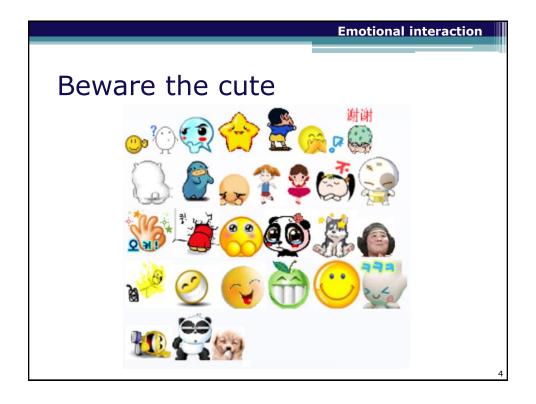
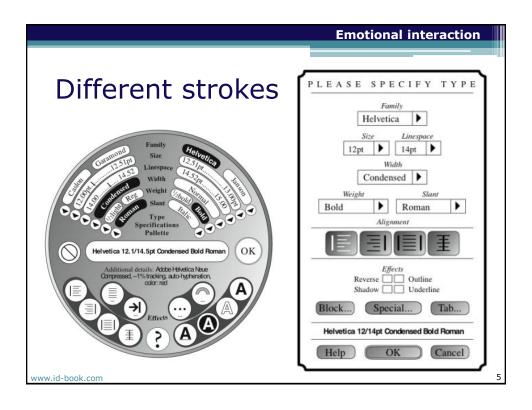
Chapter 5: Emotional Interaction

