



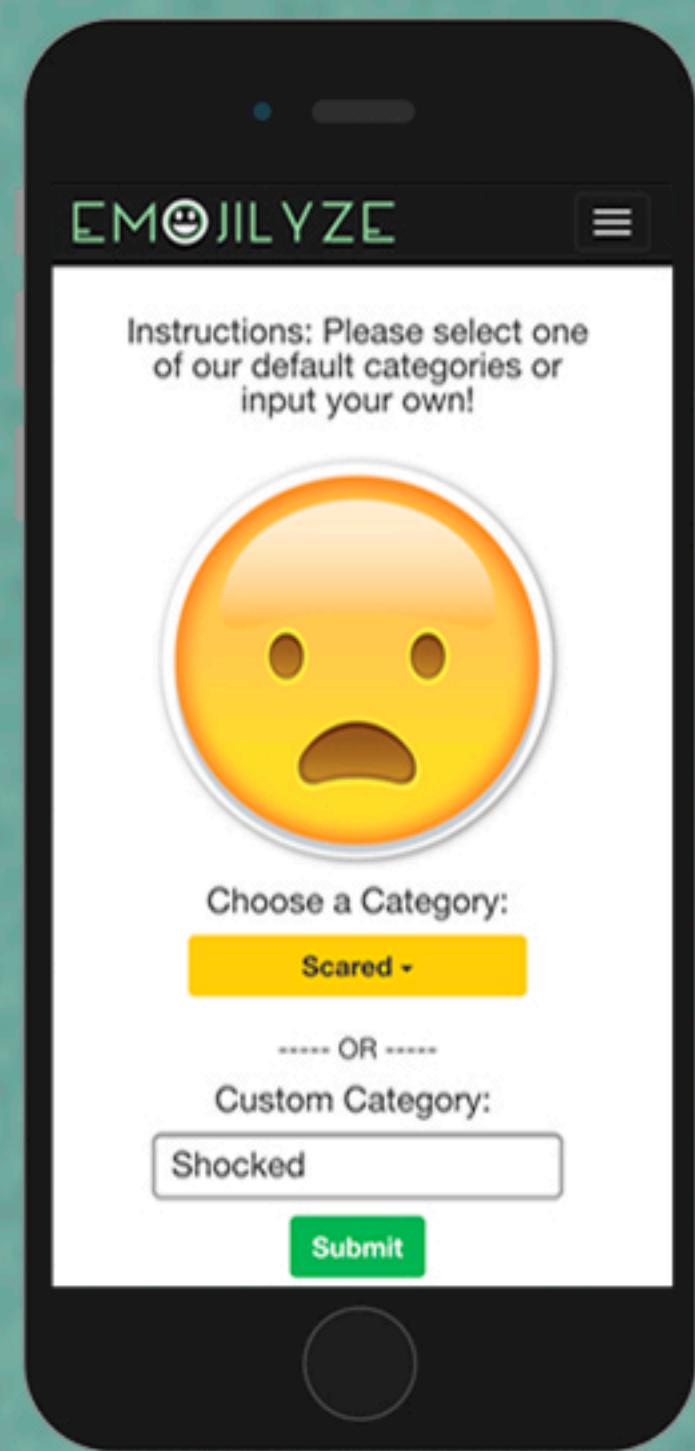
EMOJILYZE

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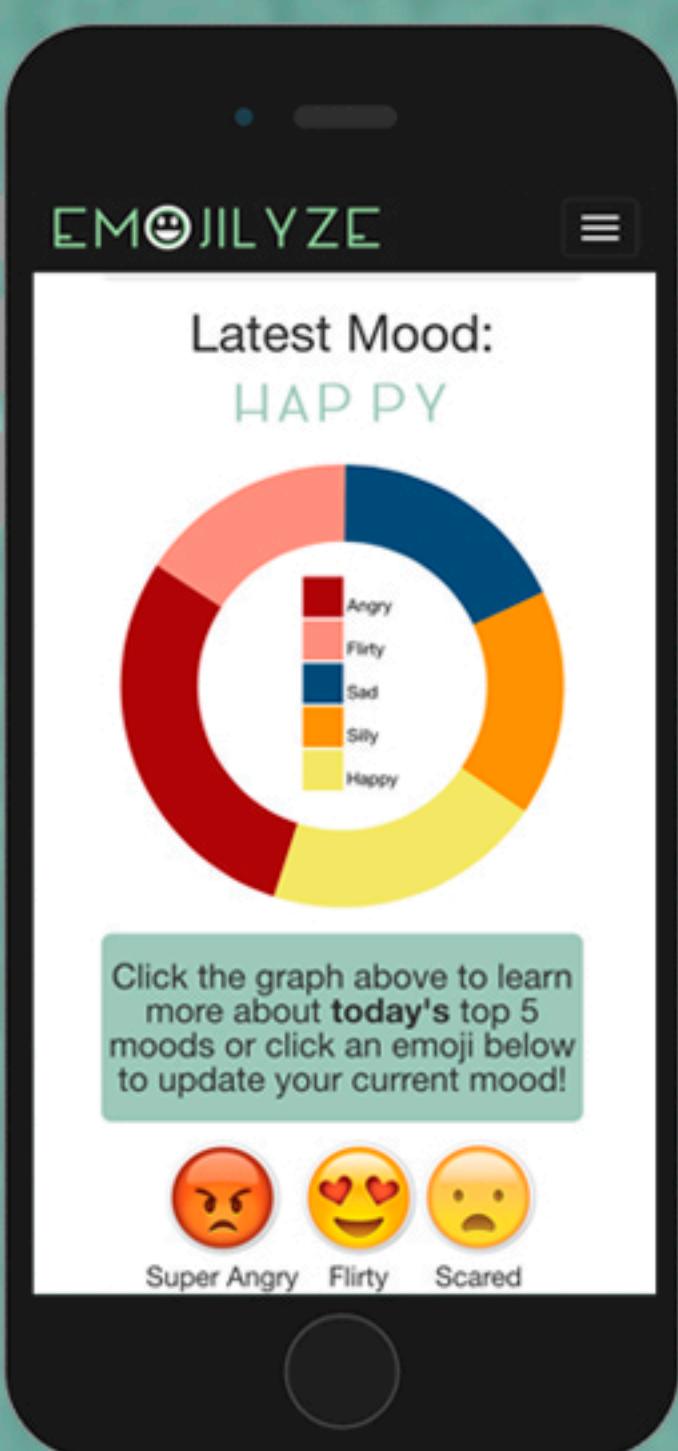
OVERVIEW

People are constantly on their phones or computers, talking to multiple people throughout the day, but they rarely take a step back to analyze how their mood is being affected by the people they talk to or how their mood fluctuates throughout the day. This reflection could lead to better emotional health and healthier relationships.

