

Emotionally

Manuale d'Uso

FSC

Versione 1.0.0, 21 febbraio 2020: Versione del sistema consegnata per l'appello
del 28/02/2020

Emotionally: Manuale d'Uso

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Prefazione

Il presente documento rappresenta il manuale d'uso del sistema “Emotionally”, un sistema progettato e sviluppato dal team “F.S.C.—Five Students of Computer Science” come progetto universitario legato al corso, tenuto dal Prof. Giuseppe Desolda, di “Programmazione per il Web” del terzo anno del Corso di Laurea in Informatica e Comunicazione Digitale (sede di Taranto dell’Università degli Studi di Bari “A. Moro”).



È disponibile una versione online del presente documento. Tale versione è responsive e comodamente consultabile anche da dispositivi mobili. È possibile visitare il manuale online al seguente indirizzo: <http://bit.ly/EmotionallyManuale>.

In particolare il sistema ha l’obiettivo di creare una interfaccia web-based a un sistema di analisi delle emozioni che consenta di condurre delle analisi statistiche a partire da dei video.

Capitolo 1. Installazione

Se si vuole utilizzare il sistema sulla propria macchina è necessario scaricare l'ultima versione del pacchetto software (<https://github.com/F-S-C/Emotionally/releases/latest>). Una volta scaricato, si otterrà il pacchetto *UwAmp* già avviabile senza installazione di componenti aggiuntivi.

Basterà accedere alla cartella *Emotionally_UwAmp* e avviare il file eseguibile chiamato *UwAmp.exe*.



È consigliato (ma non necessario) avviare il file con i permessi di amministratore per agevolare l'avvio e l'arresto dei servizi necessari al corretto funzionamento del software.

Una volta avviato *UwAmp* i servizi saranno azionati automaticamente e si potrà utilizzare il sistema aprendo il browser e digitando l'indirizzo <http://localhost/>.

Capitolo 2. Prerequisiti per l'uso del sistema

Di seguito, si riportano le istruzioni sull'utilizzo del sistema. Saranno riportate alcuni scenari d'uso tipici con istruzioni passo passo al fine di permettere un semplice raggiungimento degli obiettivi prefissati.

2.1. Requisiti hardware

Per poter utilizzare il sistema è necessario disporre di una connessione a internet (a meno che il sistema non sia installato sulla propria macchina, come descritto nel [Capitolo 1](#)). Non è necessario alcun tipo di hardware aggiuntivo al fine di utilizzare il sistema. Tuttavia, per poter usufruire delle funzionalità di analisi di video registrati in tempo reale è necessaria una webcam (anche esterna) per registrare i video e un microfono (opzionale) per registrare l'audio.

2.2. Requisiti software

Per utilizzare il sistema non è necessario installare software aggiuntivo né compiere alcuna operazione particolare (salvo l'eventuale installazione qualora si decidesse di utilizzare una versione non on-line del sistema, come descritto nel [Capitolo 1](#)) in quanto *Emotionally* è un sistema basato sul web. Questo significa che per poterlo utilizzare è semplicemente necessario un browser e un collegamento a internet (qualora il sito non fosse installato).

È tuttavia fortemente consigliato l'utilizzo del **browser Firefox** (<https://www.mozilla.org/firefox/>) a causa di alcuni problemi legati al browser Chrome e Chromium (e derivati).



I problemi riscontrati nei browser *Chromium-based* (Chromium, Chrome, ecc.) non comportano una inutilizzabilità del sistema, ma potrebbero essere fonti di errori e comportamenti anomali che non è possibile prevedere. Per tale motivo, per godere di un'esperienza d'uso che sia la migliore possibile, è fortemente consigliato l'utilizzo di *Firefox*.

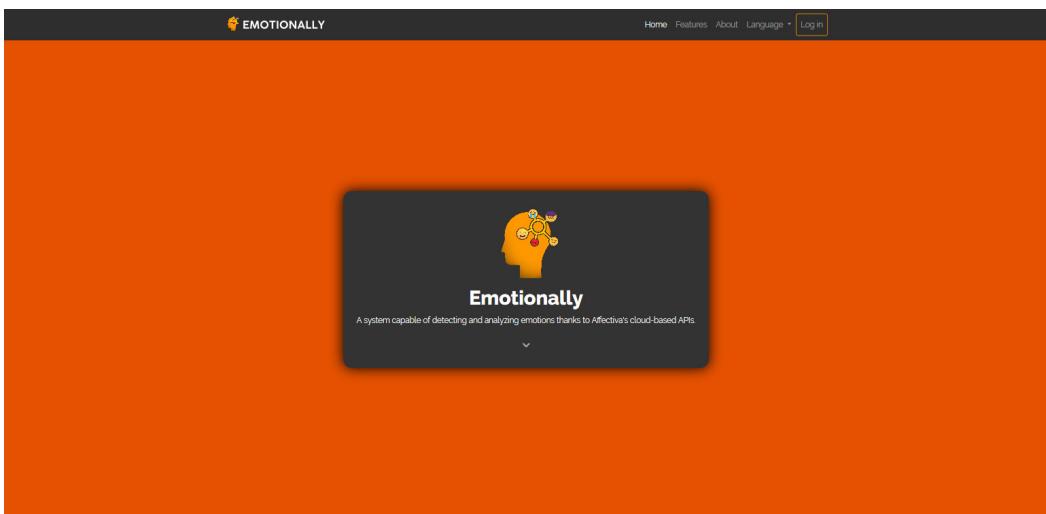
Capitolo 3. Utilizzo del sistema

Di seguito si riporta una guida all'utilizzo del sistema. È inoltre disponibile un breve video che mostra come utilizzare il sistema, mostrandone tre funzionalità tipicamente utilizzate (login/registrazione, creazione di un progetto e analisi di un video). Tale video è disponibile al seguente link.

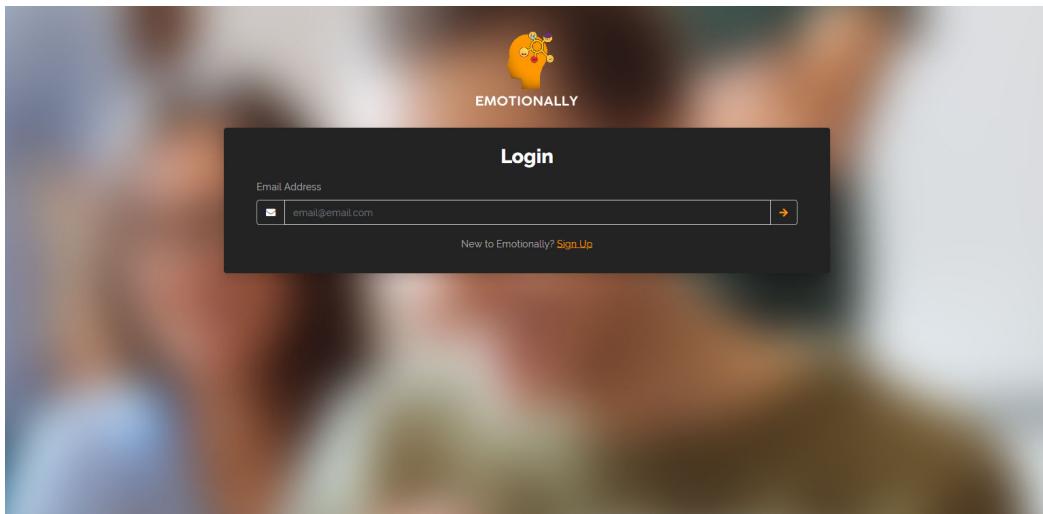
<http://bit.ly/EmotionallyGuida>

3.1. Registrazione e verifica mail

Andando all'indirizzo <http://localhost> si entrerà nella *Landing Page*. Da qui si può effettuare la registrazione cliccando sul pulsante *Login*, presente in alto a destra.

