goal of interaction design is to develop products that elicit

positive responses from users, such as feeling at ease, being comfortable,

and enjoying the experience of using them.

Designers are also concerned with how to create interactive products that elicit specific kinds of emotional responses in users, such as motivating them to learn, play, or be creative or social.

Emotional interaction is about considering what makes us happy, sad, annoyed, anxious, frustrated, motivated, delirious, and so on