

EMOTIONS

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emotions

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the **abc** cards for emotions.

"Young children deal with many of the same emotions adults do. Children get angry, sad, frustrated, nervous, happy, or embarrassed..."

...but they do not have the words to talk about how they are feeling. Instead, they sometimes act out these emotions in very physical and inappropriate ways.”

- quote from the “Center of the Social and Emotional Foundations for Early Learning”

intro

Recognizing emotions is very important at a young age because children learn how to emote and express themselves through internal needs from external forces, and through observation.

intro

Thus, it is important to teach children at a young age so they can learn about what they are actually feeling, how to react to it and also have them express their feelings personally.

So how can we teach children more about emotions?

goals

- 1) teach children the emotions
- 2) teach them why is each emotion is important
- 3) have children be able to express themselves

mediums

Because of the wide variety of mediums we can work with in this project, we are have the opportunity to target our goals in each medium and make our project as immersive as possible.

goals + mediums

- 1) teach children the emotions **flashcards**
- 2) teach them why is each emotion is important **AR Experience**
- 3) have children be able to express themselves **iPad**

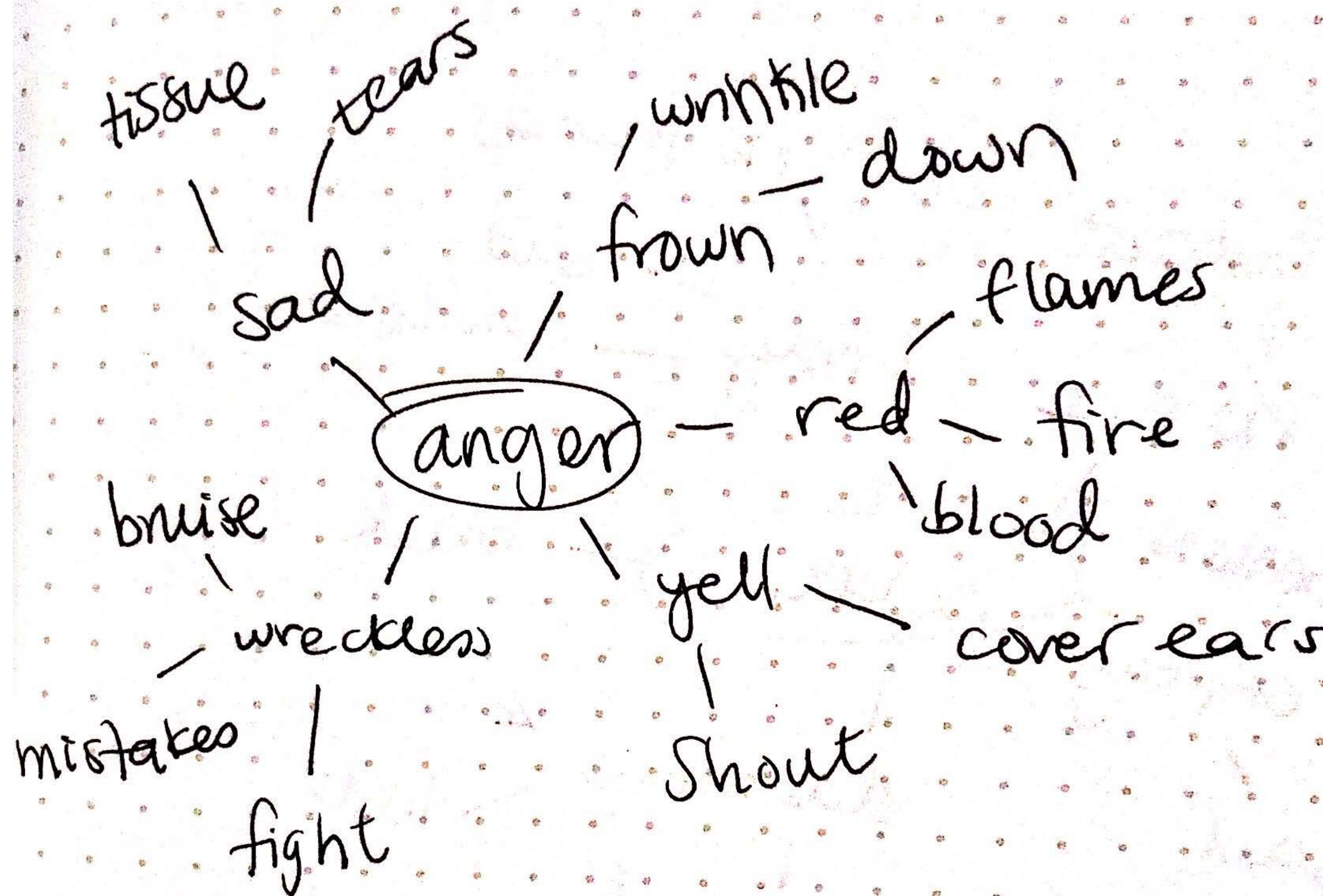
my words

anger

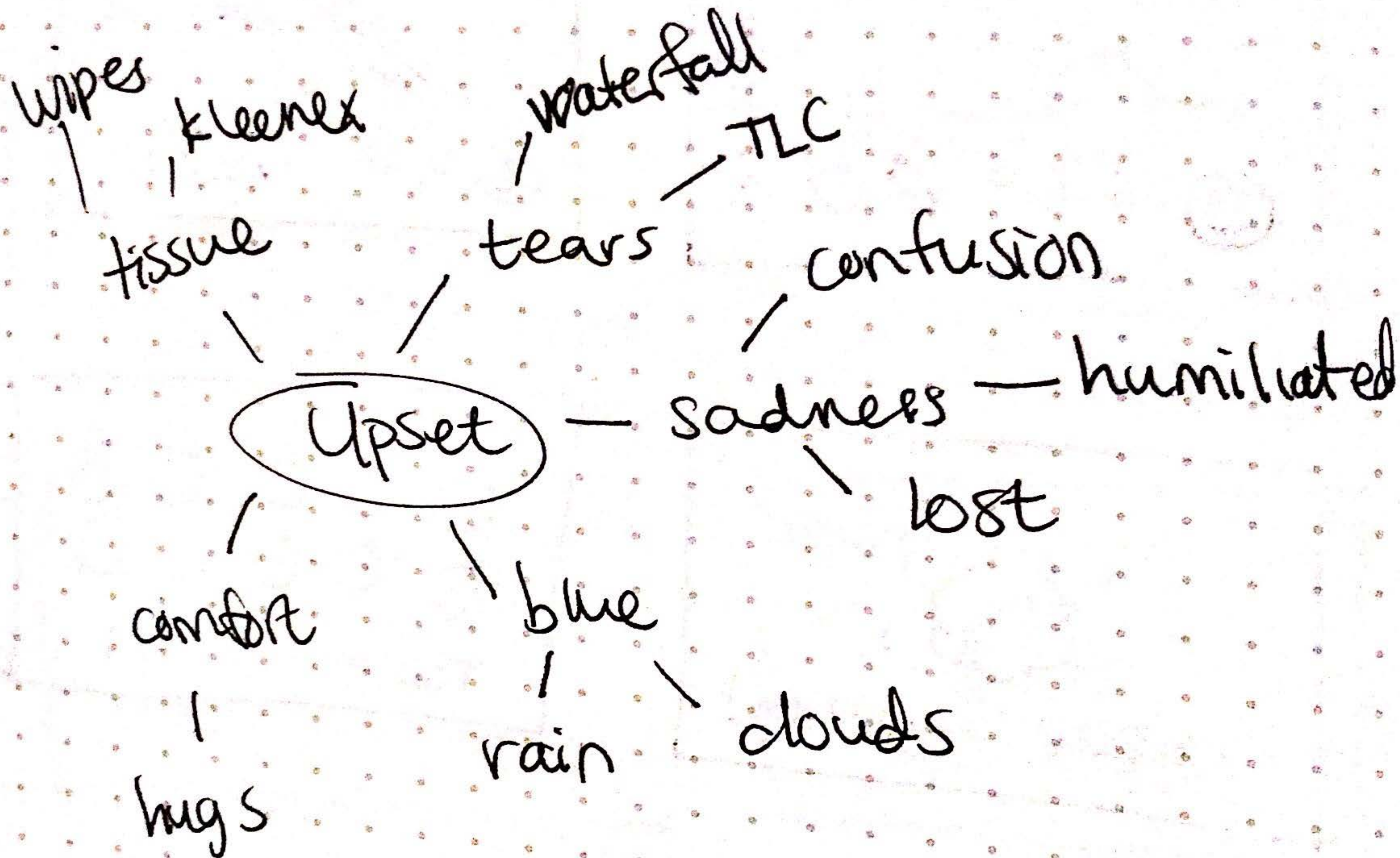
upset

isolation

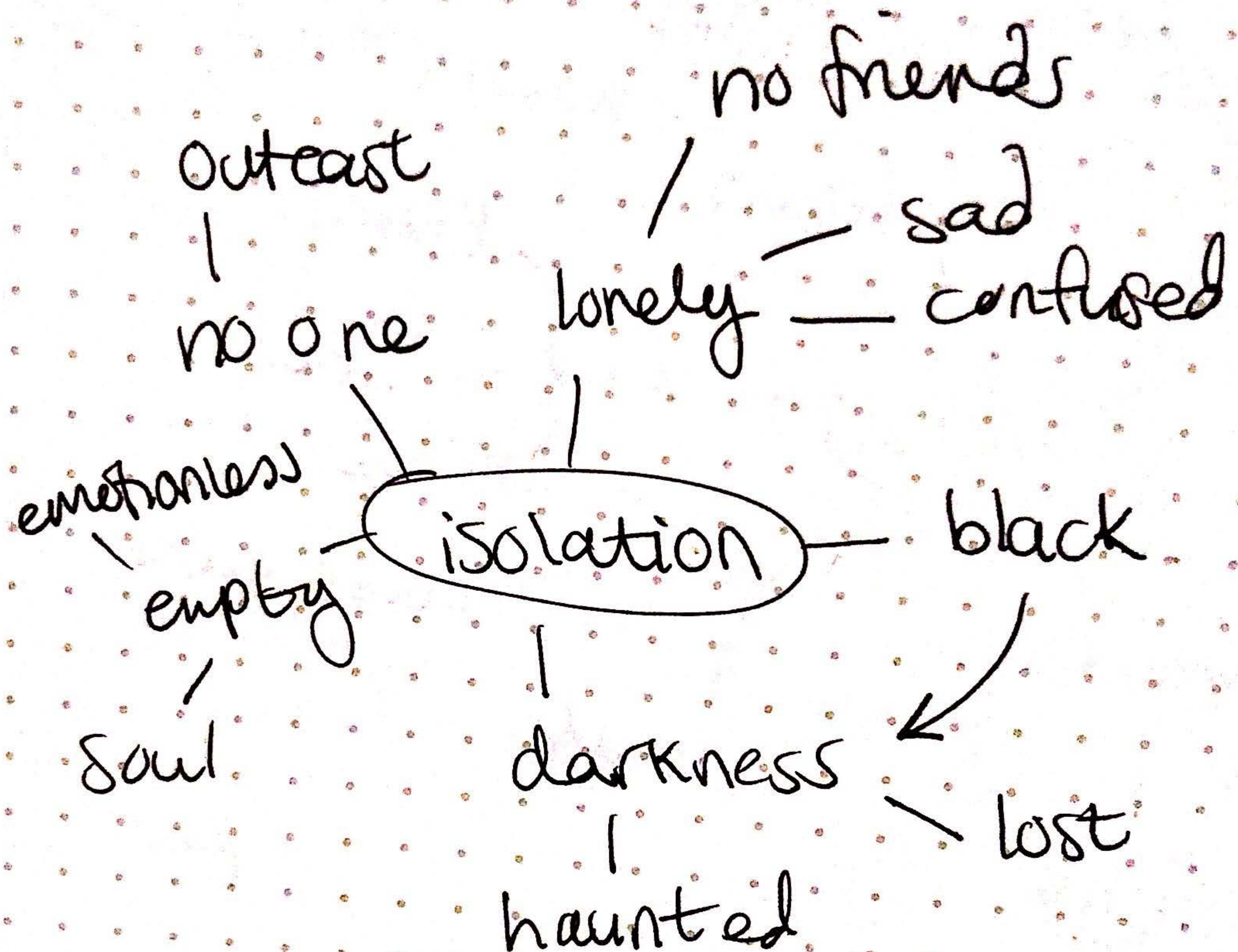
anger



upset



isolation



visual
directions

muted zen.

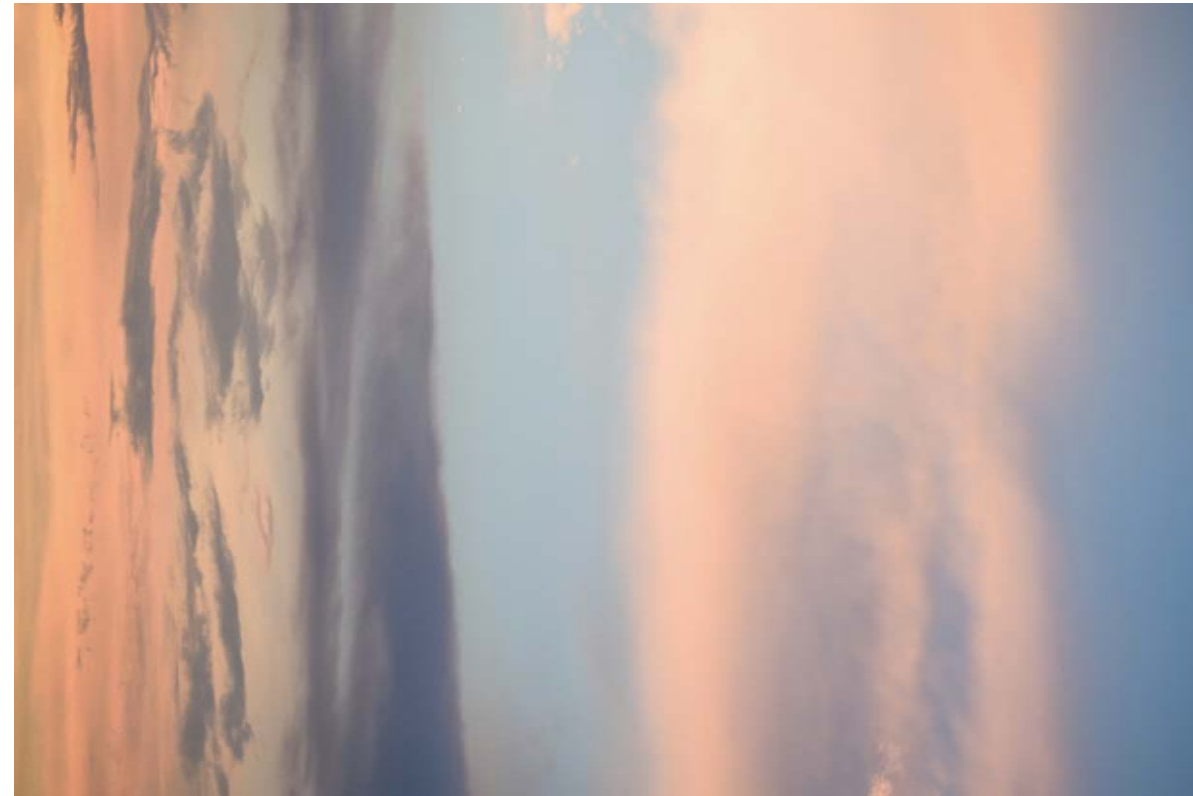
visual direction 1

muted zen – analysis

With this direction, I wanted to introduce a playful and muted approach to introduce the concept and visuals of emotions to children lightly. This would also play well because it would not use colors as bias for the representation of emotions. Lastly, it would allow for a more accessible canvas for the children to express themselves on.