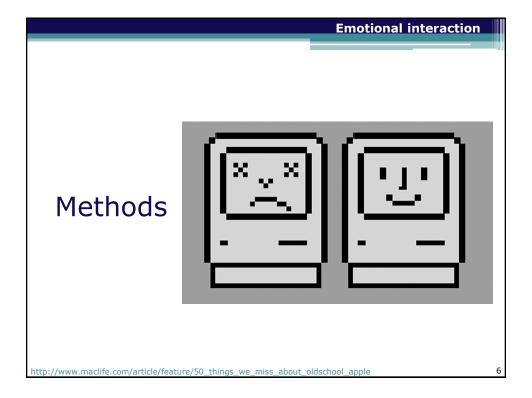
Anna Loparev Intro HCI 03/05/2013



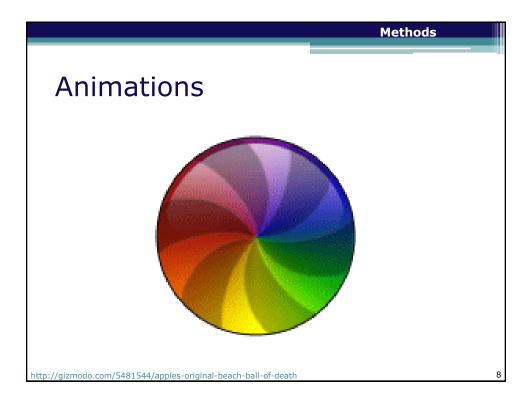






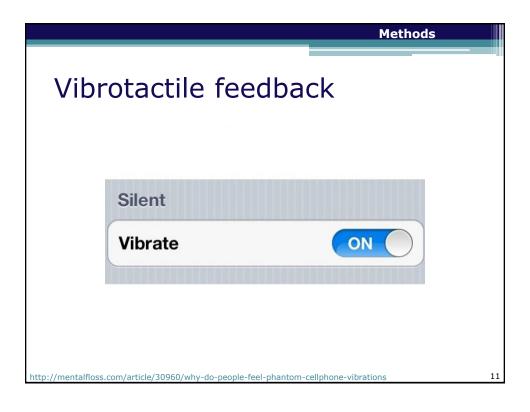




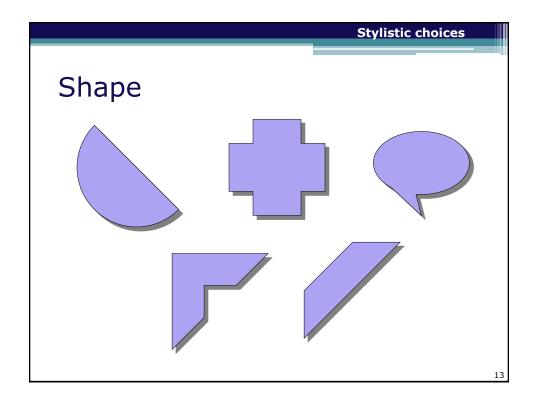


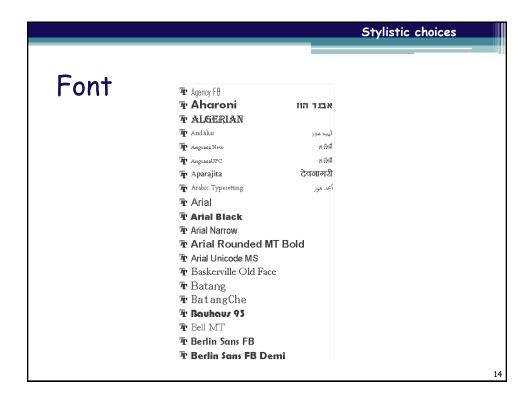


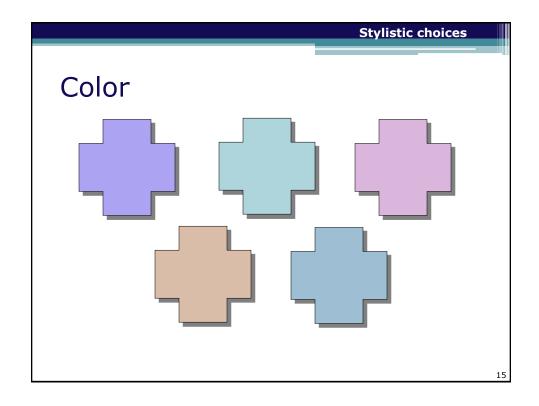