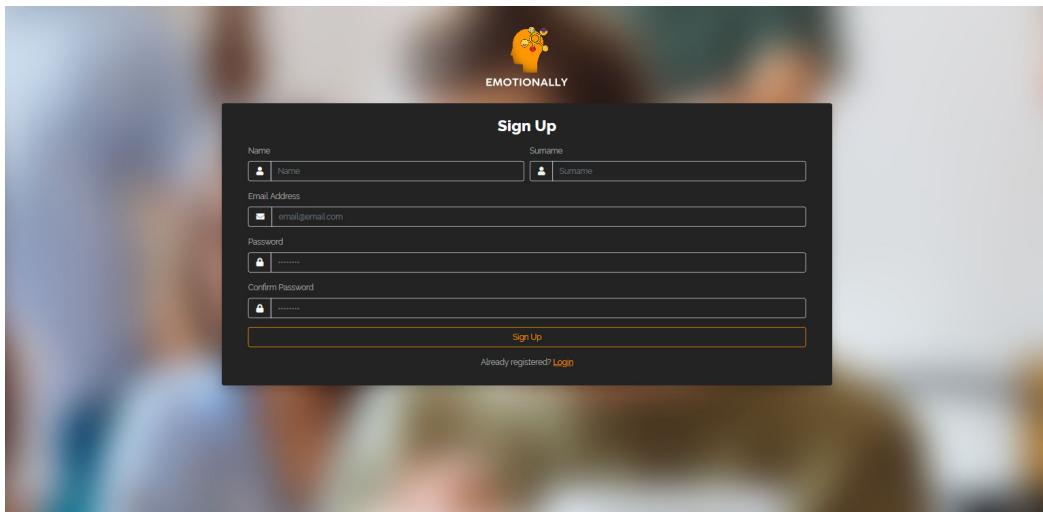


Una volta aperta la pagina di login, sarà sufficiente cliccare sul link *Sign Up*.

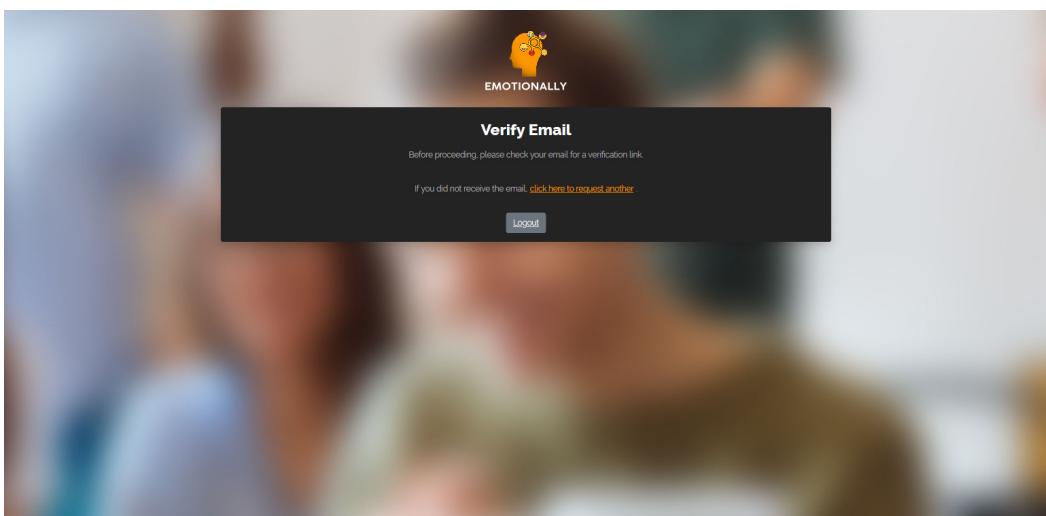


Si aprirà la pagina di registrazione dove sarà necessario inserire i seguenti dati:

- Nome
- Cognome
- Indirizzo E-Mail (necessario per il login al sistema)
- Password
- Password di conferma



Successivamente al click del bottone *Sign Up* verrà inviata una mail all'indirizzo inserito con un link per verificarla.



Sarà necessario accedere alla casella di posta e cliccare sul bottone *Verify Mail Address* presente all'interno della mail ricevuta dal sistema.



If you're having trouble clicking the "Verify Email Address" button, copy and paste the URL below into your web browser: <http://localhost/email/verify/1/56c616dd4a49199851b581f34ab22be7baae75a8?expires=1582297486&signature=d05aded78e1cf345eb763cd079a5128fbafe4fd47efcfe3e87005a6b4f76690>

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Cliccato il bottone, si verrà indirizzati alla dashboard del sistema.

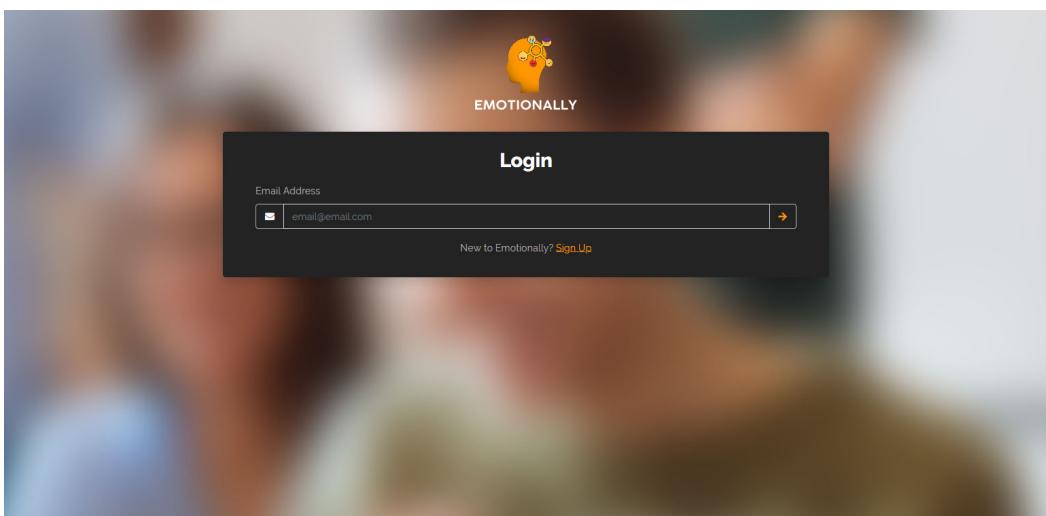
The screenshot shows the Emotionally web application's dashboard. At the top, there is a navigation bar with a search bar, an 'Add' button, and a user profile for 'Mario Rossi' (example@gmail.com). On the left, a sidebar menu includes 'Projects', 'Language', 'Profile', and 'Logout'. The main area is titled 'Dashboard' and shows a table header for 'NAME', 'CREATED AT', 'UPDATED AT', 'VIDEOS', 'SUBPROJECTS', and 'AVERAGE EMOTION'. Below the header, a message says 'No data available in table'. At the bottom of the page, there is a copyright notice: 'Copyright © 2019-2020. FSC. Released under the GNU GPLv2 License.' and a font size adjustment icon.

3.2. Login

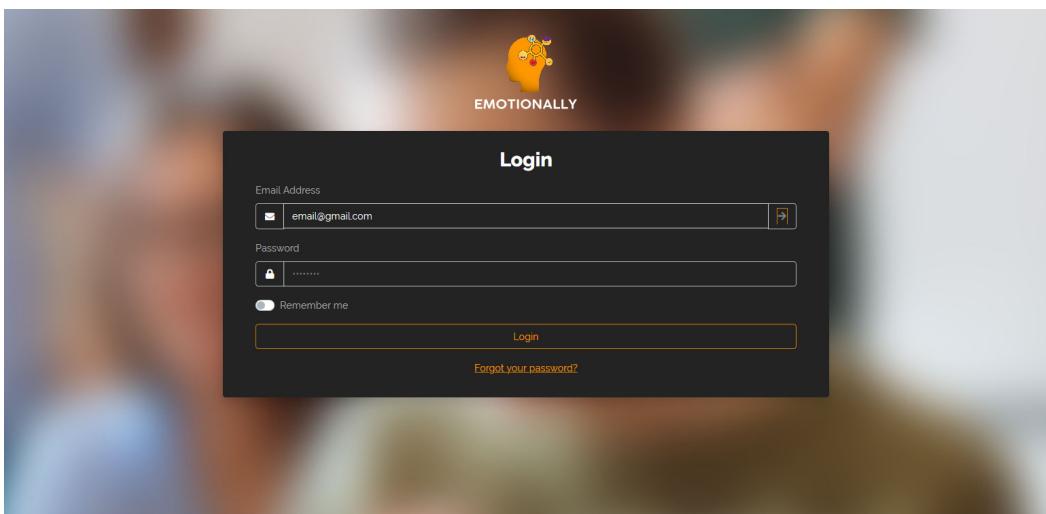
Per effettuare il *Login* è necessario visitare la *Landing Page* e, successivamente, cliccare sul bottone *Log In*, presente in alto a destra.

