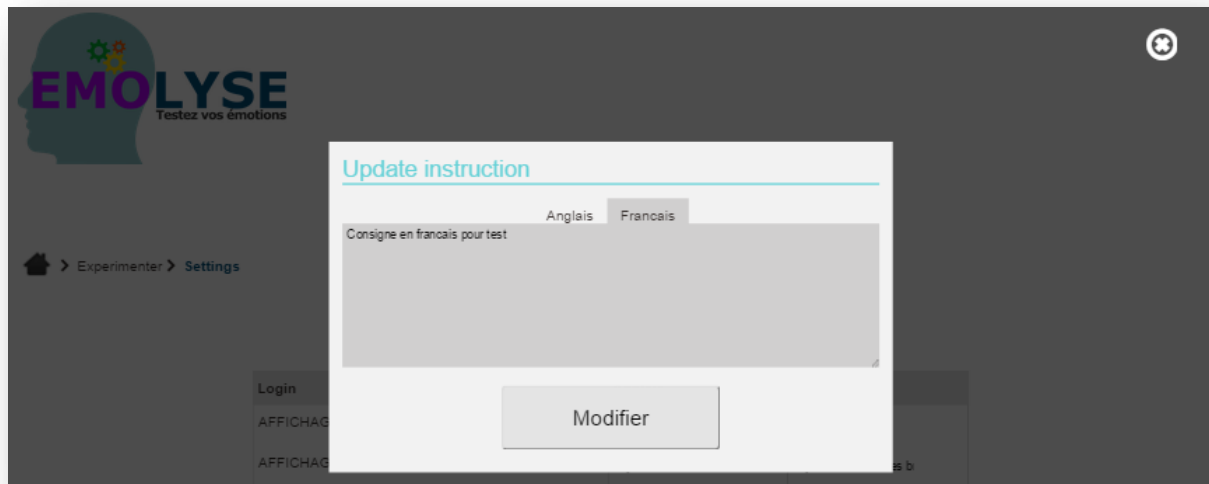
To add a new language to the app click ✚ Language . Fill the blank with a language code (ex: FR, EN, BE, …), a language name (the one which will appear in the translation array) and a picture of the flag.
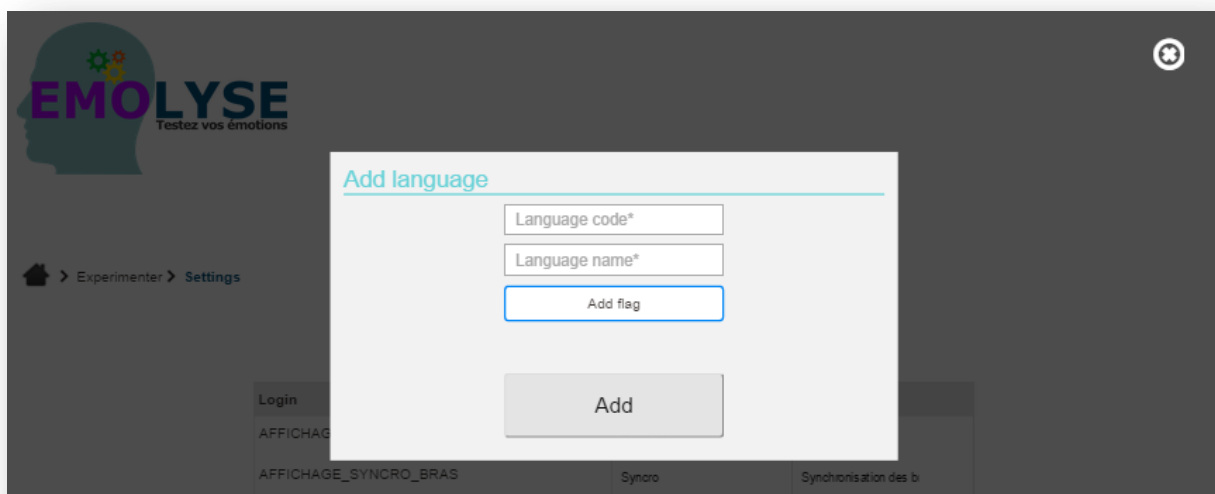
Warning! You can't delete a language.
NB: To add a flag picture for a new language you should the 40x25px size.

Start an experience

Access this page with the "Participant" button of the Home page. The experimenter give the experience name the participant has to choose in the list for the session (appear in the list: experiences with a least 1 products).