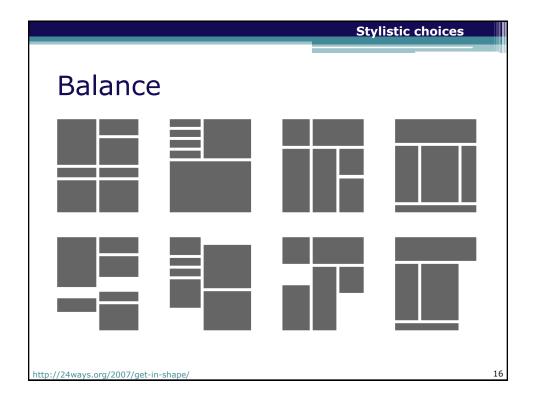


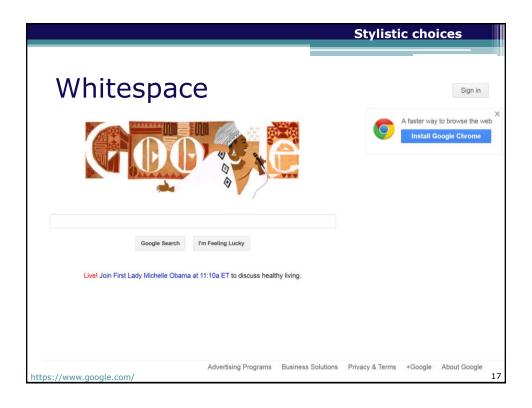


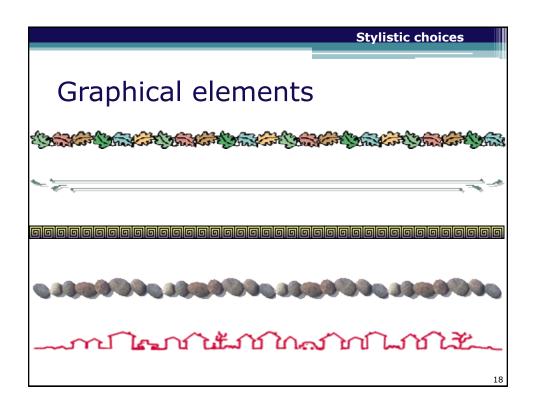


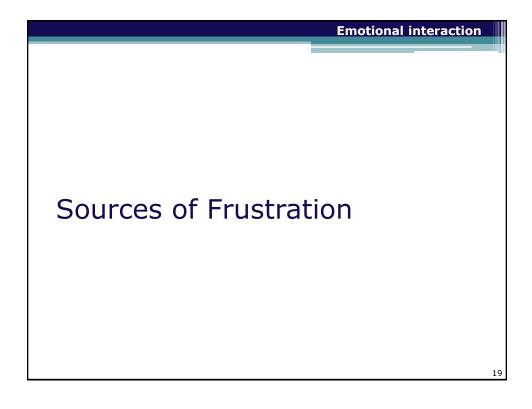


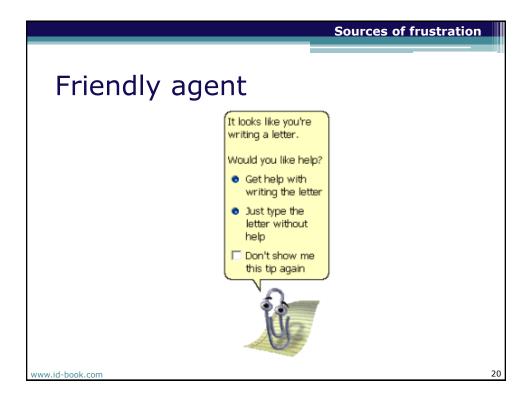


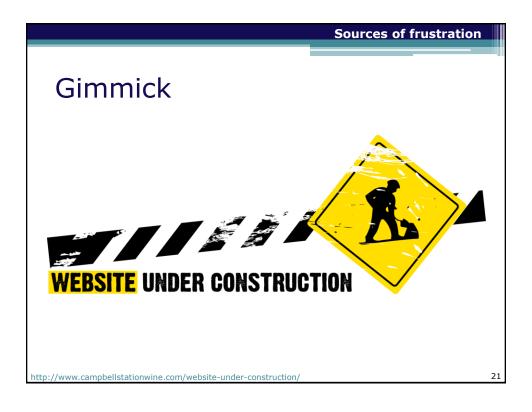




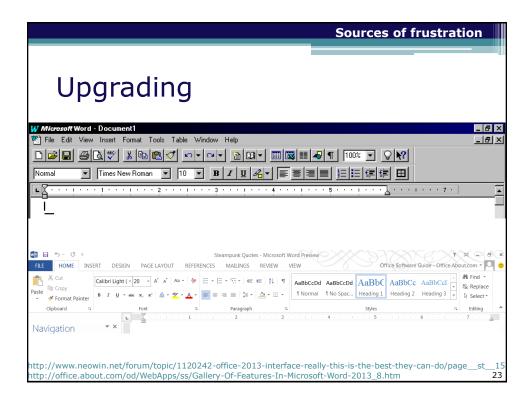


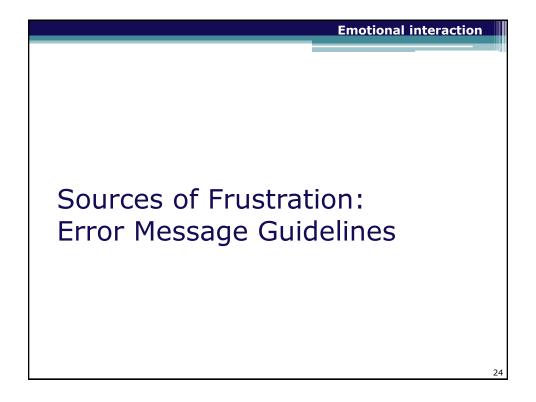