mood

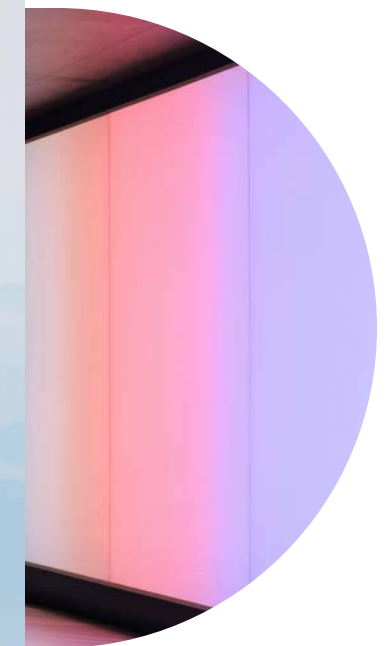
light



delight



airy



balance



peace



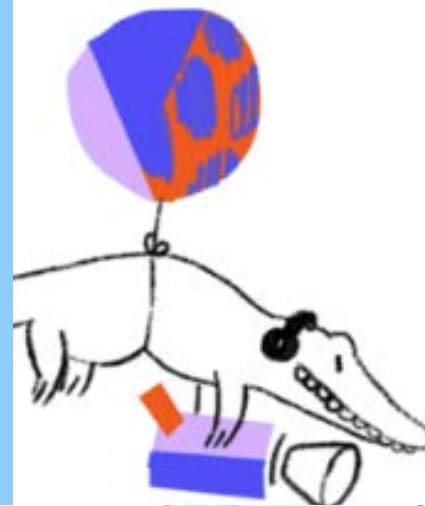
dream

inspiration

muted



strokes

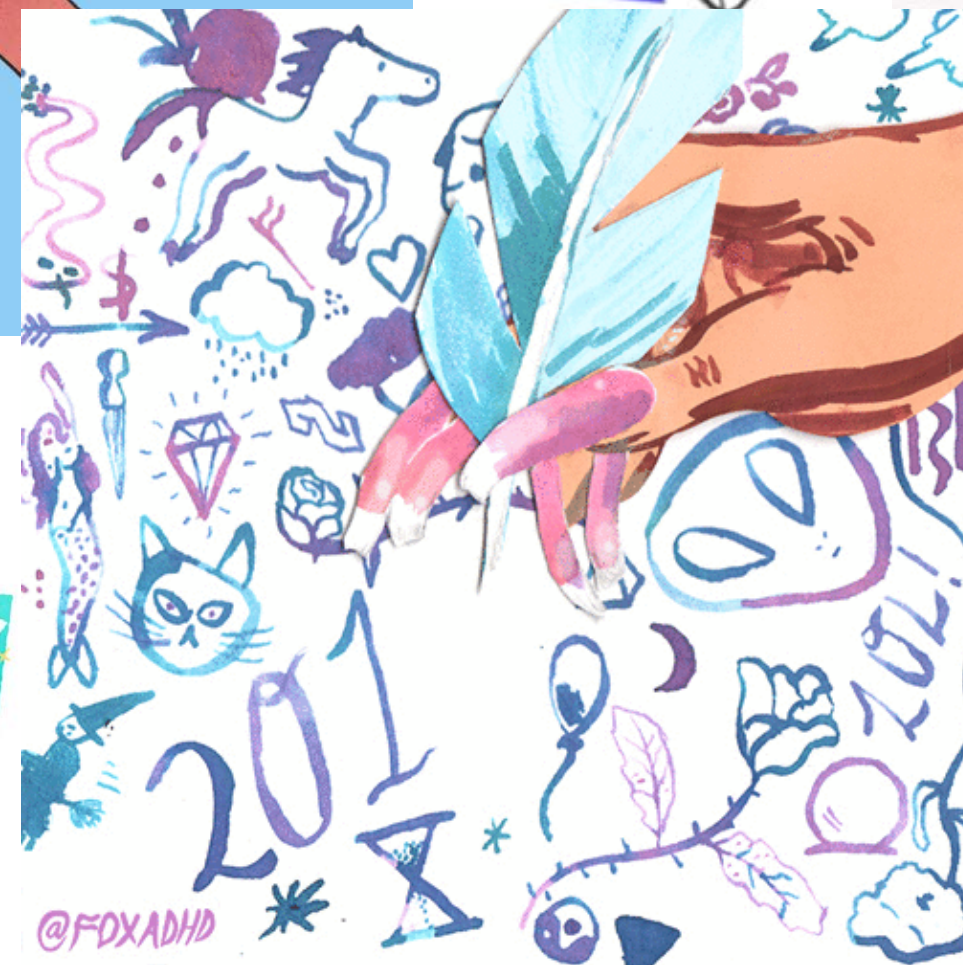


outline drawing

MONOCLE



characters



watercolor fills

style guide

Card - 5x7inch Ratio

90pt drop cap, 33pt word, 24pt body copy



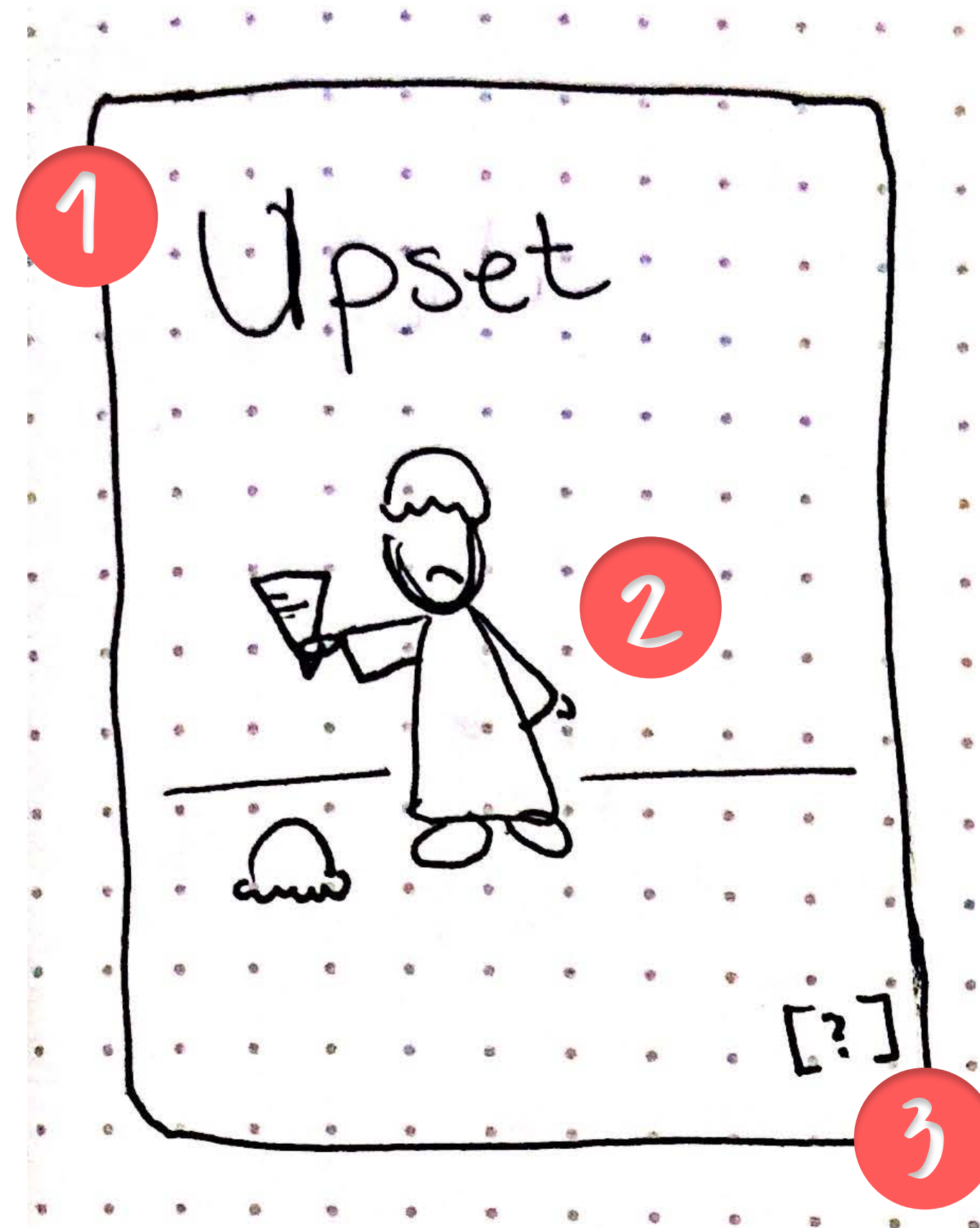
Mansalva - Regular

Short Stack - Regular



sketches +
storyboard

flashcard - learn



front of card

1

The word will appear on top with a 90pt drop cap and 33pt copy

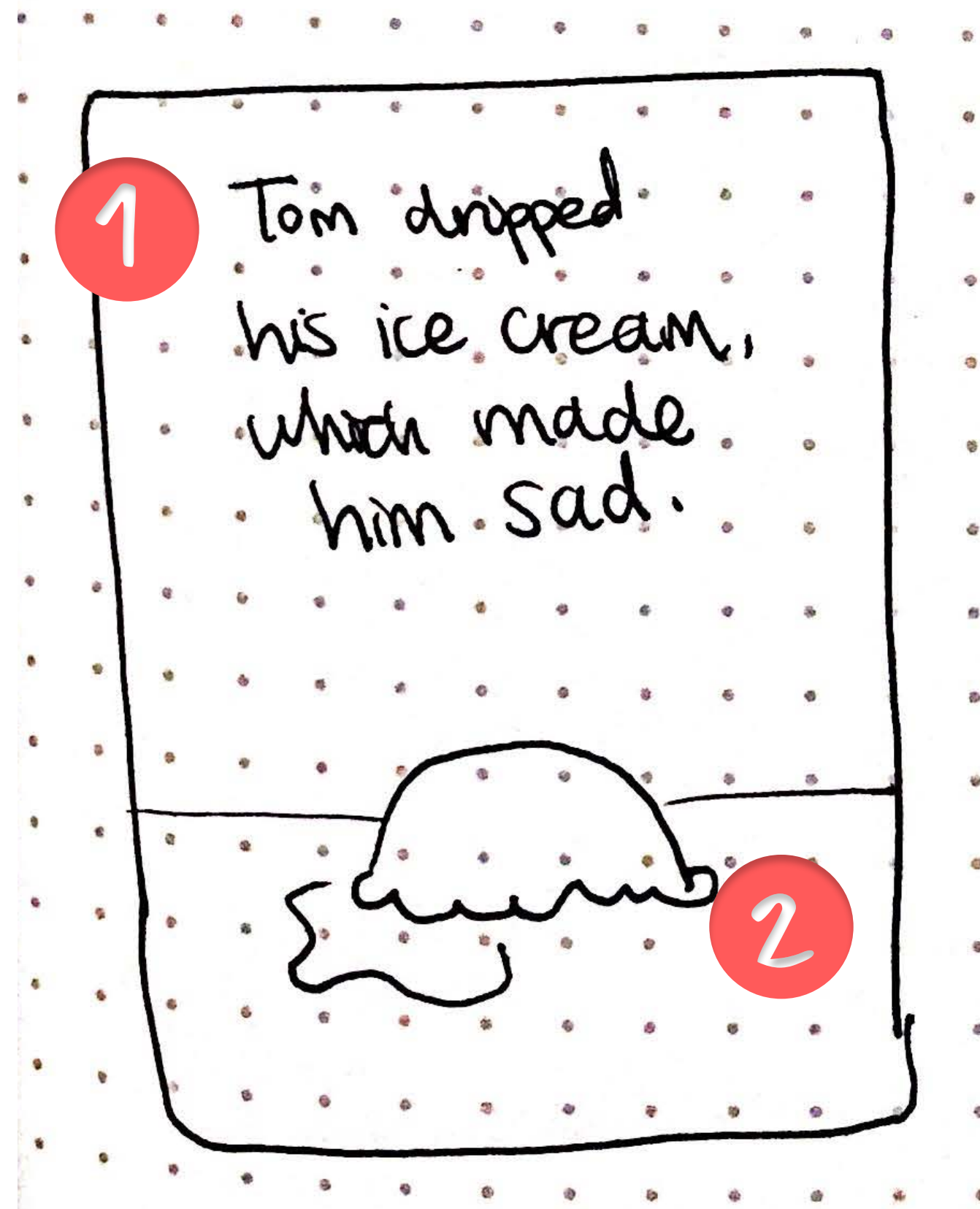
2

The card will show an illustration that represents the emotion. For example, if the word is upset, we will make the illustration relatable to children and tell a story of a kid dropping his ice cream

3

An AR logo would appear in the bottom right. The point of this is to find out how the story of the emotion gets resolved/why it is important to go through it

flashcard - learn



back of card

1

The back will describe what the emotion is in a story format that relates to story being told in the front of the card

