



# Use of Emotion in Designing BI Dashboards

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# Agenda

- Introduction
- Methodology
- Results
- Conclusion



# Introduction

We tested the possibility of using of using emotion recognition software to test user-friendliness during software development



# Introduction

It exists research gap of using emotion in designing UI&UX of software.

This study assumes that better UX & UI design is related to positive emotions such as happiness. Also, we suppose that confusing and ugly UX & UI designs can trigger negative emotions like sadness, anger, fear and disgust.





# Methodology

We tested on **six BI drafts** the design of the UI&UX

The order of drafts was randomly selected

To participant have to find **2 values** in the draft

We randomly selected **20 participants** from information management (total population is 92)

Research was conduct only by ZOOM and OBS studio

A	B	C	D	E	F	G	H	I	J	K	L
				Eastern European Countries							
	Weights	Indicators	Weights	Romania	Bulgaria	Croatia	Hungary	Czech Rep.	Poland	Slovak	
Group 1: Economic Indicators	40%	Real GDP Growth rate	30%	14	6	2	8	10	12	4	
		GDP / capita	25%	4	2	6	10	14	10	12	
		(Exports + Imports)/GDP	15%	2	8	4	12	10	6	14	
		Total debt to GDP	20%	10	14	2	4	12	8	8	
Group 2: Social indicators	25%	Inflation rate	40%	14	12	10	4	4	6	8	
		Unemployment rate	30%	8	6	2	12	14	12	4	
		Real labor productivity	30%	2	12	6	10	8	4	14	
Group 3: Political Indicators	35%	Corruption	50%	4	2	6	8	12	14	10	
		Economic Freedom	30%	10	12	2	6	14	8	6	
		Rule of Law index	20%	8	4	6	2	14	10	12	
				7.46	6.96	4.52	7.22	10.76	9.23	8.53	

Real GDP Growth rate	30%	7	3.8	2.9	4.1	4.4	4.8	3.2
GDP / capita	25%	8,300	6,300	11,500	11,800	17,200	11,800	15,000
Exports of goods and services in	15%	41.5	67.4	51.1	88.2	79.7	54.4	96.9
Total debt to GDP	20%	35.5	26	78.5	74.2	35.1	51.9	51.9
Inflation rate	40%	1.1	1.2	1.3	2.4	2.4	1.6	1.4
Unemployment rate	30%	3.8	4.7	7.5	3.5	1.9	3.5	5.8
Real labor productivity	30%	4.3	2	3.2	2.1	2.8	3.4	1
Corruption	50%	48	43	49	46	57	60	50
Economic Freedom	30%	68.6	69	61.4	65	73.7	67.8	65



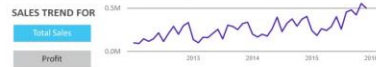
**SALES BY COUNTRY**

Country	Sales	Profit Ratio
United States	2297.2K	12 %
Australia	925.2K	11 %
France	858.9K	13 %
China	700.6K	22 %
Germany	628.8K	17 %
Mexico	622.6K	17 %
India	589.7K	22 %
United Kingdom	528.6K	21 %
Indonesia	404.9K	4 %
Brazil	361.1K	8 %
Italy	289.7K	7 %



**SALES BY CATEGORY**

Category	Sales	Profit Ratio
Technology	4744.6K	14 %
Furniture	4110.9K	7 %
Office Supplies	3787.1K	14 %