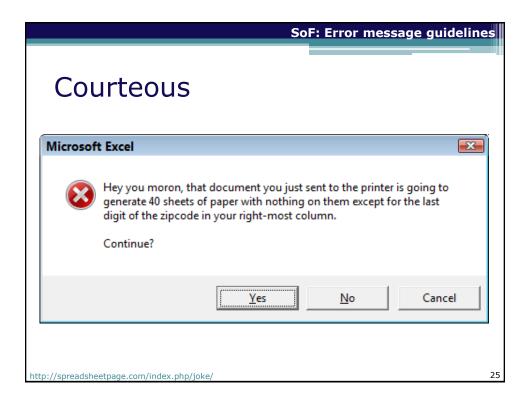


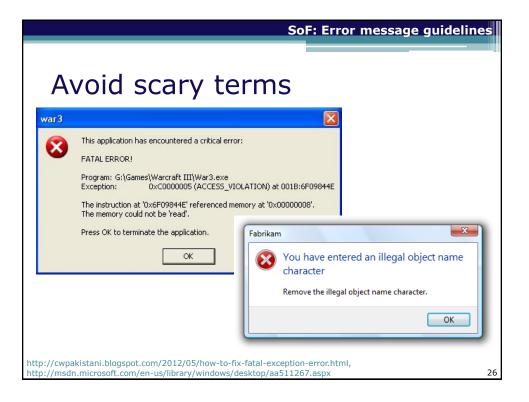


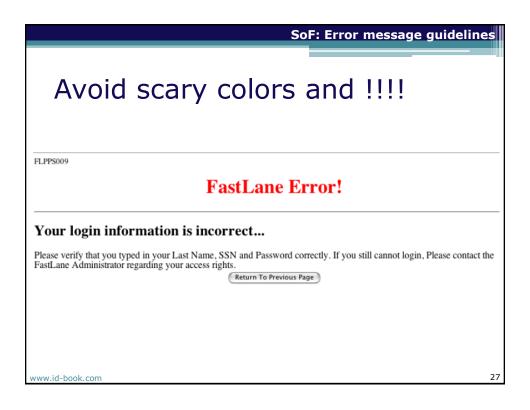


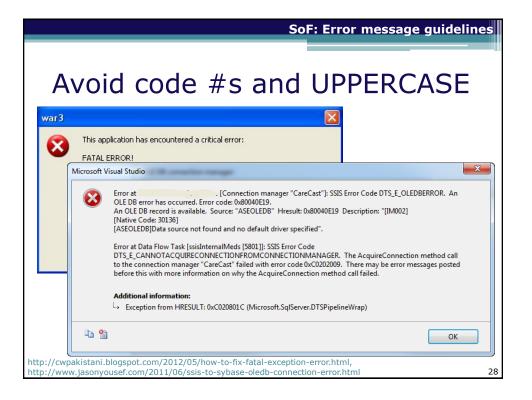


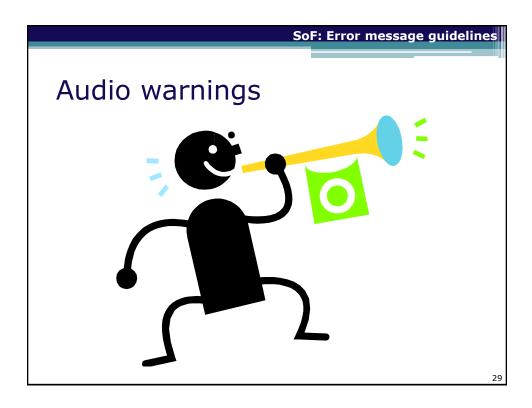




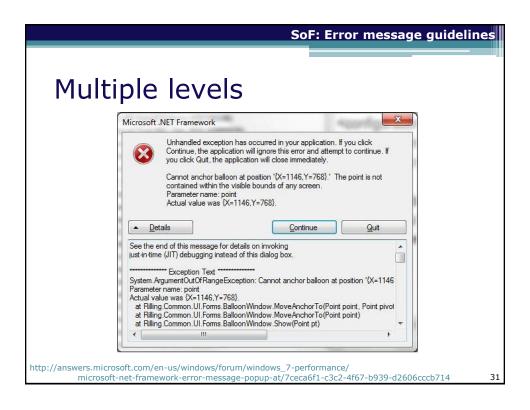




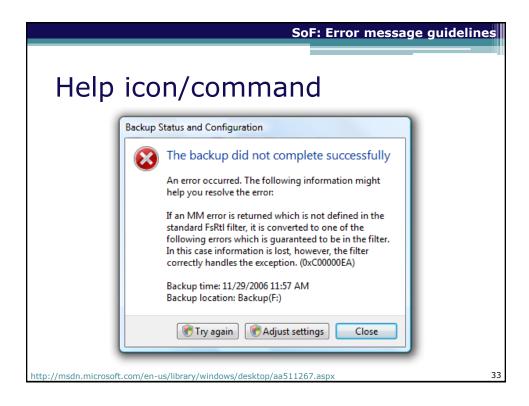