2

The illustration will also be a continuation of the story in the front of the card

flashcard 10-f

ANGER



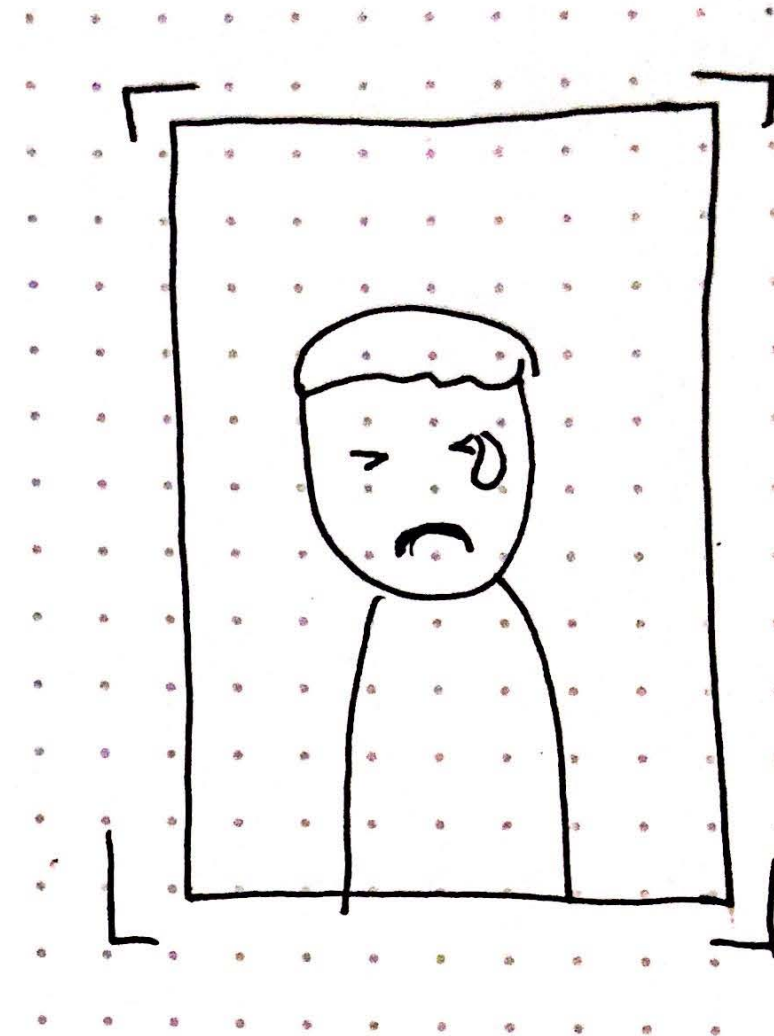
Tim was angry
which made him hangry
But he realized,
He had to cool down.



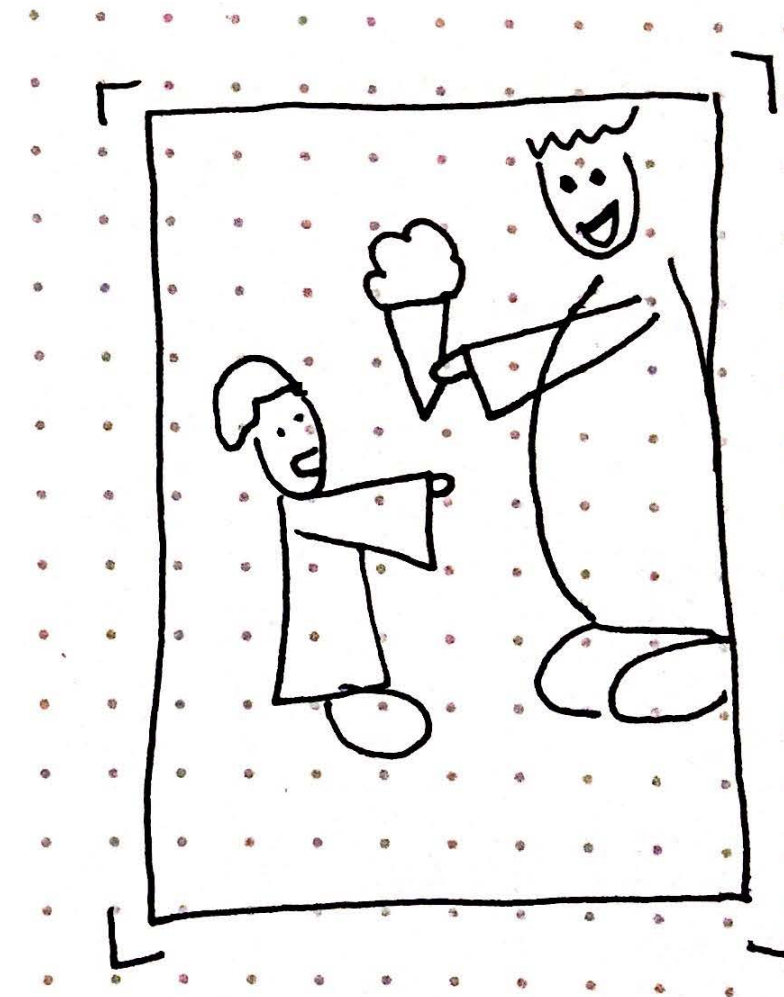
AR experience (story board + sketches) - importance



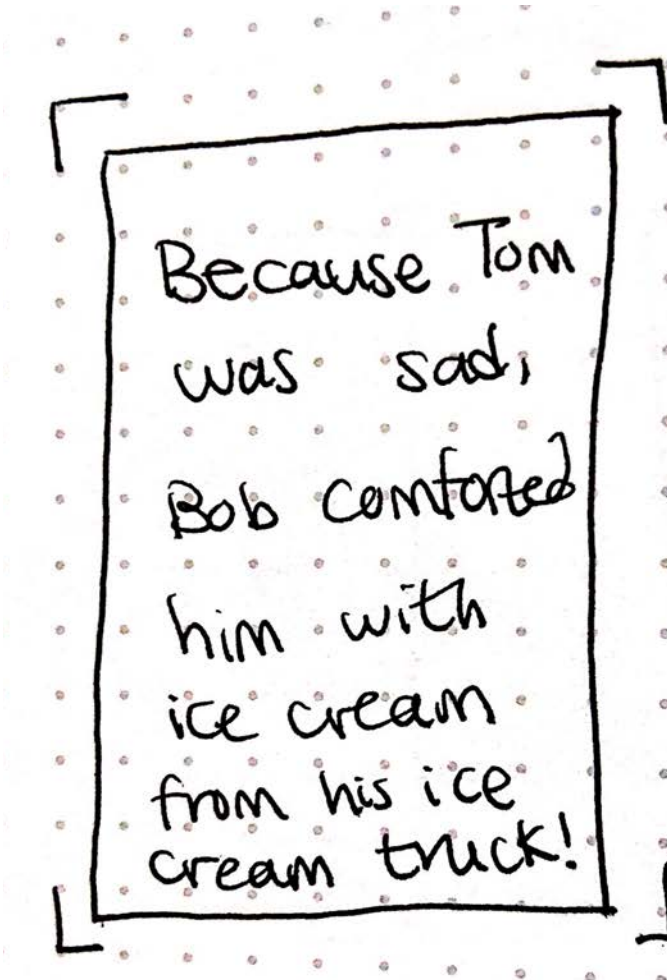
On the card, the user can use their phone to scan the card to start the AR experience to watch why the emotion is important



Now that the user is in the AR experience, he/she can now go through the story mode of why the emotion is important. In this case, the character is upset because he dropped his ice cream



The story continues to towards the resolution. In this case, it is important to feel sad because it opens up the person to compassion and comfort from others. Here, we see the character receiving another ice cream from the ice cream man.



To wrap up the AR experience, it will give a basic summary of the story and tell the user in words why the emotion is important to go through.

iPad - express

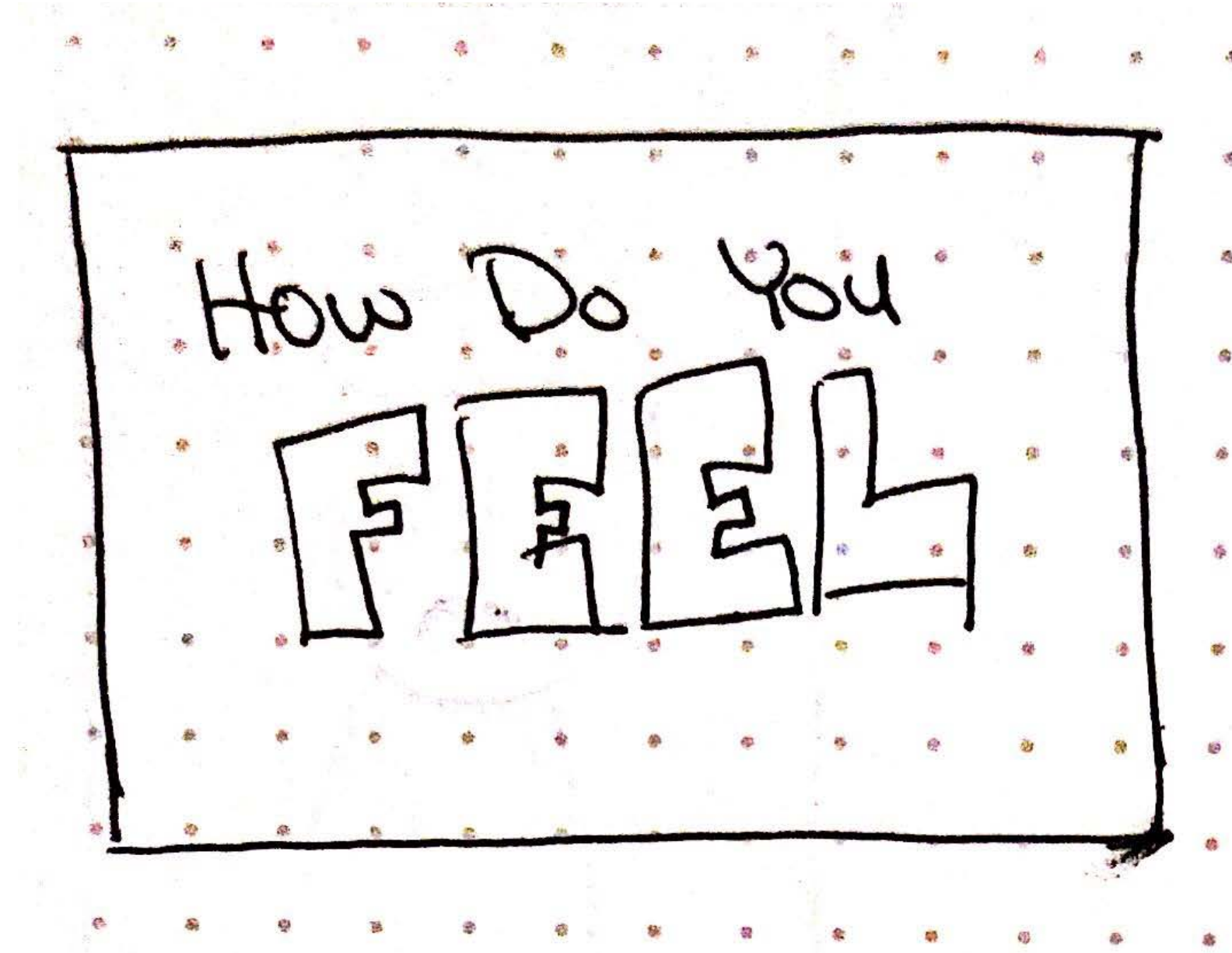
We are still planning out what we want for the iPad experience. We agree that it should have an interactive experience for children to play, express and interact with the emotions at hand with simple abstracted interactions.