The participant has to choose an avatar by clicking on it. The selected avatar raises it arm. The female avatar is selected by default.

Click "Start" and let the experience mode begin!

When the application is loaded, the instruction appear. The participant can start with an interactive tutorial before to begin the experience or directly begin it.

Tutorial

Instructions will appear and disappear on their own. Follow those instruction. When arrow appears you are pleased to complete the corresponding movement/rotation. When done arrow will disappear and the tutorial continue.

There are 5 steps in this tutorial which learn how to handle the avatar. Corner button are disabled for the good progression of the tutorial.

The participant has to drag different spheres to manipulate the avatar according to instructions. He can only do required movements.

Experience

When the tutorial is done the participant has a "free-mode" session where he can manipulate the avatar as he wishes. When he is done he starts the experience with the right bottom button.

The experience start. The participant manipulate the avatar relatively to the products. When he is done he will pass to the next products with the right bottom button. A confirmation is required. **Warning!** Every validation is irreversible.

When the last products of the sequence is validated a final popup is displayed. Click on the green arrow to access to the finalization form.
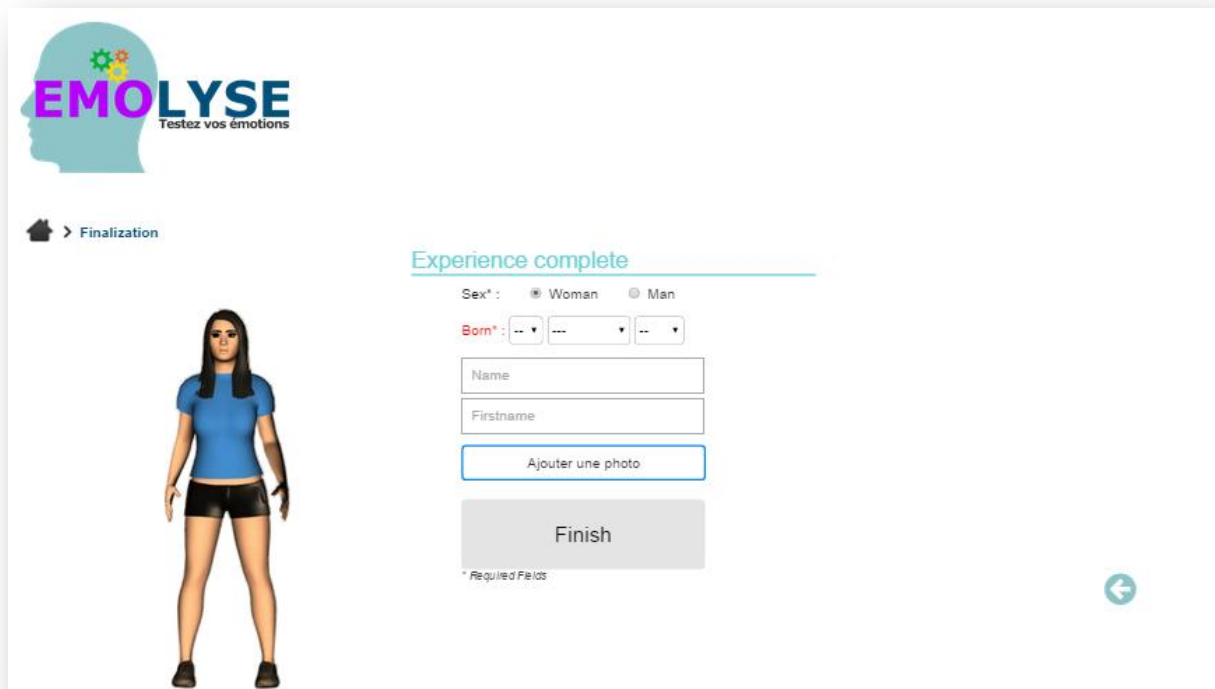
Finalization form

The participant must complete his participation.

"Sexe" and "Birth date" are required. The "finish" button is disable while they are not complete.

If the name is not stated an automatic name be attributed (ex: sujet-24). When the form is submit, the participant is redirected to the home page.