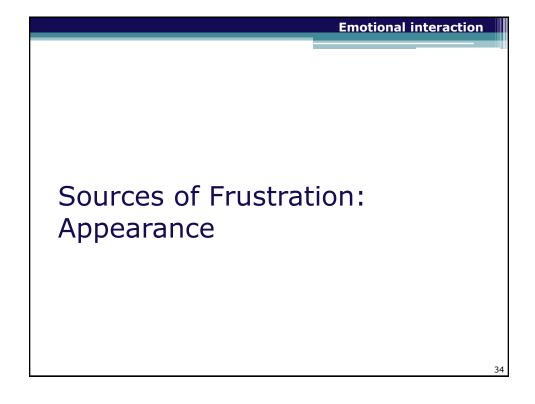


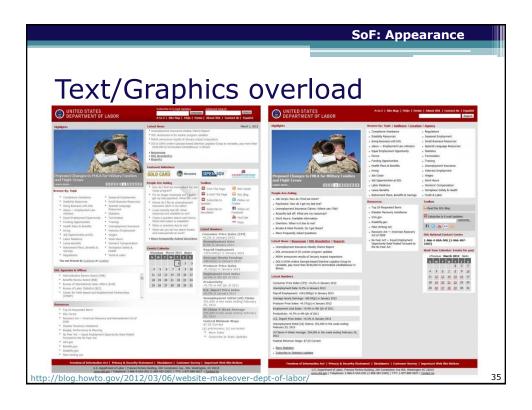


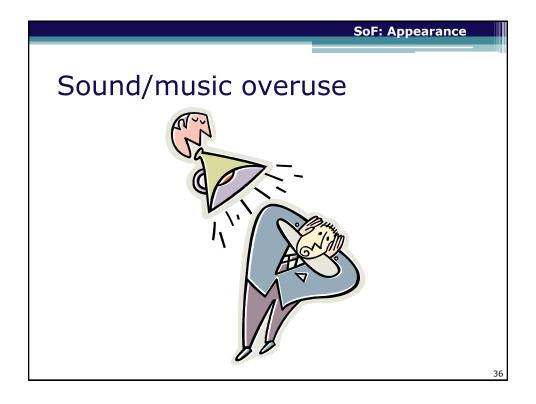


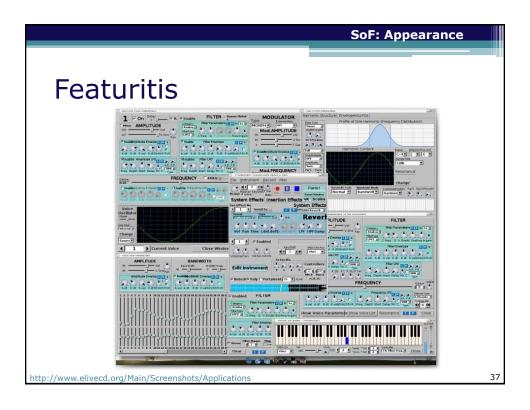








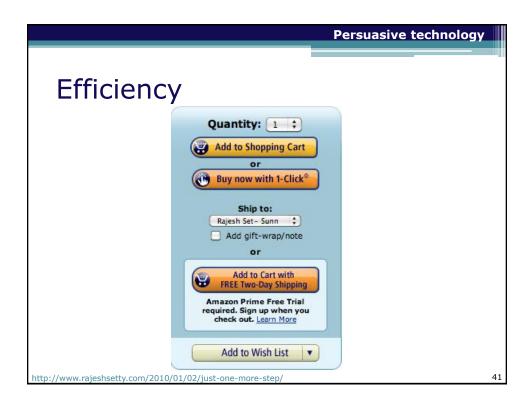






Examples Friendly agent Gimmick Waiting Upgrading Error message Appearance