**SALES VS PROFIT BY SUB-CATEGORY**

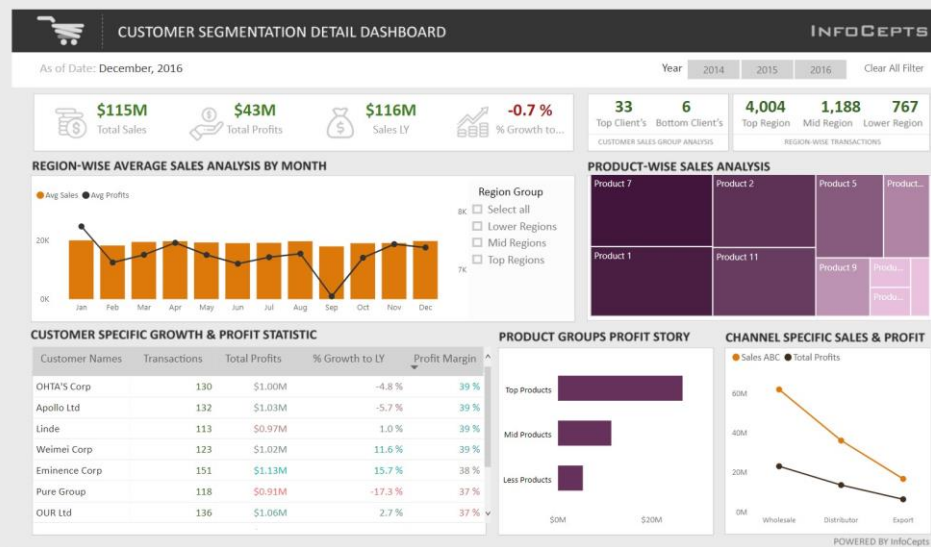
Sub-Category	Total Sales	Sales	Total Profit	Profit	Profit Ratio
Phones	\$1,706.8K	\$1,706.8K	\$216.7K	\$216.7K	13 %
Copiers	\$1,509.4K	\$1,509.4K	\$258.6K	\$258.6K	17 %
Chairs	\$1,501.7K	\$1,501.7K	\$140.4K	\$140.4K	9 %
Bookcases	\$1,466.6K	\$1,466.6K	\$161.9K	\$161.9K	11 %
Storage	\$1,127.1K	\$1,127.1K	\$108.5K	\$108.5K	10 %
Appliances	\$1,011.1K	\$1,011.1K	\$141.7K	\$141.7K	14 %
Machines	\$779.1K	\$779.1K	\$58.9K	\$58.9K	8 %
Tables	\$757.0K	\$757.0K	(\$64.1K)	(\$64.1K)	-8 %
Accessories	\$749.2K	\$749.2K	\$129.6K	\$129.6K	17 %
Binders	\$461.9K	\$461.9K	\$72.4K	\$72.4K	16 %
Furnishings	\$385.6K	\$385.6K	\$47.0K	\$47.0K	12 %

**TOP 5 CITIES BY SALES**

New York City	\$4.4K
Los Angeles	175.9K
Maria	120.9K
Seattle	119.5K
San Francisco	112.7K