iPad – *express*

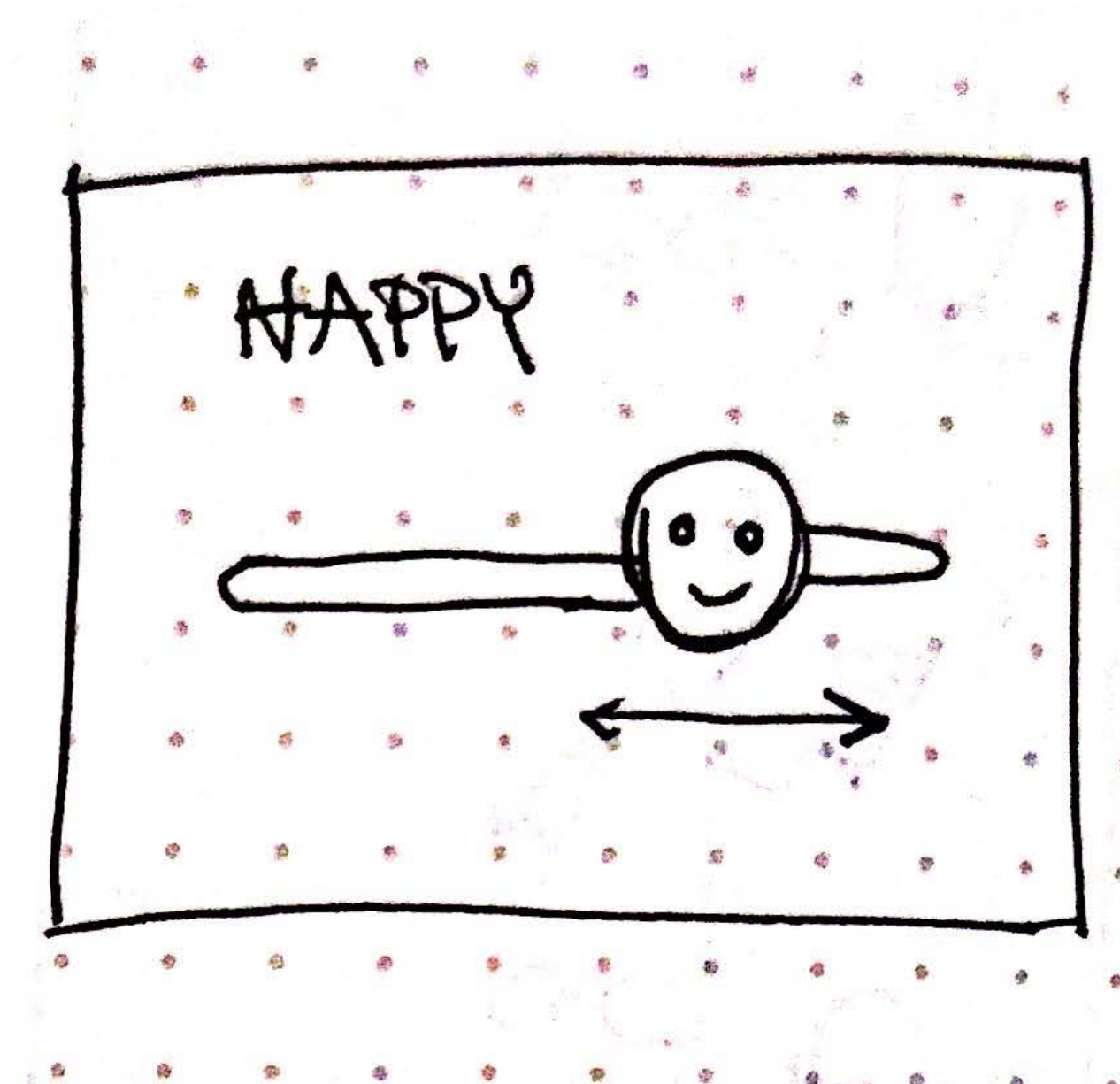
Some ideas

- 1) draw/color
- 2) animate
- 3) give them ability to express how they feel
- 4) fun, understandable interactions (taps, sliders, swipe etc.)

iPad (story board + sketches) – *express*

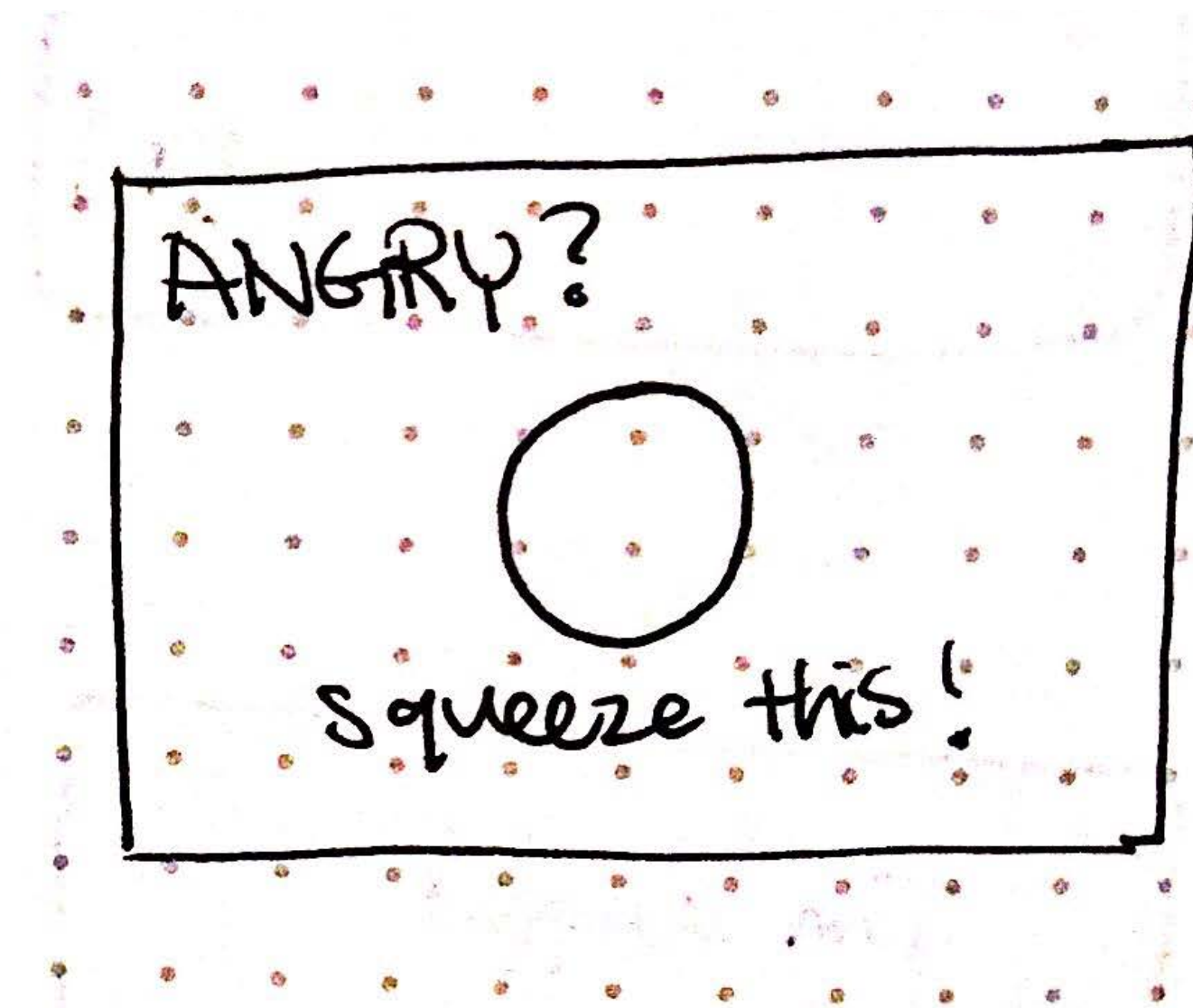


On the iPad experience, it is important to have the children express themselves. Thus, our idea is to offer them outlets to learn, release and express.