Persuasive Technology

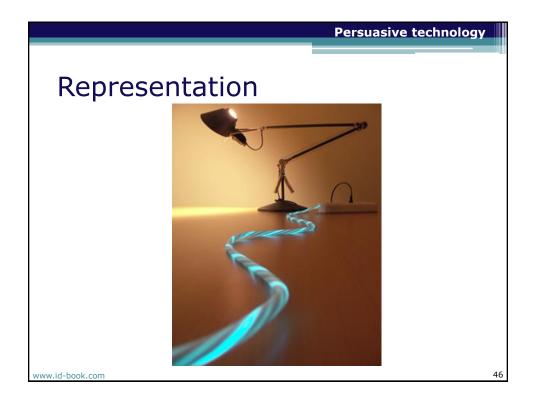






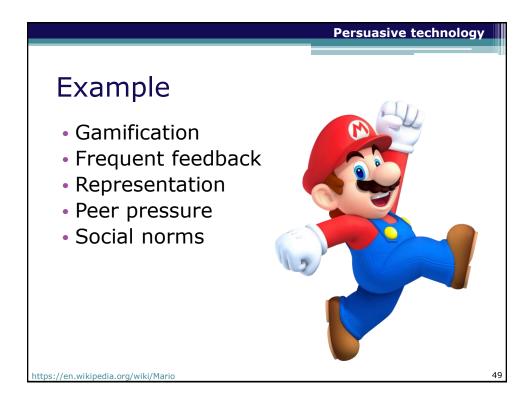




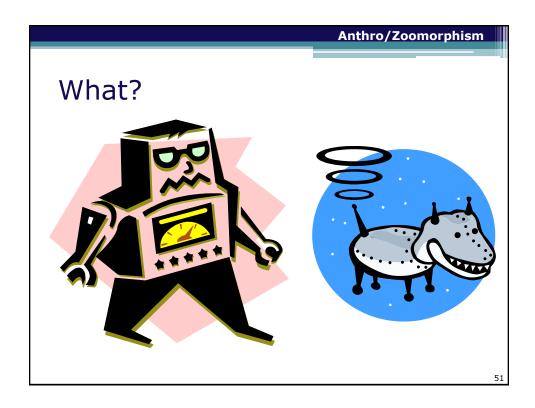


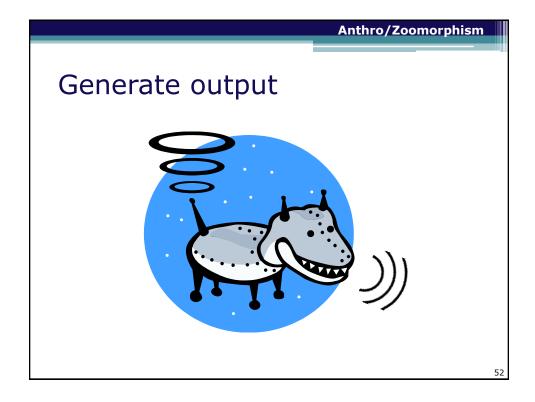


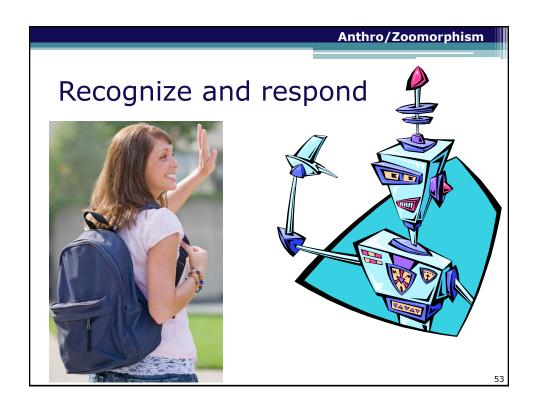




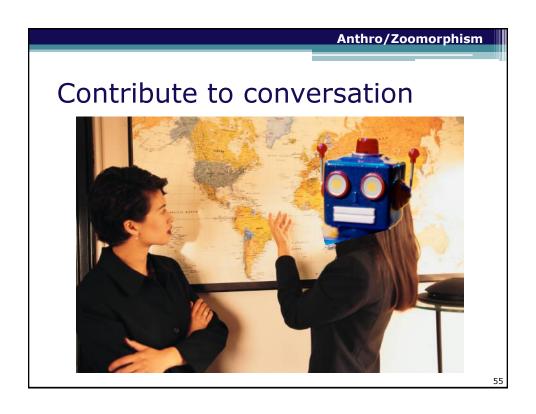
Anthropomorphism and Zoomorphism