Partie 3 : CSV files

Format data in Excel

We use the coma "," as separator in CSV files. To put the data in an array follow next instructions:

1

Select the first column

2

Go in the "Data" tab

Click on "Text to Columns"
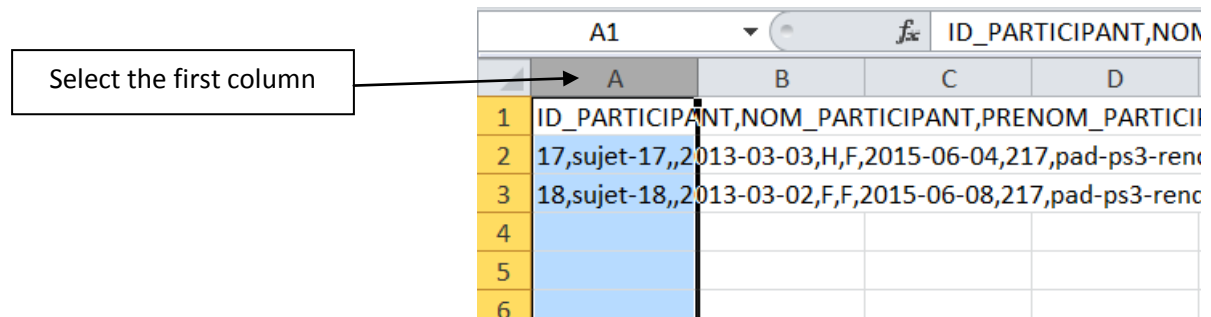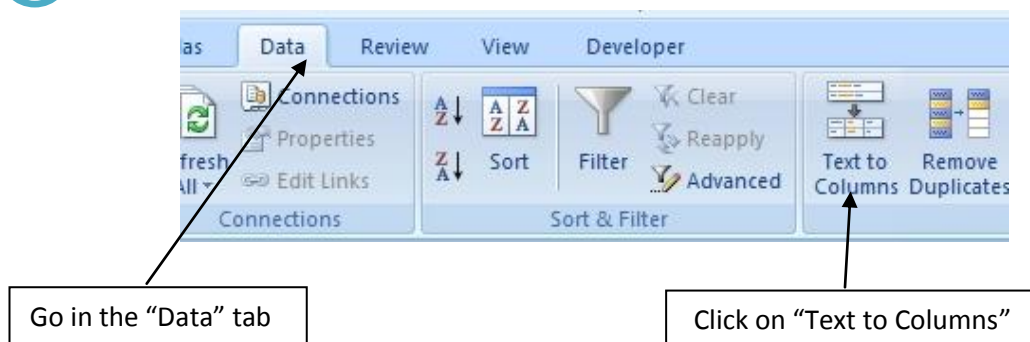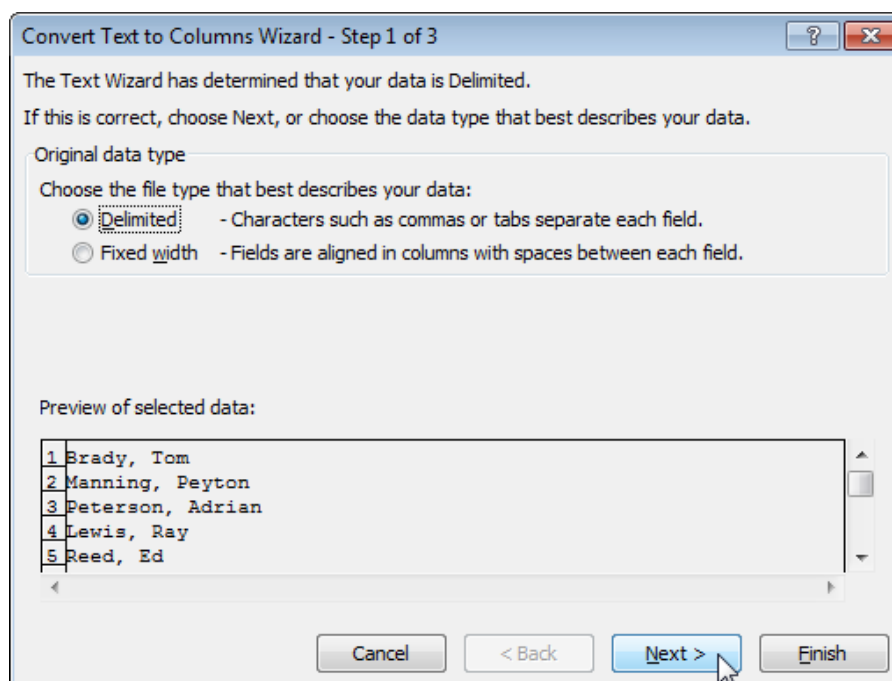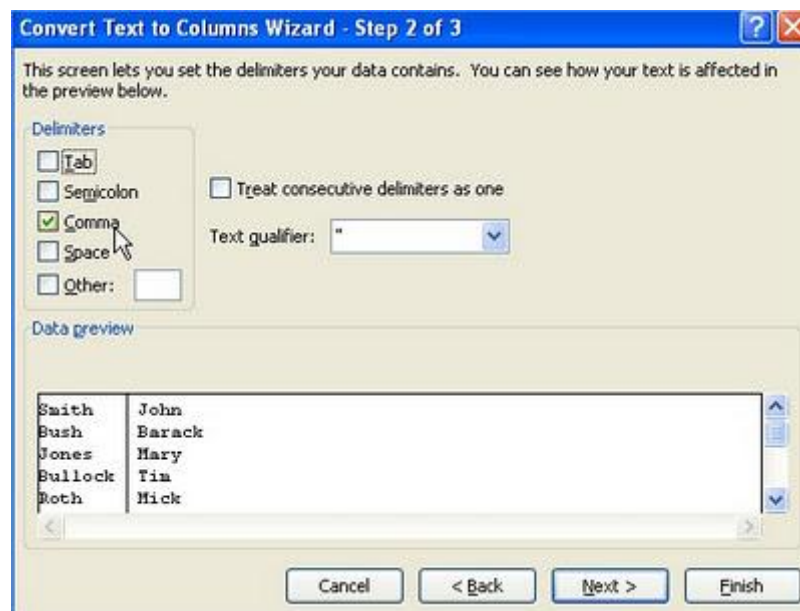
3   Choose this configuration and click on "Next"