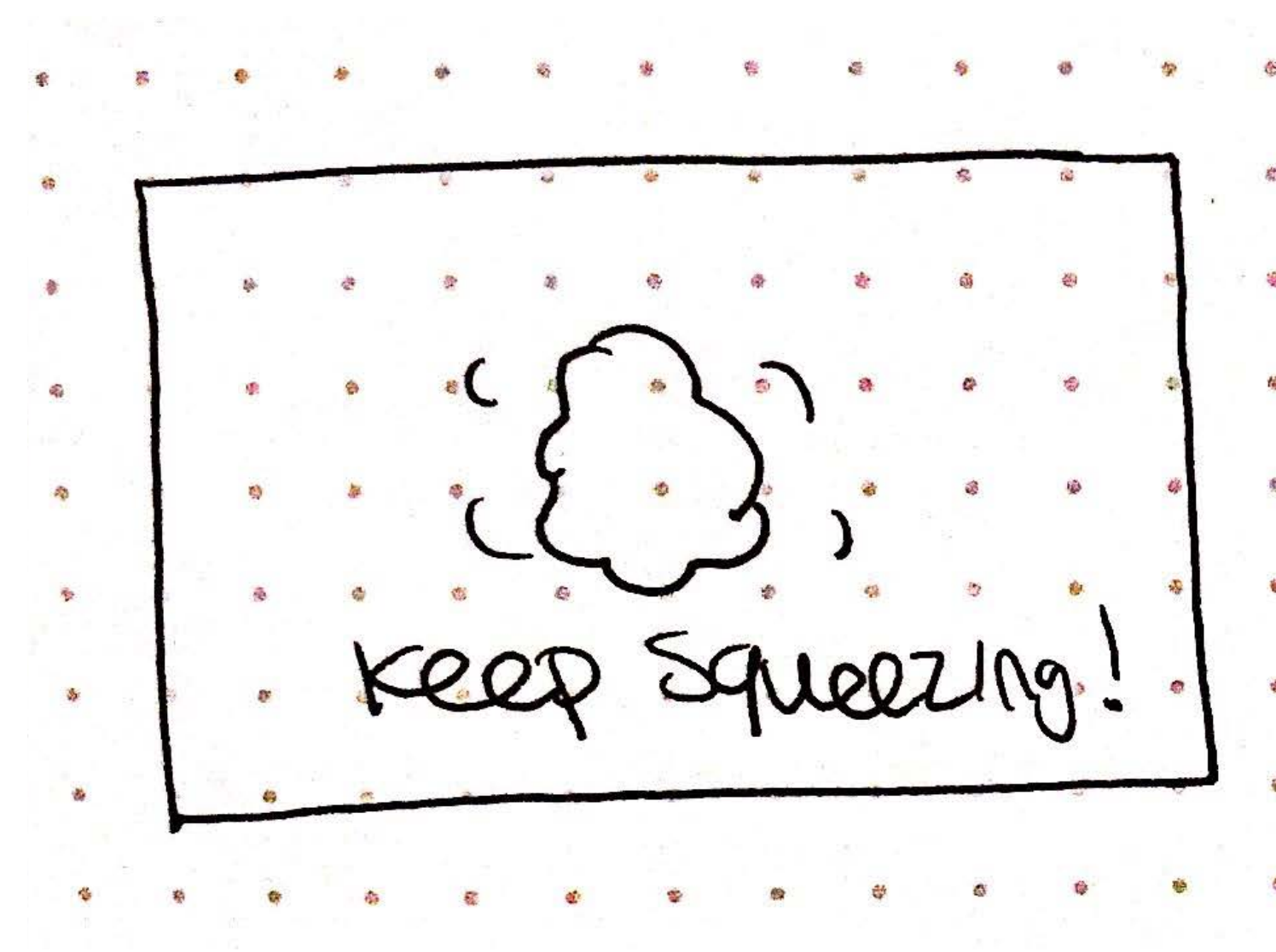


Thinking of ways to utilize known interactions to simple ways to represent the emotion.

iPad (story board + sketches) - *express*

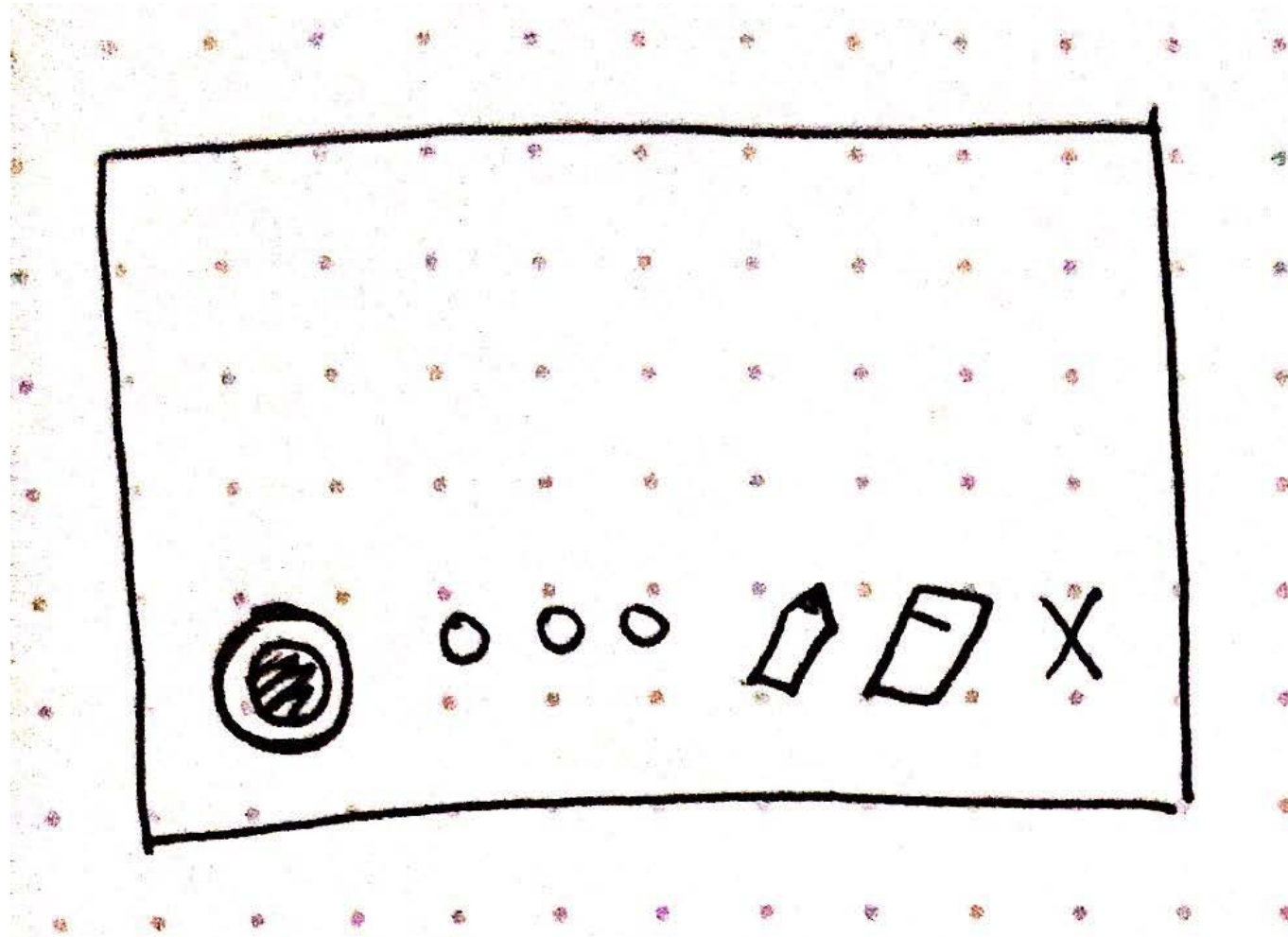


Another possible interaction for another emotion is to use tap and hold. In this case, it would be a good outlet for an emotion like anger.