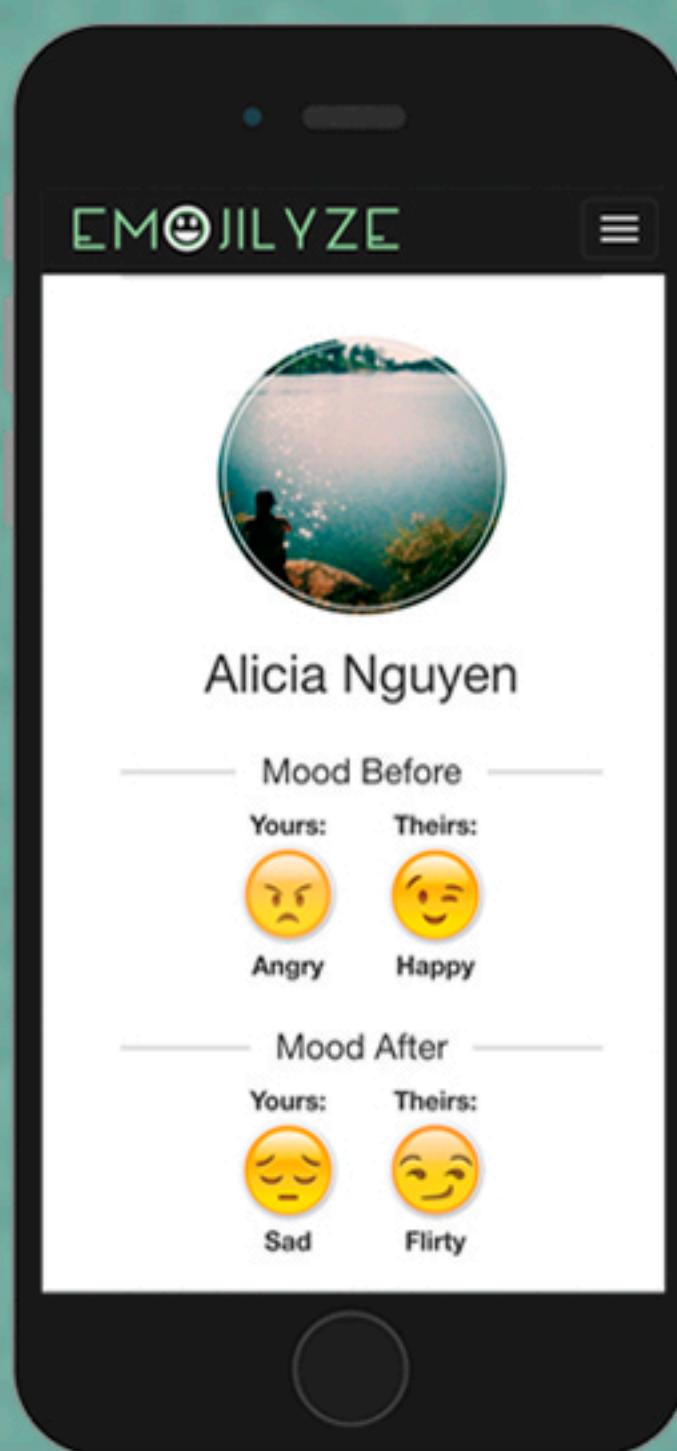
Customize Categories



View Your Mood



Reflect on Interactions



THE SOLUTION

Emojilize aims to bridge the gap between emotional wellbeing and texting by developing a way for everyday phone users to analyze their emotions and maximize their interactions with friends. By allowing you to personalize your Emoji categories, we strive to prioritize accurate data. By tracking your Emoji use in texts and allowing real time mood updates, we can determine how your mood has changed throughout the week, and how your interactions with friends tend to affect your mood.

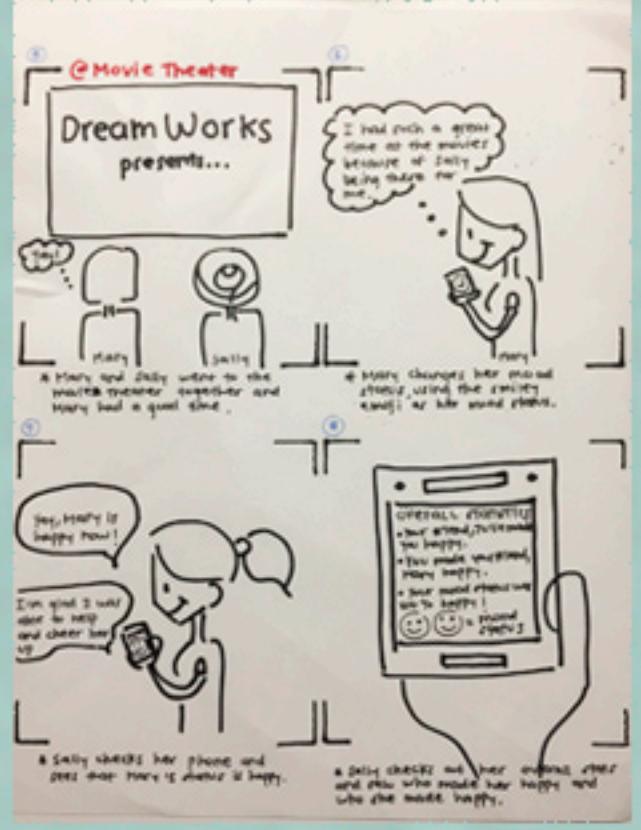
FUNCTIONAL PROTOTYPE

By observing our friends and family using our prototype, we were able to iteratively improve our design and fix usability issues. Once such change was a legend in the middle of the graph that links to the user's Weekly Breakdown information. We also made sure to include feedback about the user's most recent mood update, as well approved information about the current page when the title is clicked on.

DESIGN PROCESS

Storyboard

By creating storyboards, we were able to identify our users, their problems, and come up with solutions to make them become more mindful of their emotions throughout the day and during their interaction with friends.



Paper Prototype

We created two variations of our applications. Version One was more information based while version two was more interactive with the user. We then combined our two versions to be the result of our final web application.



A/B TESTING

We also A/B tested two versions of the My Mood page that represented the user's top 5 daily moods, but in different formats. When testing the level of interaction, version B did not support extended interaction with the graphs, whereas people using version A were much more likely to click the graph for more information, as well as stay on the page longer.