4   Select only Comma as delimiter and click on "Finish"

The file is correctly formated

Column names significations

CSV files are composed of 7 constant columns + 9*products_number columns. Let us see the meaning of each columns. First of all, the 7 constant columns:

- PARTICIPANT_ID: The participant identification number automatically created during the experience finalization.
- PARTICIPANT_SURNAME: Participant last name if completed, otherwise sujet-PARTICIPANT_ID.
- PARTICIPANT_NAME: Participant first name if completed, otherwise empty.
- DATE_OF_BIRTH: Participant birth date.
- PARTICIPANT_GENDER: Participant gender, "F" for female and "M" for male.
- AVATAR_GENDER: Chosen avatar gender, "F" for female and "M" for male.
- DATE_OF_PARTICIPATION: Participation date to the experience.

Pour les prochaines colonnes, le dernier chiffre correspond au numéro du produit dans l'expérience. Ces colonnes seront donc répétées en fonction du nombre de produits.

PRODUCT_ID_1: Product ID is created when the product is added to an experience.

PRODUCT_NAME_1: The product name is the picture file name without the extension (ex: portable.jpg -> portable). It is created when the picture is added to the experience.

AVATAR_ROTATION_1: (c.f Figure 1: Avatar Rotation)
This is the value of the avatar rotation in degrees: between -180° and 180°
- 0: Avatar on profile and front of the products.
- -90°: the avatar face the participant
- 90°: the avatar is back
- 180°: The avatar is profile and back to the object.