**SALES BY CATEGORY FOR SELECTED CITY**

Technology	\$44.8K
Furniture	\$120.9K
Office Sup.	\$787.1K



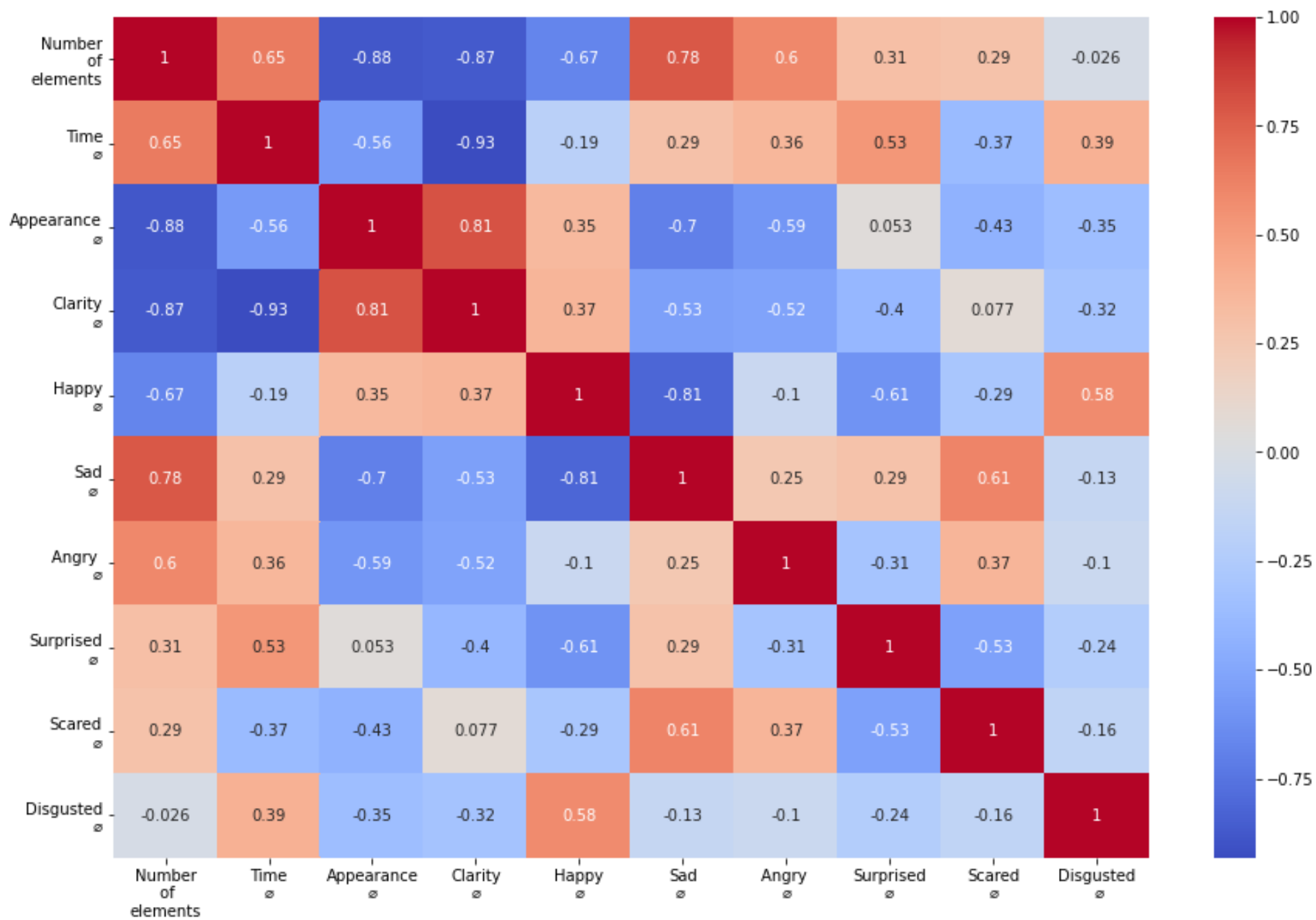
	A	B	C	D	E	F	G	H	I	J	K	
		Weights	Indicators	Weights	Eastern European Countries							
					Romania	Bulgaria	Croatia	Hungary	Czech Rep	Poland	Slovak	
Group 1: Economic indicators		0.4	Real GDP Growth rate	0.3	14	6	2	8	10	12	4	
	GDP / capita		0.25	4	2	6	10	14	10	12		
	(Exports + Imports)/GDP		0.15	2	8	4	12	10	6	14		
	Total debt to GDP		0.2	10	14	2	4	12	8	8		
Group 2: Social indicators		0.25	Inflation rate	0.4	14	12	10	4	4	6	8	
	Unemployment rate		0.3	8	6	2	12	14	12	4		
	Real labor productivity		0.3	2	12	6	10	8	4	14		
	Corruption		0.5	4	2	6	8	12	14	10		
Group 3: Political indicators		0.35	Economic Freedom	0.3	10	12	2	6	14	8	6	
	Rule of Law index		0.2	8	4	6	2	14	10	12		
				7.46	6.96	4.52	7.22	10.76	9.23	8.53		
			Real GDP Growth rate	0.3	7	3.8	2.9	4.1	4.4	4.8	3.2	
			GDP / capita	0.25	8300	6300	11500	11800	17200	11800	15000	
			Exports of goods and service	0.15	41.5	67.4	51.1	88.2	79.7	54.4	96.9	
			Total debt to GDP	0.2	35.5	26	78.5	74.2	35.1	51.9	51.9	
			Inflation rate	0.4	1.1	1.2	1.3	2.4	2.4	1.6	1.4	
			Unemployment rate	0.3	3.8	4.7	7.5	3.5	1.9	3.5	5.8	





# Results

Draft	Number of elements	Time ø	Appearance ø	Clarity ø	Happy ø	Sad ø	Angry ø	Surprised ø	Scared ø	Disgusted ø
Draft 1	223	33.25	4.9	4.35	0.104	0.049	0.100	0.028	0.011	0.039
Draft 2	215	22.55	3.45	5.75	0.094	0.059	0.080	0.021	0.024	0.043
Draft 3	215	17.4	5.1	6.7	0.079	0.054	0.116	0.020	0.025	0.024
Draft 4	159	18	7.2	7.3	0.074	0.049	0.055	0.028	0.014	0.027
Draft 5	42	14	8.925	8.85	0.152	0.038	0.067	0.019	0.016	0.037
Draft 6	173	22	7.1	6.7	0.060	0.058	0.074	0.029	0.020	0.026







## Conclusion

The results confirmed that metrics connected with good UX & UI positively influence the emotion of the user. On the other hand, metrics connected with confusing and ugly UX & UI negatively influence the users.

There is the correlation among metrics such as number of elements, appearance, clarity, and time to complete certain tasks and emotions.



# Questions?



# Thank you for your attention



Petr Průcha