The screenshot shows the Emotionally landing page. It features a dark orange background with a central dark gray rectangular box containing the Emotionally logo (a stylized head with colored circles) and the word 'Emotionally'. Below the logo, it says 'A system capable of detecting and analyzing emotions thanks to Affectiva's cloud-based APIs'. At the top right, there is a navigation bar with links for 'Home', 'Features', 'About', 'Language', and 'Log in' (which is highlighted).

Si aprirà la pagina di *Log In* nella quale sarà necessario inserire la mail:



Dopo aver inserito la mail, premendo il pulsante invio (o cliccando sulla freccia), sarà possibile inserire la password:



Il toggle *Remember me* permette di non perdere la sessione alla chiusura il browser. Cliccando sul bottone *Login*, se i dati inseriti sono corretti, si potrà accedere al sistema.



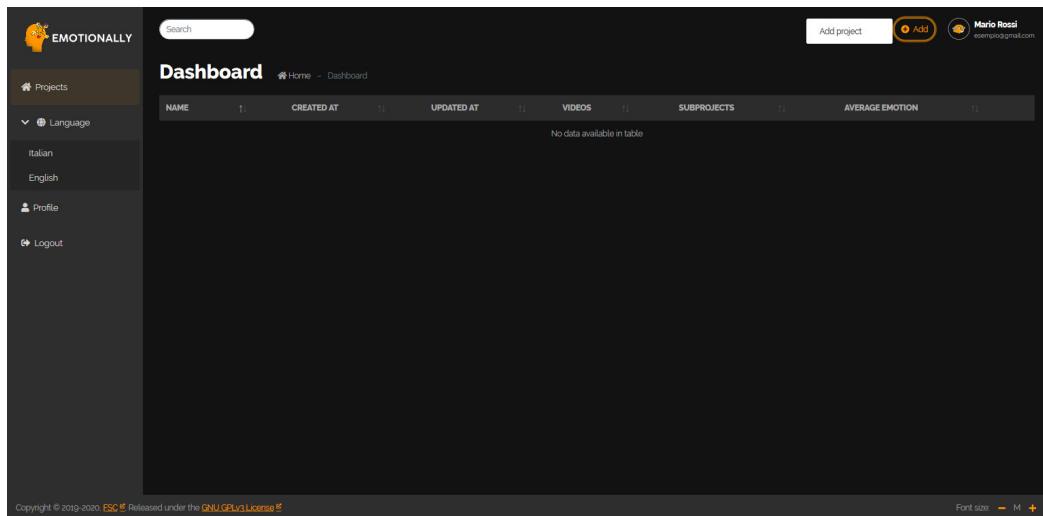
Se la mail non è stata verificata, si entrerà nella pagina di verifica mail (illustrata nella sezione [Section 3.1](#)) e non sarà possibile accedere al sistema.

3.3. Dashboard

Una volta completata la fase di [Section 3.2](#), l'utente verrà reindirizzato nella *Dashboard* del sistema, contenente l'elenco dei progetti dell'utente.

3.3.1. Sidebar

Sarà possibile inoltre interfacciarsi alla siderbar presente sulla sinistra, contenente le sezioni *Progetti*, *Lingua*, e *Profilo*.



Dalla sezione *Lingua* l'utente sarà in grado di cambiare la lingua del sistema in Italiano o Inglese a seconda delle sue preferenze.

Dal pulsante di *Logout*, invece, si può effettuare la disconnessione dal sito.

3.3.2. Parte destra

La parte destra del sistema rappresenta la principale zona di interazione con l'utente.

La Dashboard presenta un bottone *Add* che permette, cliccando sul link *Add project*, di creare un progetto. I passaggi sono illustrati nella sezione [Section 3.3.3](#).

3.3.3. Creazione di un progetto

Per creare un progetto basta cliccare il pulsante *Add*, in alto a destra, e

selezionare il link *Add project*.

The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with a logo, a 'Projects' section, a 'Language' dropdown set to 'Italian', a 'Profile' section, and a 'Logout' link. The main area is titled 'Dashboard' and shows a table header for 'NAME', 'CREATED AT', 'UPDATED AT', 'VIDEOS', 'SUBPROJECTS', and 'AVERAGE EMOTION'. Below the header, it says 'No data available in table'. At the top right, there is a user profile for 'Mario Rossi' with the email 'esempio@gmail.com'. A prominent orange button labeled 'Add project' is located at the top right of the dashboard area. The footer contains copyright information and font size controls.

Il sistema richiederà il titolo del progetto che si intende creare.

The screenshot shows the 'Add project' dialog box overlaid on the dashboard. The dialog has a title 'Add project' with a close button. It contains a single input field labeled 'Project name' with the placeholder 'Name'. Below the input field are two buttons: 'Close' and 'Create'. The background of the dialog is dark gray, while the buttons and input field are highlighted with a light gray background.

Cliccando poi su *Create* il progetto verrà creato.

The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with a logo, navigation links for 'Projects', 'Language' (set to Italian), 'Profile', and 'Logout'. The main area is titled 'Dashboard' and shows a table header for 'NAME', 'CREATED AT', 'UPDATED AT', 'VIDEOS', 'SUBPROJECTS', and 'AVERAGE EMOTION'. Below the header, it says 'No data available in table'. A modal window titled 'Add project' is open, displaying a green success message 'Project successfully created.' and a text input field labeled 'Project name' with 'Name' typed into it. There are 'Close' and 'Create' buttons at the bottom of the modal. At the bottom of the page, there is a copyright notice 'Copyright © 2019-2020. FSC. Released under the GNU GPLv3 License.' and a font size selector.

Un messaggio di conferma verrà mostrato ad operazione completata. In caso di errore l'utente verrà notificato di un problema durante l'operazione.

Una volta terminata l'operazione, il nuovo progetto apparirà nella *Dashboard*.

The screenshot shows the Emotionally application's dashboard after a new project has been created. The sidebar and overall layout are identical to the previous screenshot. The main table now contains one row for 'ProgettoProva', which was created on '21/02/2020' and updated on the same date. It has 0 videos and 0 subprojects, with an average emotion of 0. The 'REPORT' button is visible next to the project name. The footer and sidebar elements are also present.

Sarà possibile *rinominare*, *eliminare*, o *gestire i permessi* del progetto appena creato cliccando sul pulsante *Altre Opzioni* (ovvero tre pallini verticali sulla destra della riga).

Dashboard [Home](#) - [Dashboard](#)

NAME	CREATED AT	UPDATED AT	VIDEOS	SUBPROJECTS	AVERAGE EMOTION
ProgettoProvaz	21/02/2020	21/02/2020	0	0	Ø

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Inoltre, sarà possibile visualizzare l'intero [\[Report del progetto\]](#) semplicemente cliccando sull'apposito tasto *Report*.

3.3.4. Permessi

La sezione *Permessi* permette di scegliere quali utenti possono effettuare operazioni di lettura, modifica, aggiunta o rimozione in un determinato progetto.

REPORT

ProgettoProvaz: Share & Permissions [Home](#) - [ProgettoProvaz](#) - [Share & Permission](#)

Share the project
Fill the form to share your project

E-mail:

Can read? Can edit? Can add? Can remove?

[Add](#)

NAME	E-MAIL	CAN READ?	CAN EDIT?	CAN ADD?	CAN REMOVE?
No data available in table					

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Basterà inserire l'email dell'utente di cui si vogliono modificare i permessi e selezionare le operazioni che potrà effettuare.