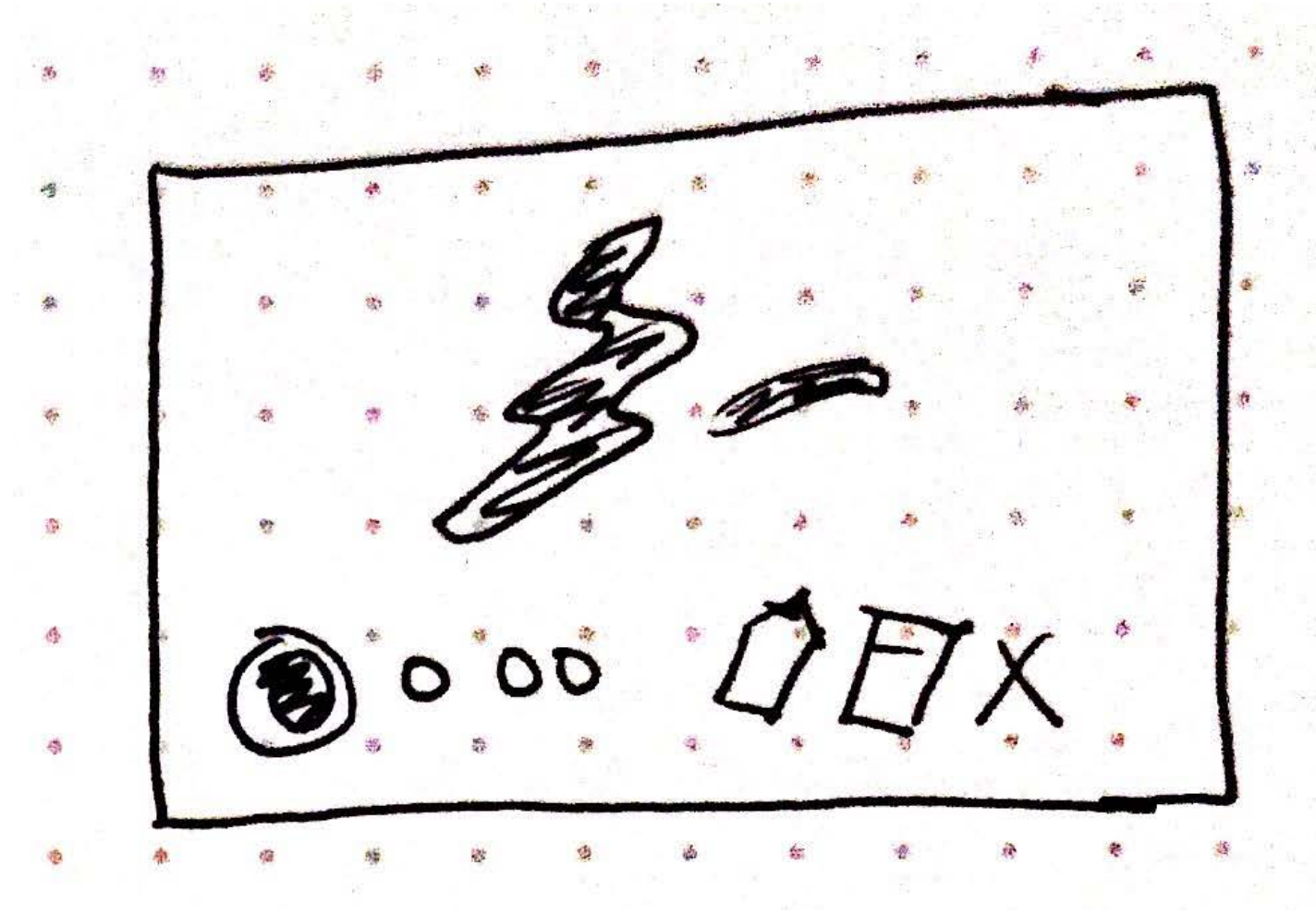


If you keep tapping or holding, perhaps there can be sound cues, more animation and other forms of feedback to help the user with the emotion.

iPad (story board + sketches) – *express*



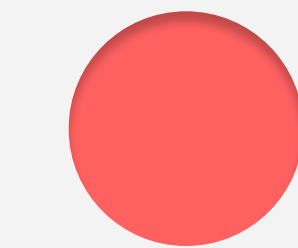
We could provide a canvas for children to draw and express themselves.



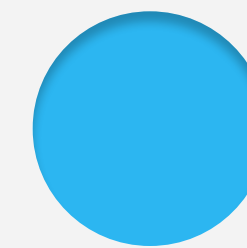
Perhaps we could have them export their drawings and we could mesh different renderings of that emotion from all children using the app to create an abstract representation of the emotion.

iPad lo-fi

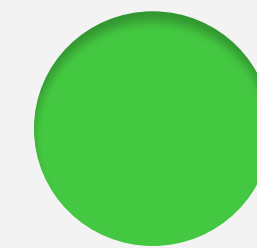
How do you
FEEL?