BODY_ROTATION_1 : (voir Figure 1 : Body Rotation)
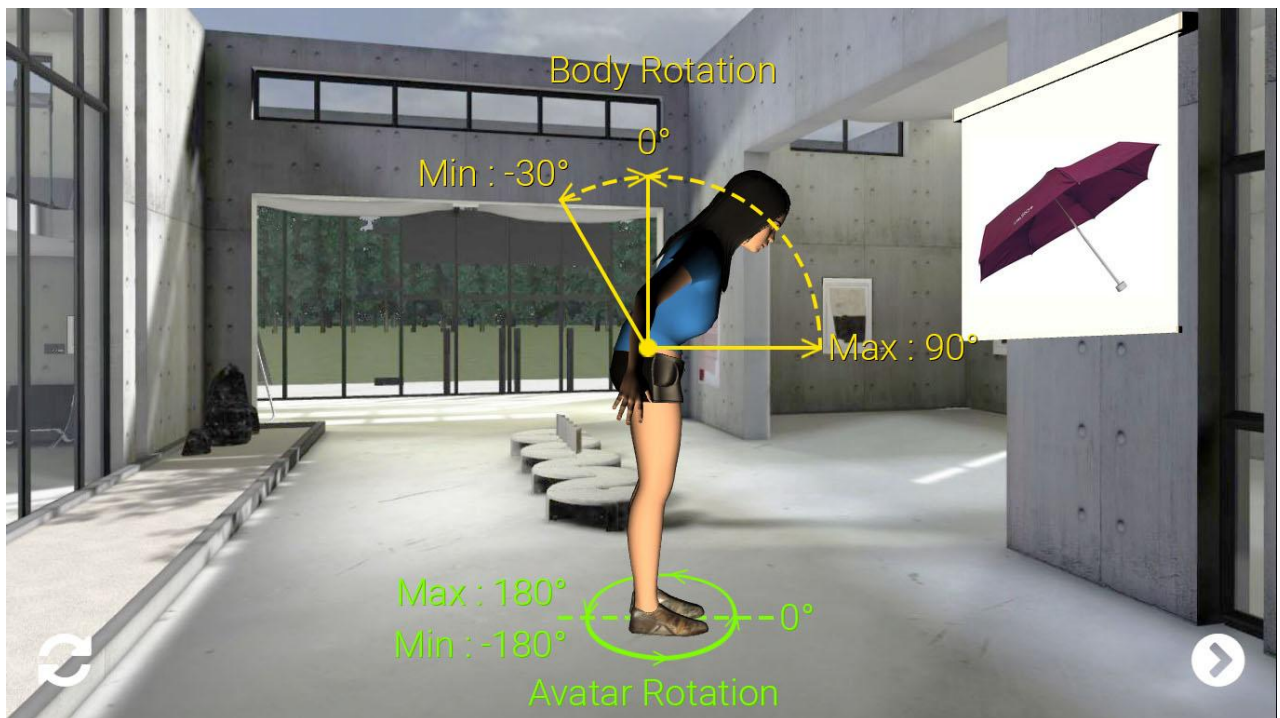This is the bust rotation between -30° et 90°.

Figure 1 : Body and avatar rotation

LEFT_ARM_ANGLE_Z_AXIS_1: (c.f. Figure 2 : face arm rotation)
This the left arm rotation value on Z axis, the avatar will part its arms (This rotation works when the avatar is back or face). The value is between 0° and 100°.

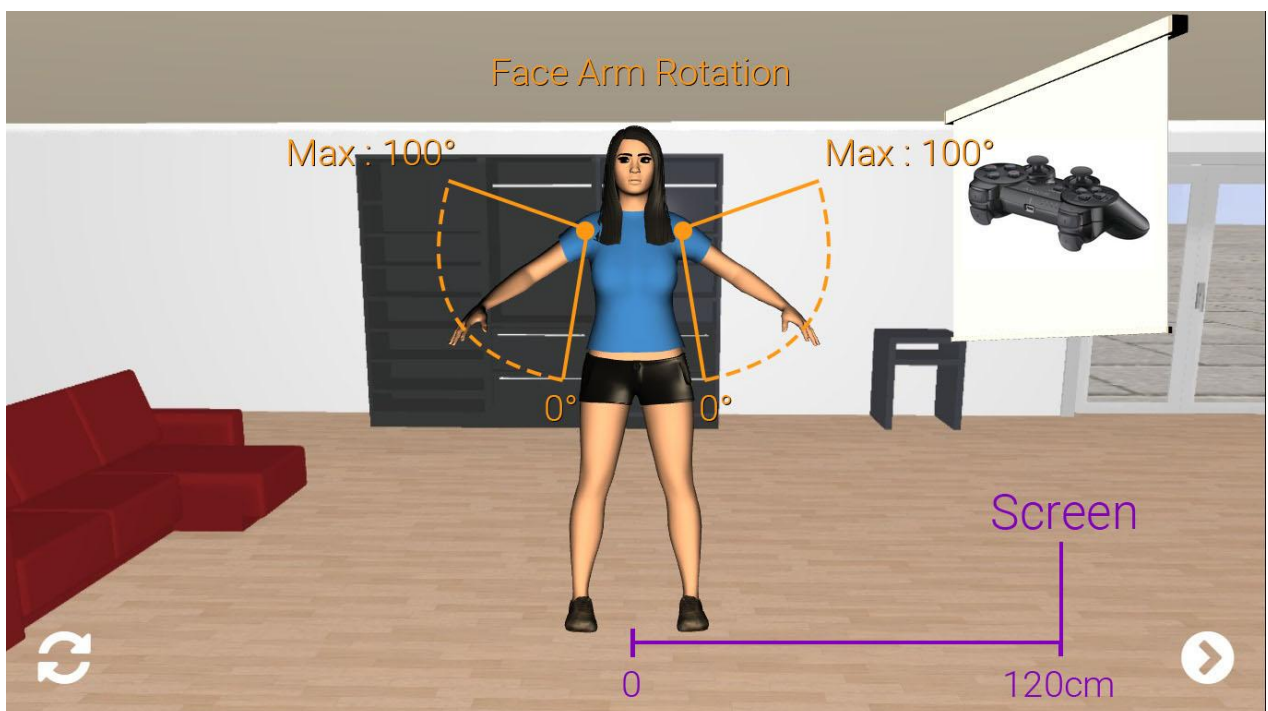RIGHT_ARM_ANGLE_Z_AXIS_1: same that LEFT_ARM_ANGLE_Z_AXIS_1 for the right arm.