REPORT

[Home](#) - [ProgettoProva](#) - [Share & Permission](#)

Share the project

NAME	E-MAIL	CAN READ?	CAN EDIT?	CAN ADD?	CAN REMOVE?	DELETE
Emmett Kuhn	clebsack@example.com	✓	✓	✓	✓	DELETE

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Font size: M

Se la mail inserita è presente nel sistema, l'utente apparirà nella lista dei permessi presente nella medesima pagina.

3.3.5. Rinominare un progetto

Il pulsante *Rename* permette di rinominare un progetto già esistente. Una volta selezionata l'opzione, il sistema chiederà all'utente di inserire un nuovo nome per il progetto selezionato.

Search

[Home](#) - Dashboard

[Add](#) [Report](#) [Mario Rossi](#)

[Dashboard](#)

NAME	CREATED AT	UPDATED AT	VIDEOS	SUBPROJECTS	AVERAGE EMOTION
ProgettoProva	21/02/2020	21/02/2020	2	0	😊
ProgettoProvaz	21/02/2020				∅

Rename project

Project name

Name

[Close](#) [Rename](#)

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Font size: M

Cliccando il pulsante *Rename*, il sistema notificherà l'utente dell'esito dell'operazione.

The screenshot shows the Emotionally application's dashboard. On the left, there is a sidebar with options: Projects, Language, Profile, and Logout. The main area displays a table of projects with columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Two projects are listed: 'ProgettoProva' and 'ProgettoProvaz'. Below the table, a modal window titled 'Rename project' is open, showing a green success message box.

3.3.6. Spostare un progetto o un video

Il pulsante *Move*, accessibile sia cliccando sulle opzioni di un video sia su quelle di un progetto, permette di spostare uno dei due in un altro progetto di proprietà dell'utente*.

The screenshot shows the 'Progetto Prova' page. On the left, there is a sidebar with options: Projects, Language, Profile, and Logout. The main area shows a folder icon labeled 'Sottoprogetto 1'. A modal window titled 'Move video' is open, listing four destination projects: 'Progetto Prova', 'Sottoprogetto 1', 'Progetto Prova 2', and 'Sottoprogetto 2'. At the bottom of the modal are 'No' and 'Move' buttons.

Selezionata l'opzione, verrà mostrato l'albero dei progetti creati dall'utente, che potrà così scegliere in quale inserire il video/progetto da spostare.

Un messaggio notificherà l'utente dell'esito dell'operazione.

The screenshot shows the Emotionally application's interface. On the left, there is a sidebar with a user icon, the text 'EMOTIONALLY', and links for 'Projects', 'Language', 'Profile', and 'Logout'. The main area is titled 'Progetto Prova' and shows a file structure. A 'Move video' dialog box is open, indicating a successful operation with a green 'Success' message. The bottom of the screen includes copyright information and font size settings.



È possibile spostare il video anche in progetti che sono di proprietà di altri utenti, a patto di avere i permessi di aggiunta.

3.3.7. Eliminare un progetto o un video

Tramite il pulsante *Delete* è possibile eliminare un video o un progetto di proprietà dell'utente.

Una volta cliccato il pulsante, verrà richiesta un'ulteriore conferma dell'operazione per scongiurare click involontari.



L'eliminazione di un progetto comporterà anche l'eliminazione di tutti i sottoprogetti e i video al suo interno.

The screenshot shows the Emotionally dashboard with a modal window titled "Delete project". The modal asks, "Are you sure you want to delete the project?" with "No" and "Yes" buttons. In the background, there is a table with columns: NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. Two rows are visible: "Progetto Prova" and "ProgettoProvaz". The "ProgettoProvaz" row has a delete icon. The top right corner shows a user profile for "Mario Rossi" and a "Logout" button.

Se l'utente effettua il click sul bottone Yes, un messaggio notificherà l'utente dell'esito dell'operazione.

The screenshot shows the Emotionally dashboard with a modal window displaying "Success". In the background, the same table and project rows are visible. The "ProgettoProvaz" row now has a different delete icon. The top right corner shows the user profile and a "Logout" button.

3.4. Navigazione all'interno di un progetto

Per navigare all'interno di un progetto è necessario sceglierlo dalla tabella prensente nella *Dashboard*:

The screenshot shows the Emotionally dashboard. On the left, there's a sidebar with a logo, a search bar, and navigation links for 'Projects' (selected), 'Language' (Italian, English), 'Profile', and 'Logout'. The main area is titled 'Dashboard' and shows a table with one row for 'ProgettoProva'. The columns are NAME, CREATED AT, UPDATED AT, VIDEOS, SUBPROJECTS, and AVERAGE EMOTION. The project details are: NAME: ProgettoProva, CREATED AT: 21/02/2020, UPDATED AT: 21/02/2020, VIDEOS: 0, SUBPROJECTS: 0, AVERAGE EMOTION: Ø. There's a 'REPORT' button and a three-dot menu icon. At the bottom, there's a copyright notice and font size controls.

Cliccando sul progetto desiderato, si entrerà nella pagina di navigazione dello stesso. Appariranno i sottoprogetti e i video che esso contiene, come se fosse una cartella del sistema operativo.

The screenshot shows the 'ProgettoProva' project page. The sidebar is identical to the dashboard. The main area shows two items: 'VideoProva' and 'Prova Realtime'. A context menu is open over 'VideoProva' with options: Rename, Move, and Delete. The 'Report' button is visible at the top right. The bottom of the screen includes a copyright notice and font size controls.

È possibile, durante la navigazione, effettuare le operazioni di:

- Creazione di un sottoprogetto
- Caricamento di un video
- Registrazione di un video in tempo reale
- Gestione dei permessi di un sottoprogetto
- Visualizzazione del report di un sottoprogetto
- Visualizzazione di un report del video

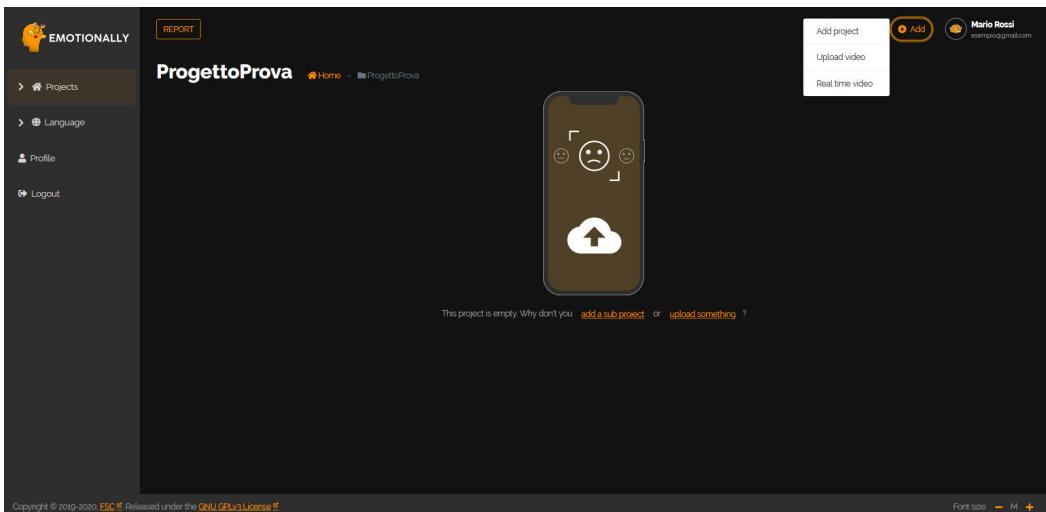
Qui di seguito verranno illustrate tutte le operazioni sopracitate.