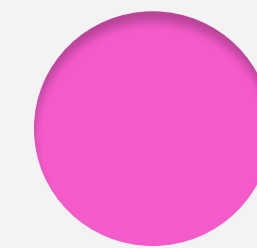
embarrassed



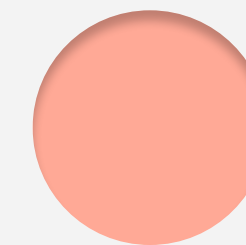
upset



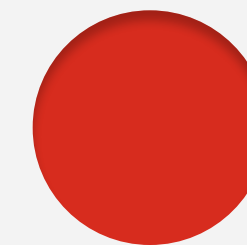
disgust



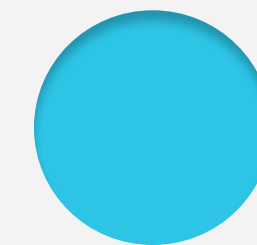
love



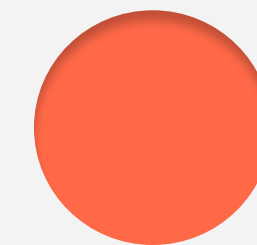
hungry



angry



alone



eager

Interactive Planning



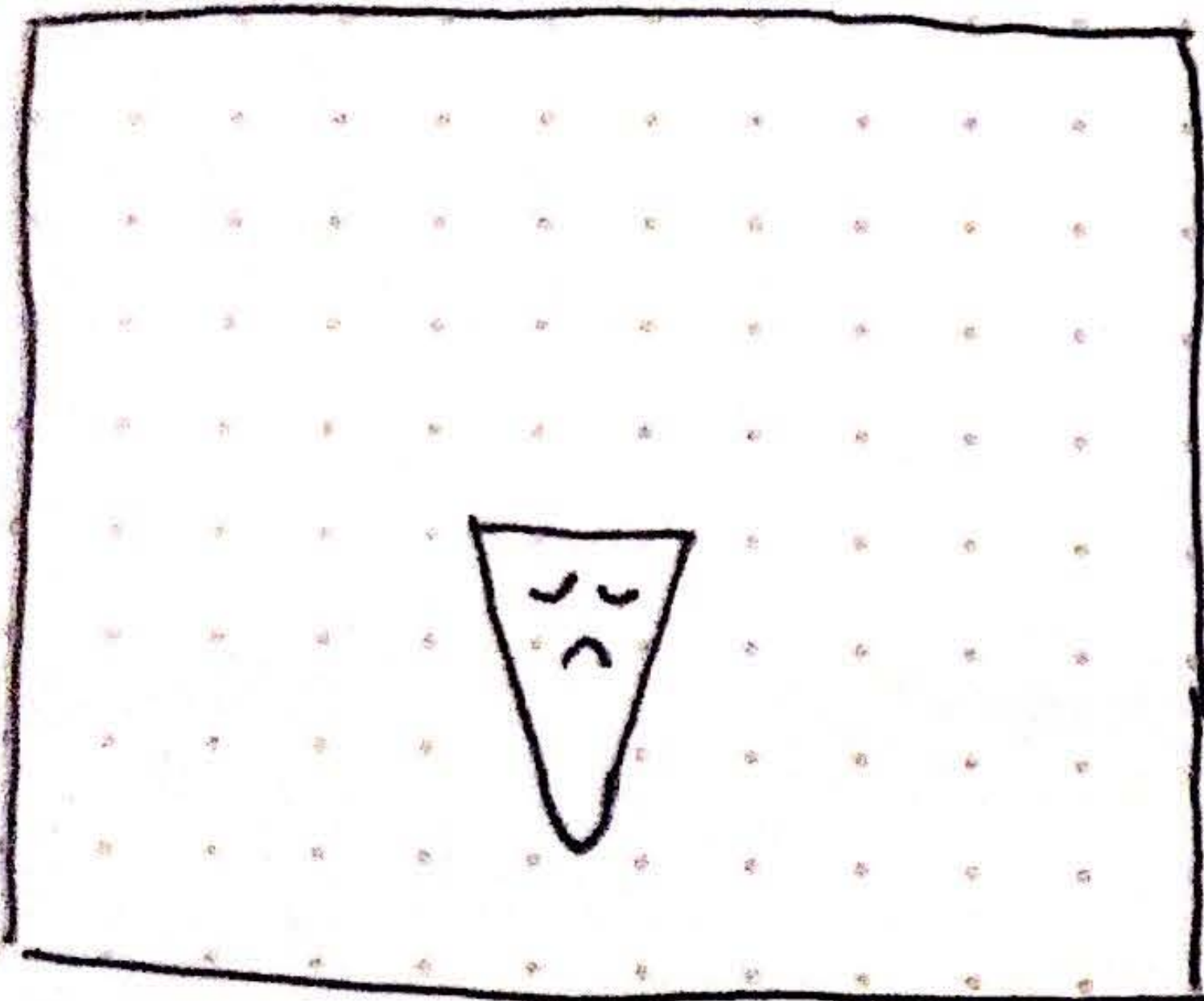
Upset



