REFLECTION TWO

“Taste Your Emotions: An Exploration of the Relationship between Taste and Emotional Experience for HCI”

The use of the senses of vision and audition as interactive means has dominated the field of Human-Computer Interaction (HCI) for decades, even though nature has provided us with many more senses for perceiving and interacting with the world around us. That said, it has become attractive for HCI researchers and designers to harness touch, taste, and smell in interactive tasks and experience design.[1]

This article uses 3D food printing technical reports for experimental research on the relationship between taste and emotional experience in HCI. Taste offers untapped opportunities for new users experience in human-computer interaction, but difficult to design. This article introduces four scenarios inspired by reality: products, scoring, sports results, experience episodes, and website usability, explore understanding and express emotional meaning through taste. their findings extend previous emotion mapping for sweet and bitter flavors application scenarios. We will also the role of taste, flavor, and embodiment in experience design, rethinking the role of 3D food printing in supporting the taste interface.

To test the affective taste interactions in HCI, they create four blocks of scenarios: the scenario of Block A was first performed, involving consume the taste of 3D printing, participants coping by matching each given taste the result of this situation reflects their taste emotional information. For the B-block scene, calibration plays the following functions: full range of 5 intensity levels with a sweet and bitter continuum that participants can use so that all these levels can be used to express the emotions.

3D printed food with "sweetness" and "Bitter" taste mapping to or most closely related to emotions valence of relevant experience. They used different "Sweet" and "bitter" flavor levels are supported the understanding and expression of emotions experience with four different intensity levels scenes. The importance of choosing application scenarios which can benefit most from taste-based interactions. they have seen how those leveraging taste-related metaphors and the

personalization of tastes, possibly through 3D printed foods or flavors, are better positioned to reflect intuitive and easy to understand mappings between tastes and emotions. Such scenarios could offer the best starting points in the exploration of taste based interfaces in HCI. For instance, people can think of scenarios where taste-based interfaces can be used to support

reminiscing of “bittersweet memories”, a metaphor capturing ambivalent feelings of happiness and sadness. there is another research similar to this one. it shows not only sweet, bitter taste and other 3 tastes mapping into emotions, but also other taste-emotion mapping possibilities out this 5: “Findings have led to three design implications highlighting the value of sensitizing designers about the taste-emotion mapping, the role of temporality, and of opportunities of exploring currently unavailable mappings for sadness and anger”[2]

Work Sited

[1] ChiThanh Vi, Damien Ablaut, Elia Gatti, Carlos Velascfob, Mariann Obrist. “Interspecies Relations and Agrarian Worlds” , International Journal of Human-Computer Studies Volume 108, December 2017, Pages 1-14, https://doi.org/10.1016/j.ijhcs.2017.06.004.

[2] Tom Gayler, Corina Sas. “An Exploration of Taste–Emotion Mappings from the Perspective of Food Design Practitioners” Millennium, vol. 43, no. 1, Sept. 2014, pp. 207–223, doi:10.1177/0305829814536946.