



Concepts Document

Disclaimer: In this document we are stating the concepts that we learned in the lectured in ENSE 405 and how did we implement them in to our projects

Project name

EmoDetect by Jasmeet Singh

Community & UN SDG(s)

Individual participation/Serving a context Community: Individuals seeking to understand and manage their own emotions for personal well-being. Family members and friends wanting to support their loved ones in emotional struggles.

UN SDGs: 3 - Good Health and Well-being & 4 - Quality Education

Concepts [used in the project]

1. Knowledge Management (Lecture: Data, Information & Knowledge Management)

Why: The concept of Knowledge Management is crucial for ensuring that the content provided through the application is accurate, relevant, and beneficial. It underpins the application's ability to serve as a companion as well as an educational resource.

How: A model will be trained that accurately depicts basic six emotion. The six emotions being: Happy, Sad, Neutral, Angry, Disgust and Fear. In addition, an API will be developed which will give recommendations such as meditation practices or nearby coffee shops based on the emotion detected.

What: The result of integrating the model and the API is an application which is capable of identifying user emotions and providing recommendations establishing a tool for managing and understanding emotions.

Measure/Metrics: Knowledge Management's effectiveness can be measured by accuracy of the model trained for emotion detection. And the relevance of recommendation can assessed through user engagement metrics such as using the user feedback forum. These measures and metrics overtime will help use increase the accuracy in our KM process and make things more seamless.

2. Gamification (Lecture: Supporting Learning & Collaboration with Gamification)

Why: Integrating gamification through acknowledgement and gratification leverages the natural human desire for reward, making the process of tracking and managing emotions engaging and potentially more habitual.

How: Users can earn points for consistently detect their emotions, following through on recommendations. This system encourages continued use and interaction with the application.

What: The points feature will give users a certain badges which offers a sense of accomplishment and progress.

Measure/Metrics: The effectiveness of gamification will be measured by user's daily engagement. The number of badges earned will serve as an indicator of increased user motivation.

Concepts [I wanted to use in the project]

1. Content Strategy/Information Architecture (Lecture: Content & Dis/Mis Information Design and Strategy)

Why: A strong content strategy and information architecture would ensure that the application delivers the right content at the right time in a user-friendly manner, enhancing the user's journey through the application and ensuring that they can easily access resources that can aid in emotional well-being and understand the process.

How: The application would be organized in a logical structure where users can easily navigate through various sections, such as emotional education, self-help guides, and personalized recommendations. Content would be tailored based on user interactions and preferences.



What: A personalized dashboards that would log all the previous emotions to keep track, and adaptive user pathways that evolve based on user behaviour and feedback.

Measure/Metrics: The success of the content strategy could be measured by user engagement with the content, the usability feedback from user feedback, and the reduction in the time it takes for users to find the most relevant content to their current emotional state.

2. Rhizomatic Learning (Lecture: Sharing Community Anchors & Collaborative Production)

Why: Rhizomatic learning promotes a non-linear and community-driven approach to education, which could support users in exploring emotional well-being in a way that is personalized and adapts to their evolving understanding and emotional states.

How: To foster a community learning environment, allowing users to share experiences and access industry specialists' guidance. It will enable connections between users and experts within the app, leveraging location-based services.

What: The app will incorporate features like forums, storytelling spaces, and collaborative knowledge pools on emotional health practices. It will also provide a directory of local experts for in-person consultations.

Measure/Metrics: The impact of rhizomatic learning will be measured by the volume and quality of user-generated content, engagement rates within the community features, and the variety of contributions reflecting diverse experiences. Metrics will also include user feedback on the value of interactions and the practical application of advice or strategies gained from the community and experts.