3.4.1. Creazione di un sottoprogetto

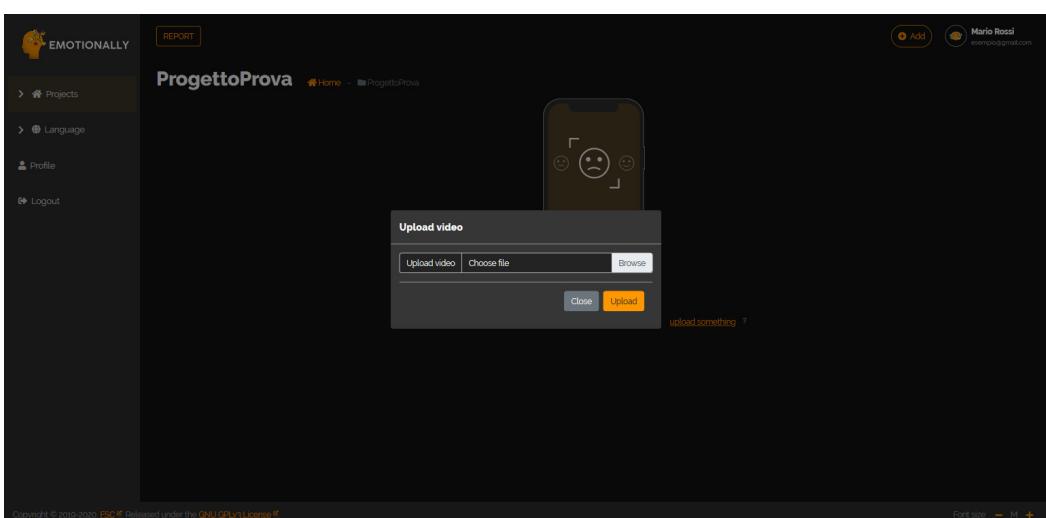
Per creare un sottoprogetto si può fare riferimento al paragrafo [Section 3.3.3.](#)

3.4.2. Caricamento di un video

Per caricare un video all'interno di un progetto o sottoprogetto è sufficiente cliccare il pulsante *Add*, presente in alto a destra.



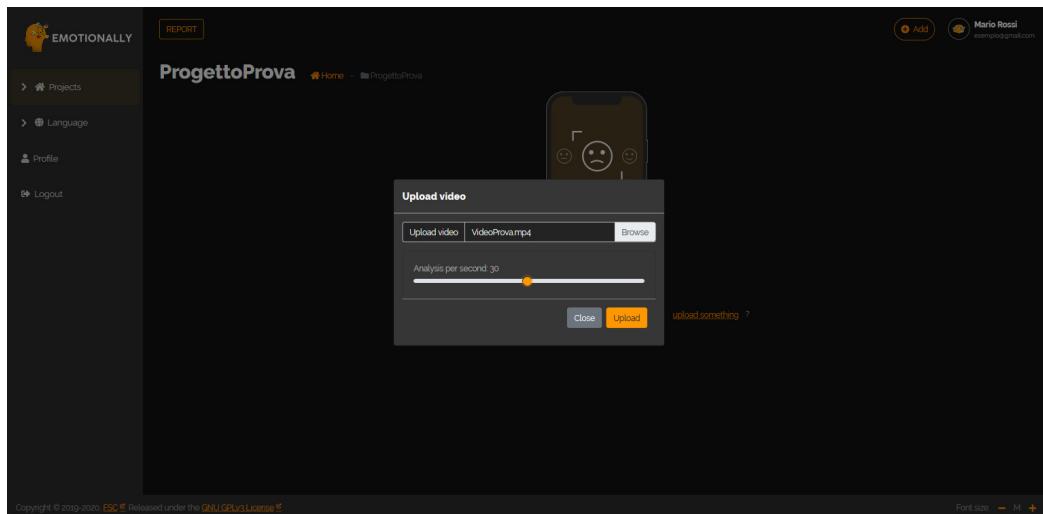
Successivamente è necessario cliccare il link *Upload video*.



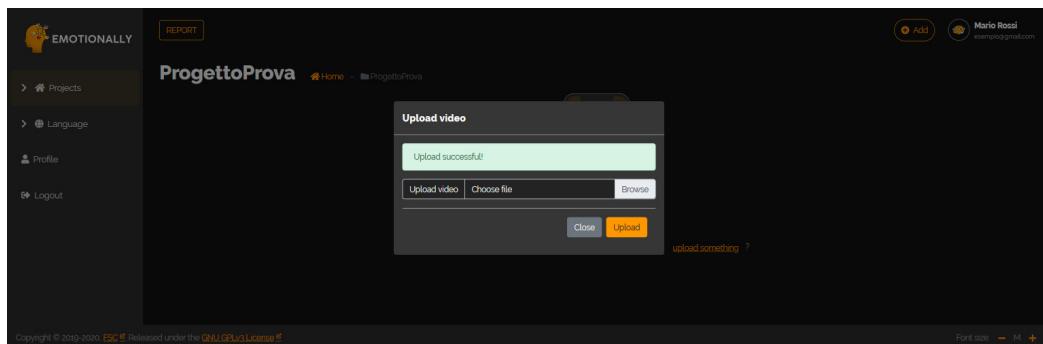
Cliccando il campo *Choose file* si aprirà l'esplora risorse del sistema operativo

da cui si potrà selezionare uno o più video.

Successivamente, apparirà un selettore da cui si potrà selezionare la frequenza di analisi per secondo.



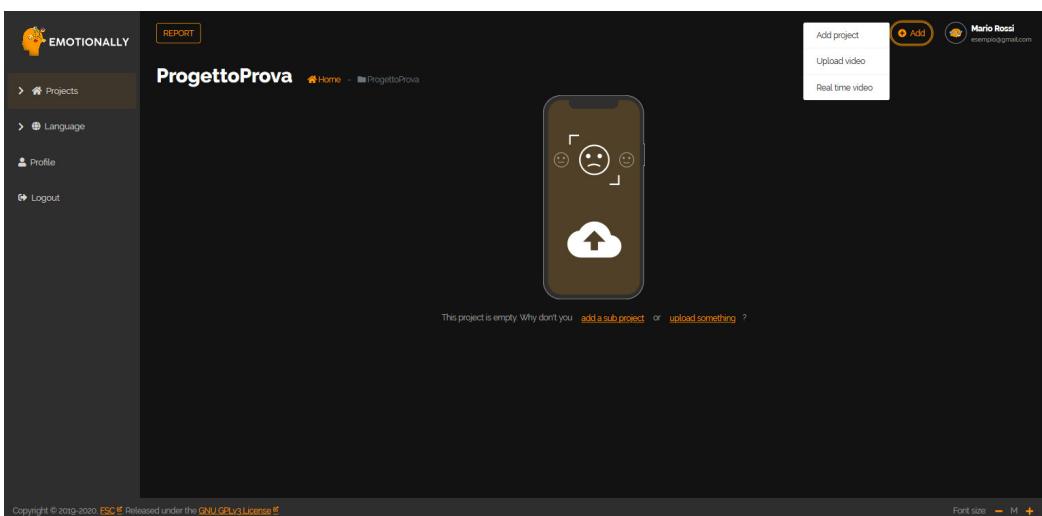
Per finalizzare il caricamento bisognerà cliccare sul pulsante *Upload*.



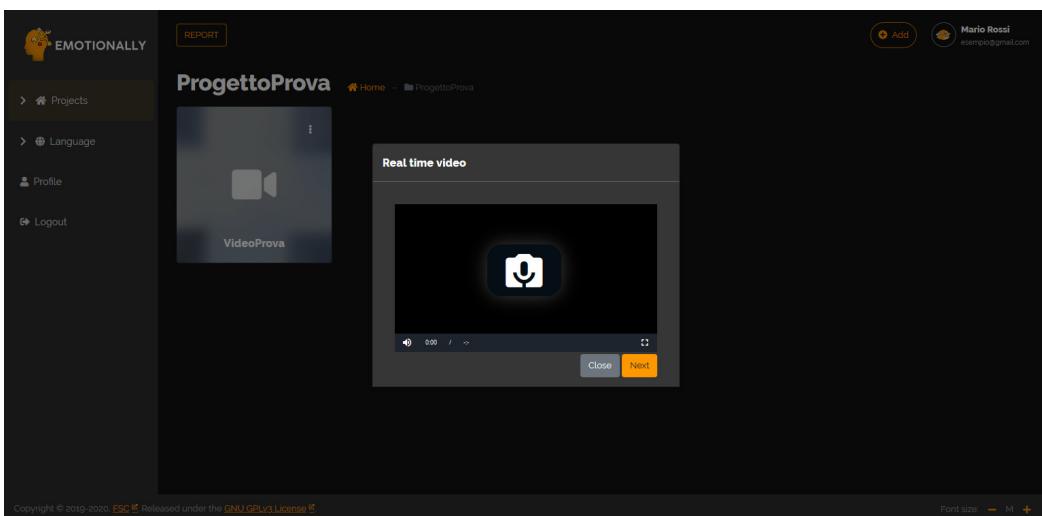
A caricamento effettuato apparirà un alert che notificherà l'utente sull'esito dell'operazione. Successivamente si potranno caricare altri video o tornare alla navigazione.