Figure 2 : Face arm rotation (z axies)

LEFT_ARM_ANGLE_X_AXIS_1: (c.f. Figure 3: Profile arm rotation)
This the left arm rotation value on X axis, the avatar will raise its arms (This rotation works when the avatar is on profile). The value is between -55° and 135°.

RIGHT_ARM_ANGLE_X_AXIS_1: same that LEFT_ARM_ANGLE_Z_AXIS_1 for the right arm.

DISTANCE_1 : (voir Figure 3 : Profile arm rotation)
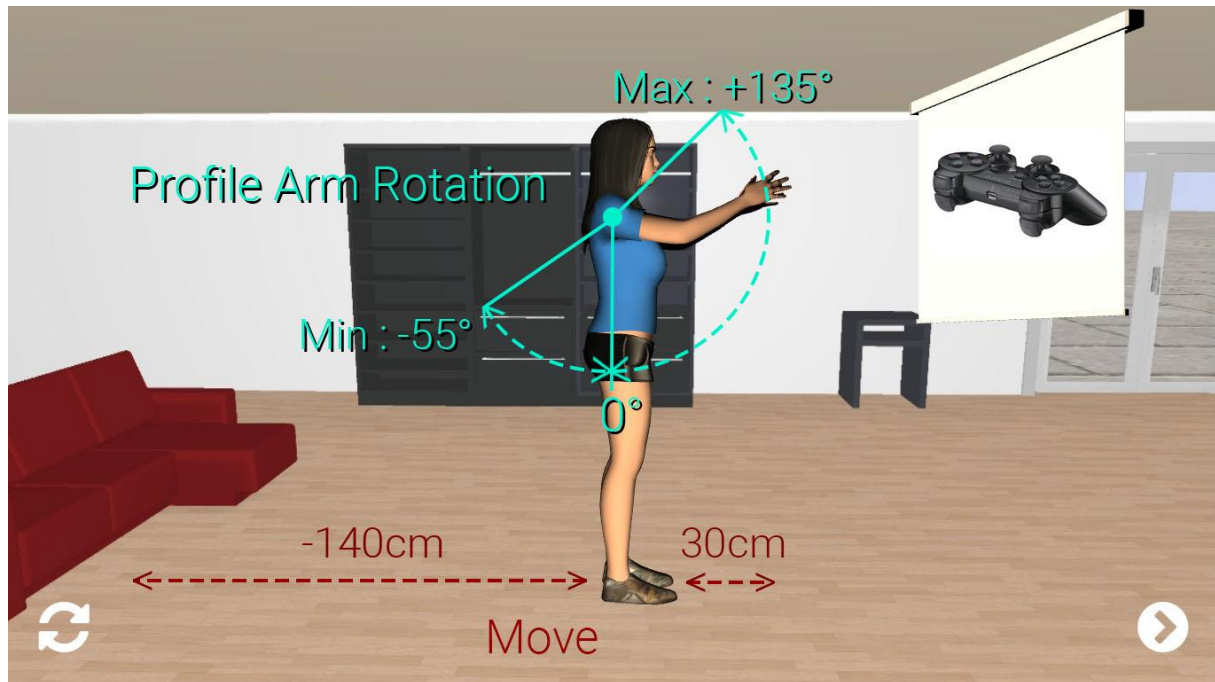This is the avatar move from its initial position. The value is between -140 and 30cm.

Figure 3 : Profile arm rotation & move