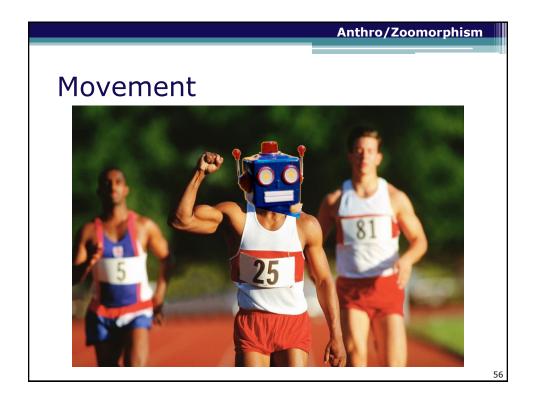


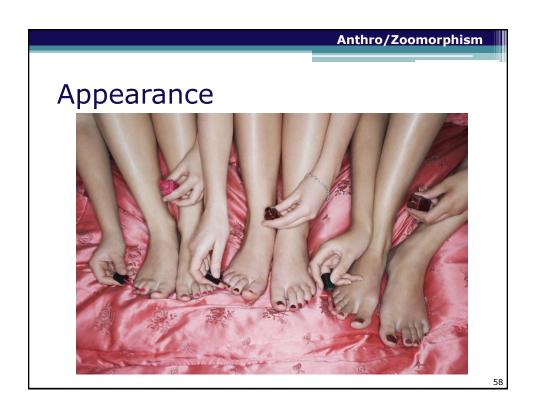


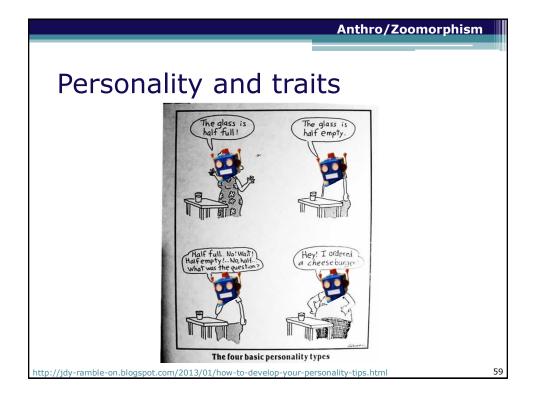








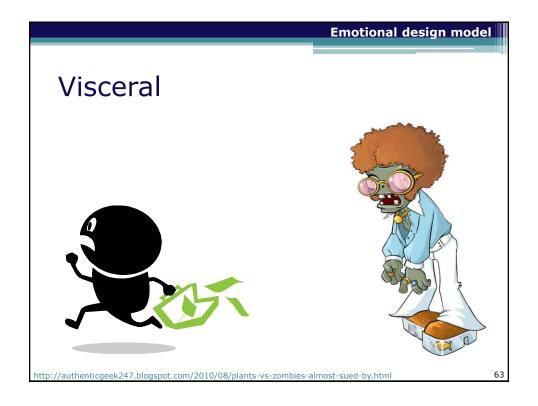




Example Recognize and respond Generate output Cope with convo Contribute to convo Movement Appearance Personality and traits