3.4.3. Registrazione di un video in tempo reale

Per registrare un video in tempo reale e aggiungerlo all'interno di un progetto o sottoprogetto è sufficiente cliccare il pulsante *Add*, presente in alto a destra.

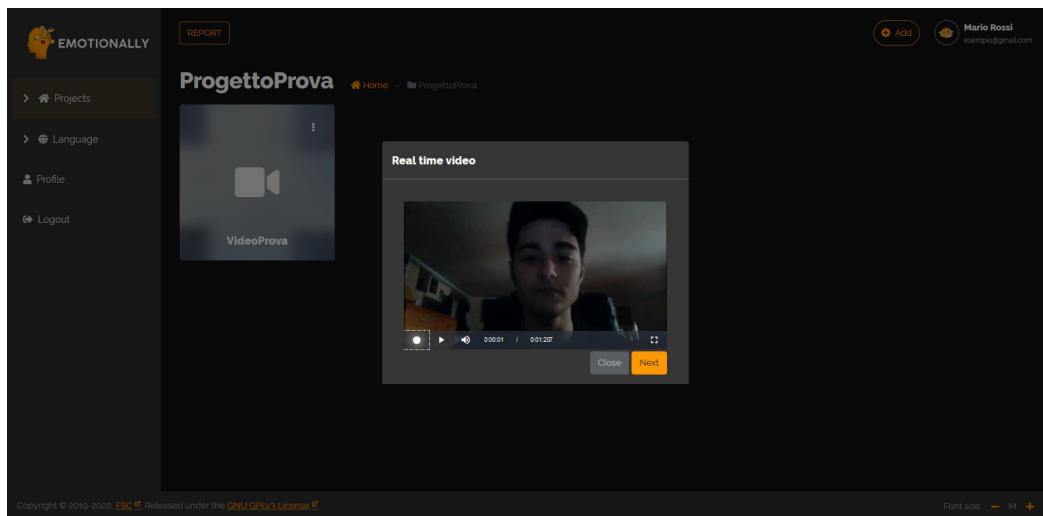


Successivamente è necessario cliccare il link *Real time video*.

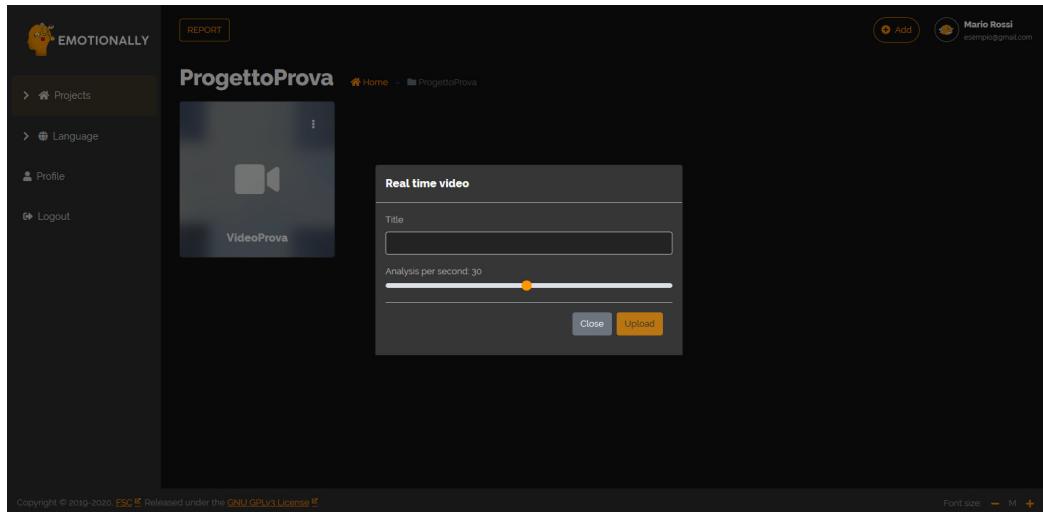


Cliccando sul pulsante al centro del player video il sistema richiederà i permessi per utilizzare la webcam e il microfono al browser. Sarà quindi necessario consentirne i permessi per il corretto funzionamento.

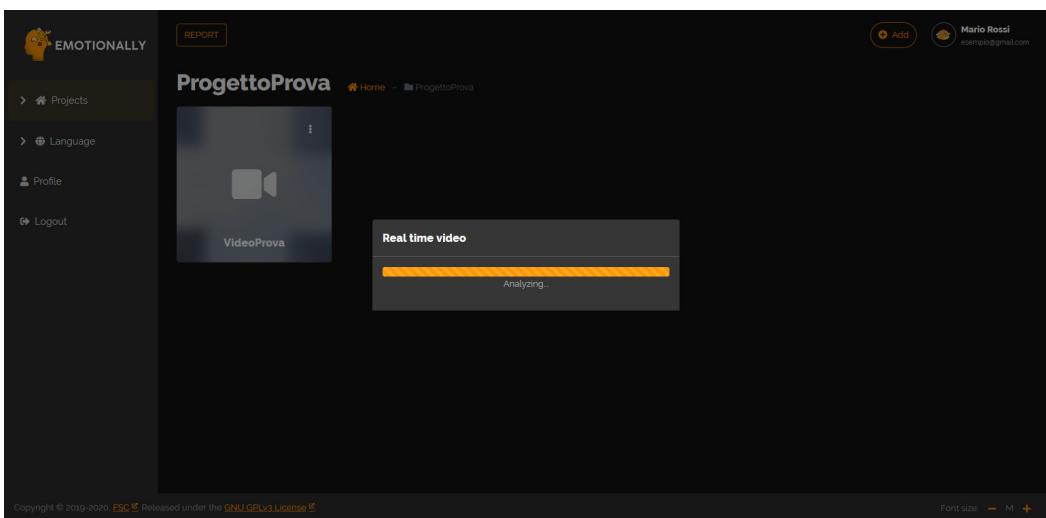
Apparirà, quindi, la visualizzazione in tempo reale della webcam e sarà possibile procedere alla registrazione del video cliccando il “pallino bianco” (o pulsante di *Rec*) in basso a sinistra nel player.



Si potrà poi fermare la registrazione cliccando sul “quadrato” (o pulsante di *stop*), che apparirà dopo aver cliccato il pulsante di *Rec*. Successivamente, cliccando sul pulsante *Next* in basso a destra, sarà possibile assegnare un titolo alla registrazione e seglierne le analisi per secondo.



Cliccando poi su *Upload* si porrà al caricamento del video e alla successiva analisi.

