Story

As a logged-in user exploring music, I would like to select an emotion that I would like to feel when listening to music, so that I can feel the specific emotion I want to.

Description

\*\* Refer to logging in story. \*\*

Before beginning their music exploration, the user selects an emotion they want to feel during the session. The music that is played will now try to generate that emotion for the user and skip songs that do not. \*\*Refer to user exploring music story\* After the user finishes the specific emotion session: \* Refer to save preferences\*\* - next time that the user wants to generate that emotion, similar songs will be played.

Design Ideas

A box of emotions pop up when the user finishes logging in. The user can then click on one of the boxes and that will be the emotion for the session. Then Affectiva will look for that emotion in the songs instead of simply enjoyment. The preferences for what causes those emotions for a given user will also be stored in the preferences.