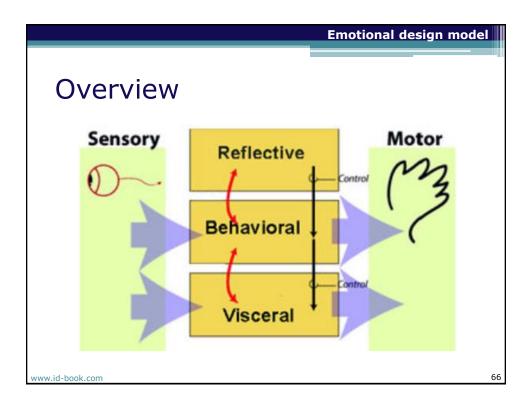
Models of Emotion

Models of Emotion: Emotional Design Model

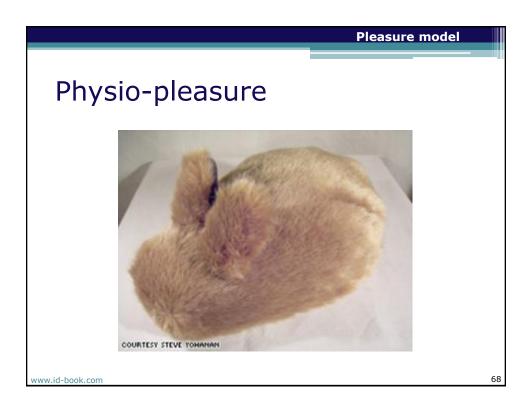


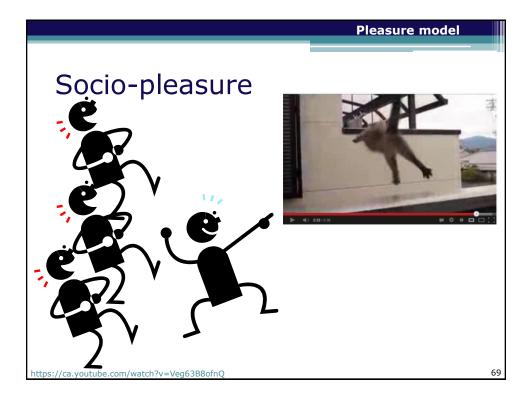


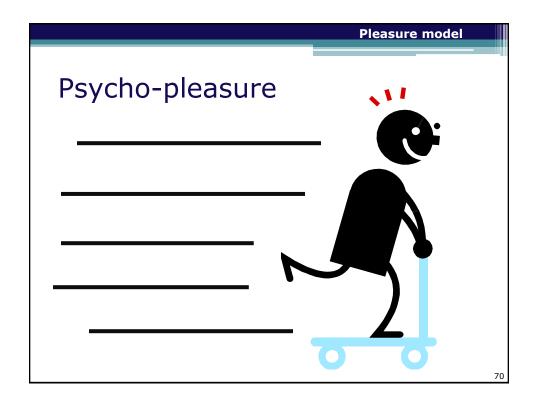




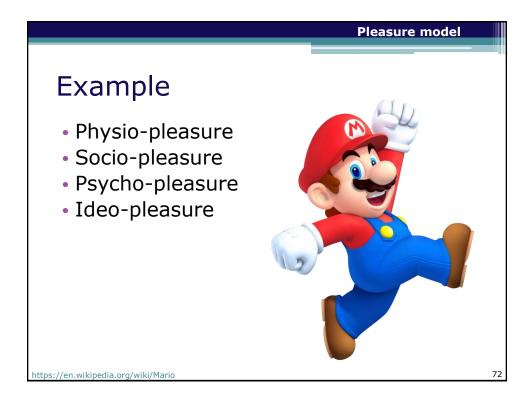
Models of Emotion: Pleasure Model







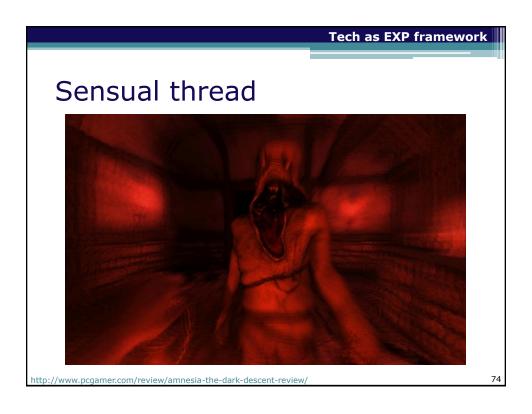




Models of emotion

Models of Emotion: Technology as Experience Framework

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