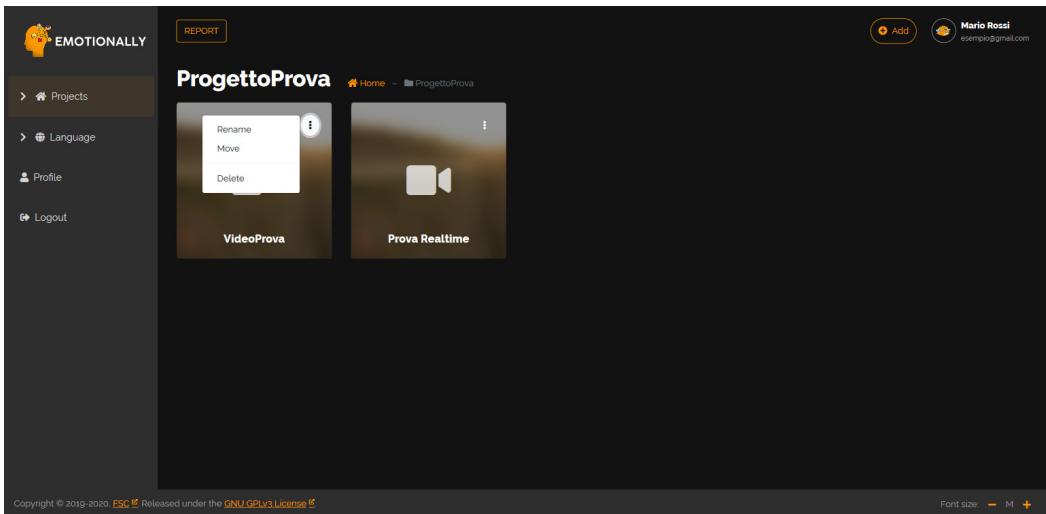


Terminata la procedura l'utente verrà notificato sull'esito della stessa e sarà possibile tornare alla navigazione.

3.4.4. Gestione dei permessi di un sottoprogetto

All'interno della navigazione è possibile accedere ai permessi di un sottoprogetto per aggiungerli, modificarli o rimuoverli.

Sarà sufficiente cliccare sul pulsante *Menù* del sottoprogetto desiderato (i tre puntini verticali in alto a destra all'interno del “quadrato”) e, successivamente, cliccare sul link *Permissions*.



Si aprirà la pagina dei permessi, già illustrata nella sezione [Section 3.3.4](#).



I permessi possono essere assegnati ai soli progetti o sottoprogetti, non è possibile assegnare permessi ai video. Tuttavia, i video “ereditano” i permessi del progetto in cui si trovano.

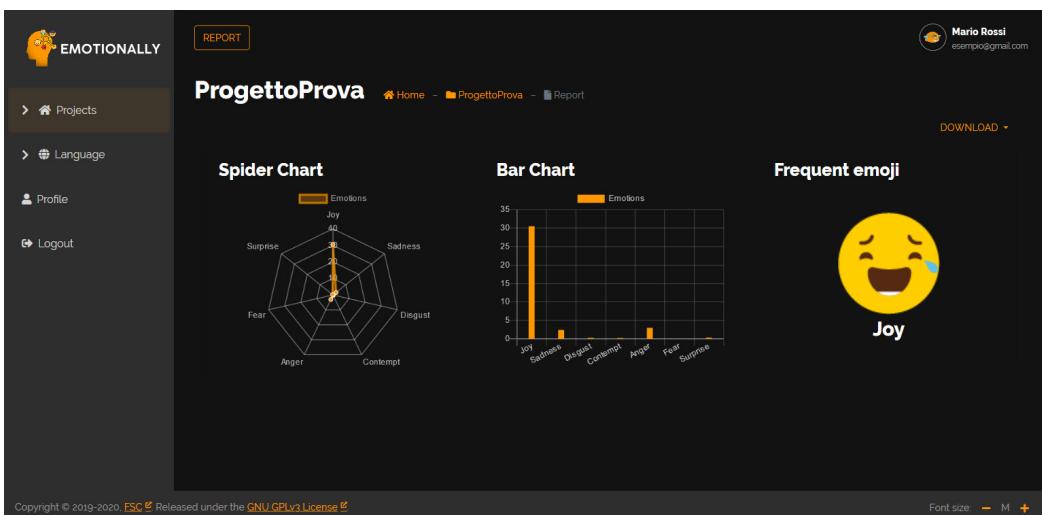
3.4.5. Visualizzazione del report di un sottoprogetto

Una volta entrati in un sottoprogetto, è possibile visualizzare il [\[Report di un video\]](#), cliccandovi sopra. In alternativa, attraverso il bottone *Report*, presente in alto a sinistra durante la navigazione all'interno di un progetto, è possibile visualizzare il [Section 3.5](#).

The screenshot shows the Emotionally application interface. On the left, there is a sidebar with a logo, a navigation bar with 'Projects', 'Language', 'Profile', and 'Logout' options, and a copyright notice at the bottom. The main area has a dark background. At the top, there is a 'REPORT' button. Below it, the title 'Sottoprogetto 1' is displayed, along with a breadcrumb navigation: 'Home' -> 'Progetto Prova' -> 'Sottoprogetto 1'. A video thumbnail titled 'VideoProva' is shown. In the top right corner, there is a user profile for 'Mario Rossi' with the email 'esempio@gmail.com' and an 'Add' button. At the bottom right, there are font size adjustment controls ('Font size' with minus and plus signs).

3.5. Report di un progetto

Attraverso il pulsante *Report* è possibile visionare l'intero report di un progetto.



È possibile visionare l'analisi delle emozioni media dei video all'interno del progetto sottoforma di diversi grafici.

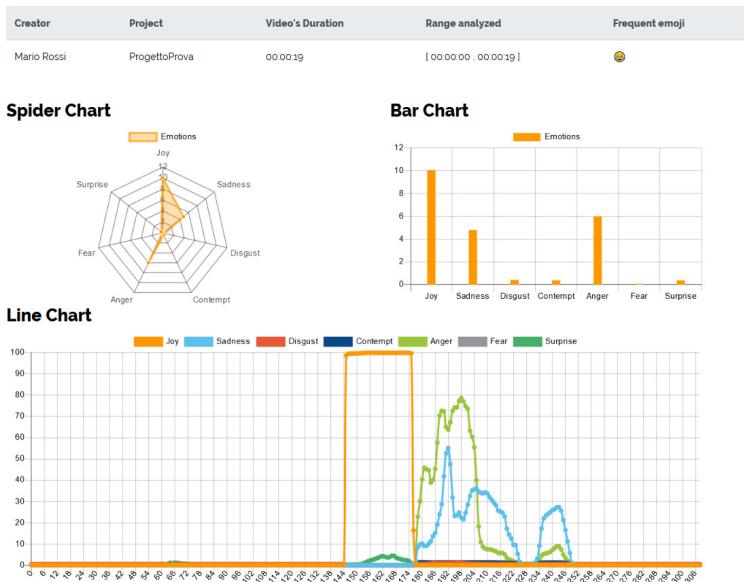
Lo *Spider Chart* e il *Bar Chart* offrono una visualizzazione più dettagliata rispetto all'emozione media (rappresentata tramite un'*Emoji*). Essi consentono di conoscere i parametri medi delle emozioni.

3.5.1. Scaricare i dati di un report

Attraversi il pulsante *Download* è possibile scaricare il report del progetto in uno dei seguenti formati:

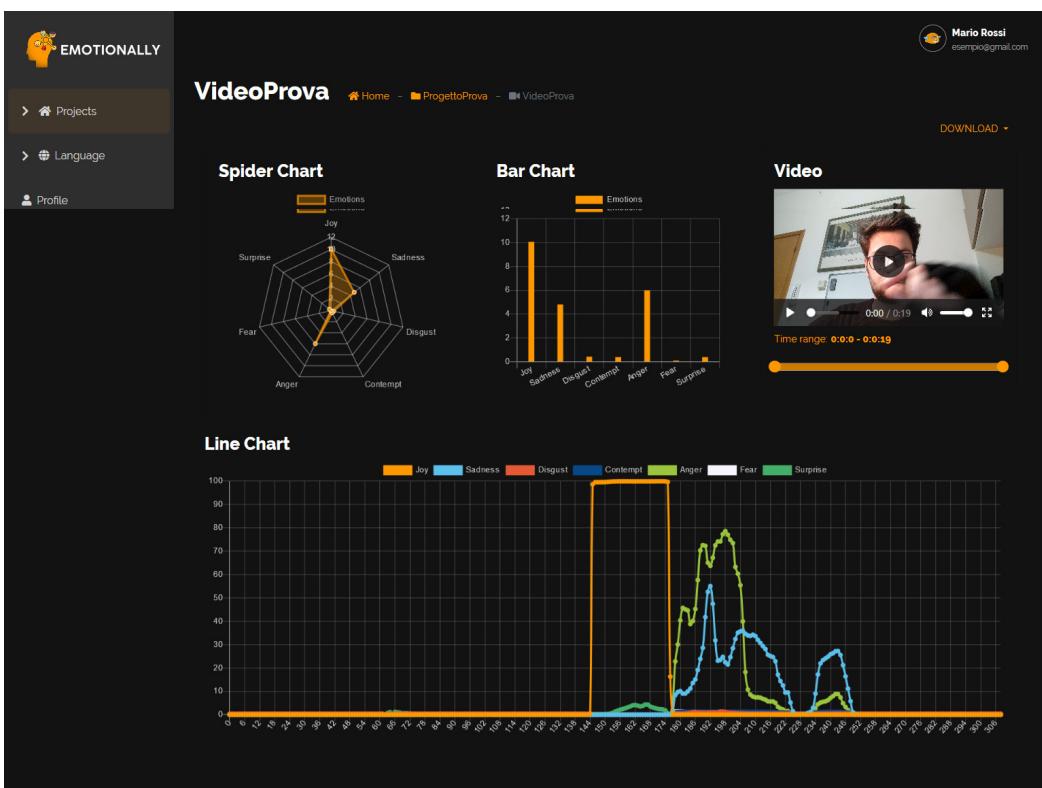
- *PDF*
- *HTML*
- *JSON*
- *EXCEL*
- *PPTX* (Presentazione Power Point)

Di seguito si mostra un esempio di visualizzazione in formato *HTML* (analogia alla visualizzazione *PDF*).

Video name: VideoProvaCopyright © 2019-2020. [ESC](#) Released under the [GNU GPLv3 License](#).

3.6. Report di un video

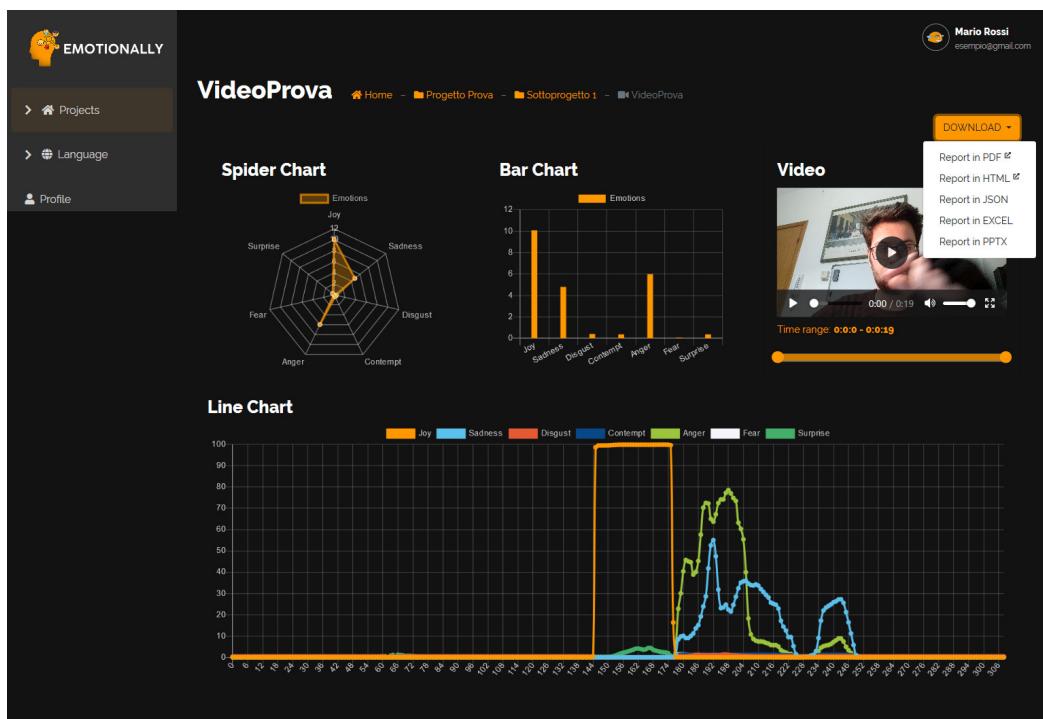
Cliccando su di un video verrà visualizzato il suo report. È presente un player per riprodurre il video ed uno slider per effettuare l'analisi di determinati intervalli del video.



Rispetto ai [Section 3.5](#), il report di un video mostra anche il *Line Chart* che permette di visualizzare il valore preciso di una determinata emozione (da 0 a 100) in una delle rilevazioni effettuate dal sistema di analisi (variabile in base alle analisi per secondo e alla lunghezza del video).

3.6.1. Scaricare i dati del report di un video

È possibile scaricare i dati di un report video in modalità identiche a quelle viste per i progetti (dettagliati nella sezione [Section 3.5.1](#)).



3.7. Profilo

Dalla sezione *Profilo* è possibile cambiare i propri dati, quali: *Nome*, *Cognome* e *Password*.

The screenshot shows the 'Profile' edit page. The left sidebar includes links for Projects, Language, Profile, and Logout. The main form has the following fields:

- Name***: Input field containing 'Mario'
- Surname***: Input field containing 'Rossi'
- Old password***: Input field containing 'Old password'
- New password**: Input field containing 'New password'
- Confirm new password**: Input field containing 'Confirm new password'

At the bottom of the form are two buttons: a grey 'RESET' button on the left and an orange 'SAVE' button on the right. At the very bottom of the page, there's a copyright notice: 'Copyright © 2019-2020 FSC Released under the GNU GPLv3 License' and a font size adjustment bar with a minus sign, a 'M' icon, and a plus sign.

Attraverso il pulsante *Reset* è possibile ripristinare le eventuali modifiche effettuate e non salvate, mentre attraverso il tasto *Save* verranno salvati i cambiamenti effettuati. Un messaggio notificherà l'utente dell'esito dell'operazione.

The screenshot shows the 'Profile' section of the Emotionally application. On the left, a sidebar menu includes 'Projects', 'Language', 'Profile' (which is selected and highlighted in dark grey), and 'Logout'. The main content area has a light grey header bar with the text 'Profile changed'. Below this are several input fields:

- Name*: A field containing a user icon and the text 'Mario'.
- Surname*: A field containing a user icon and the text 'Rossi'.
- Old password*: A field containing a lock icon and the text 'Old password'.
- New password: A field containing a lock icon and the text 'New password'.
- Confirm new password: A field containing a lock icon and the text 'Confirm new password'.

At the bottom left is a 'RESET' button, and at the bottom right is a yellow-bordered 'SAVE' button. At the very bottom of the page, there is footer text: 'Copyright © 2019-2020 FSC' with a link to 'Released under the GNU GPLv3 License'.

 Mario Rossi
esempio@gmail.com

Capitolo 4. Informazioni aggiuntive

4.1. Linee guida per la progettazione grafica

Il sistema è stato progettato seguendo le linee guida del Material Design adottando un tema *Scuro* gradevole alla vista. Si è cercato di produrre un sito *usabile*, alla portata di chiunque, anche di chi non è specializzato nelle analisi delle emozioni.

4.2. Linee guida per l'accessibilità

Sono state rispettate le linee guida *Web Content Accessibility Guidelines (WCAG) 2.1* (<https://www.w3.org/TR/WCAG21/>) portando il sistema ad un livello AA (su scala A, AA e AAA). Il tool per testarle è *Siteimprove* (<https://siteimprove.com/>).

4.3. Responsività del sistema

L'interfaccia è stata realizzata tenendo conto di un possibile utilizzo tramite dispositivi mobili tenendo conto delle risoluzioni dei dispositivi più diffusi in commercio.

4.4. Ulteriori informazioni

Per ulteriori informazioni è possibile contattare il gruppo tramite il *referente* alla mail a.annese23@studenti.uniba.it [mailto:a.annese23@studenti.uniba.it].

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Version 1.3, 3 November 2008

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