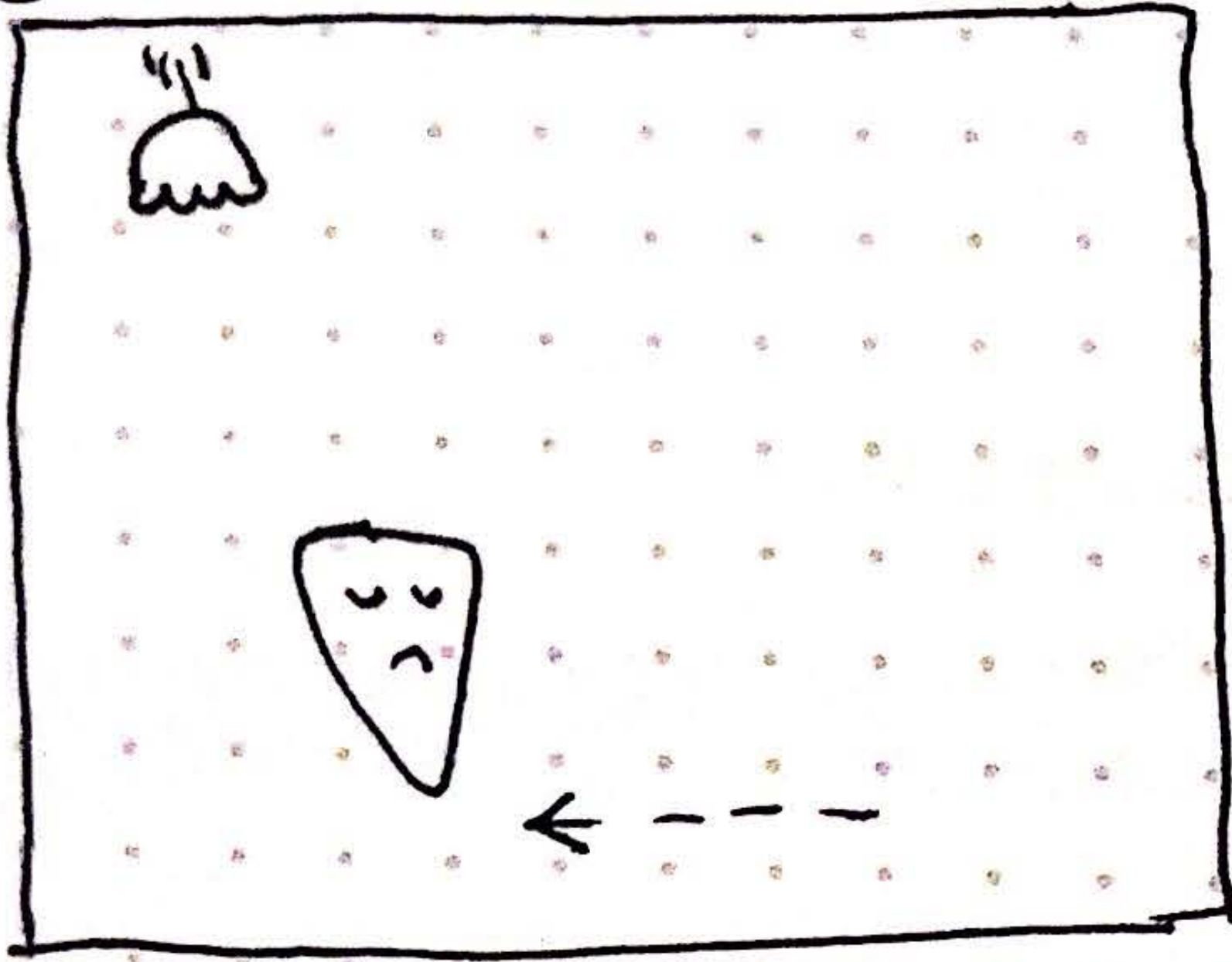
Premise

Malone the Cone dropped their ice cream and has been really upset about it. To make them feel better, swipe Malone left and right to catch more ice cream! The more you help Malone stack ice creams, the better they feel!

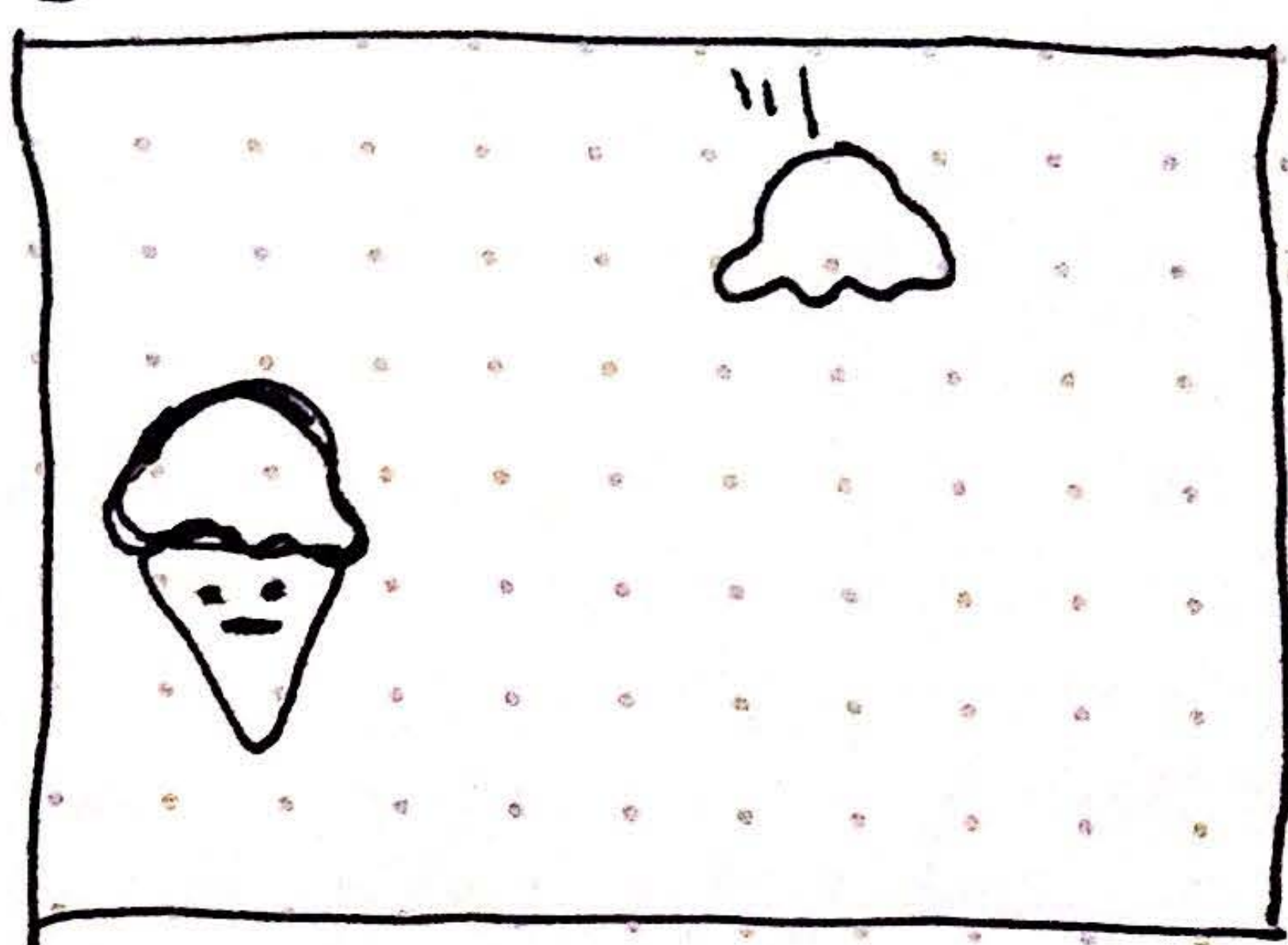
1



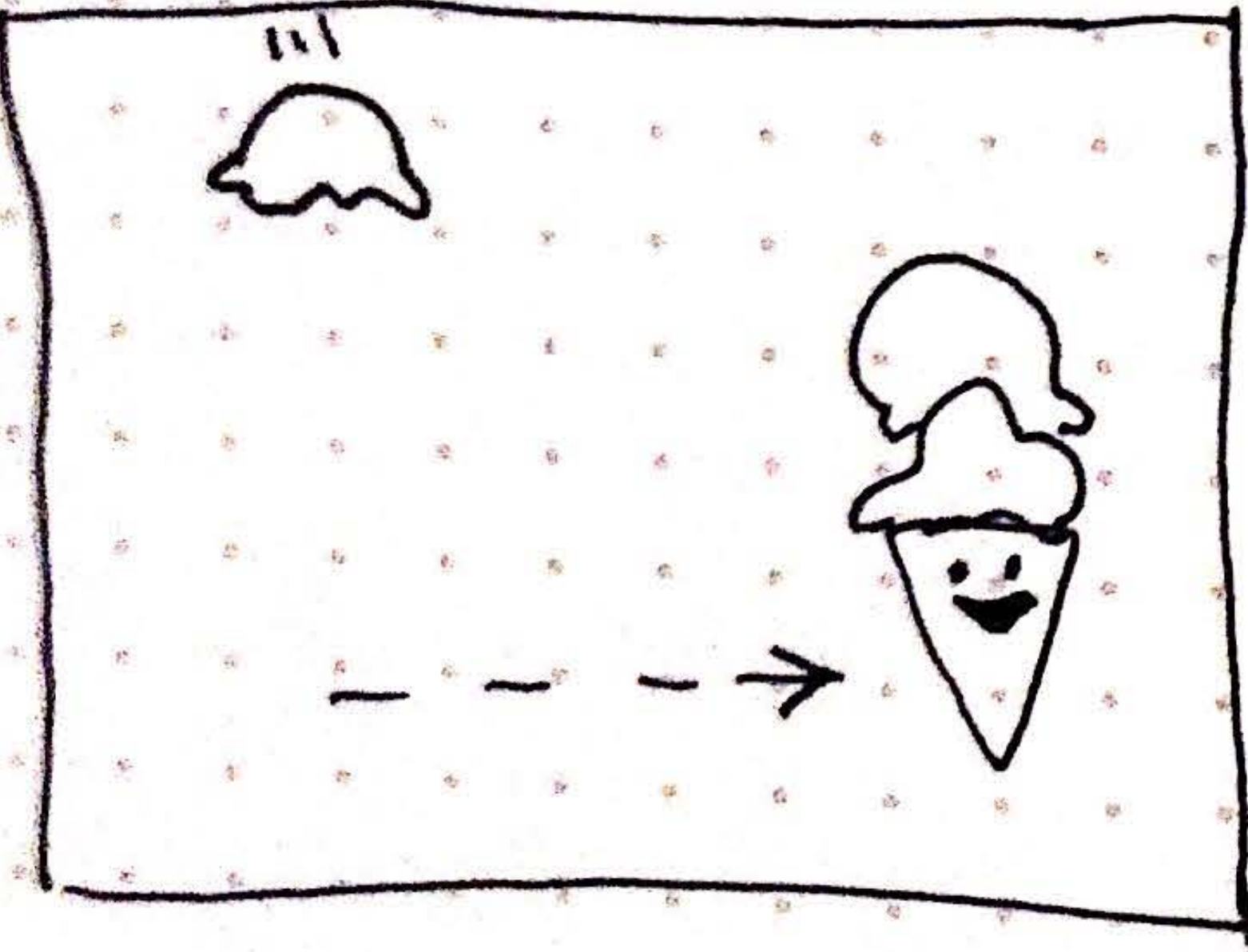
2



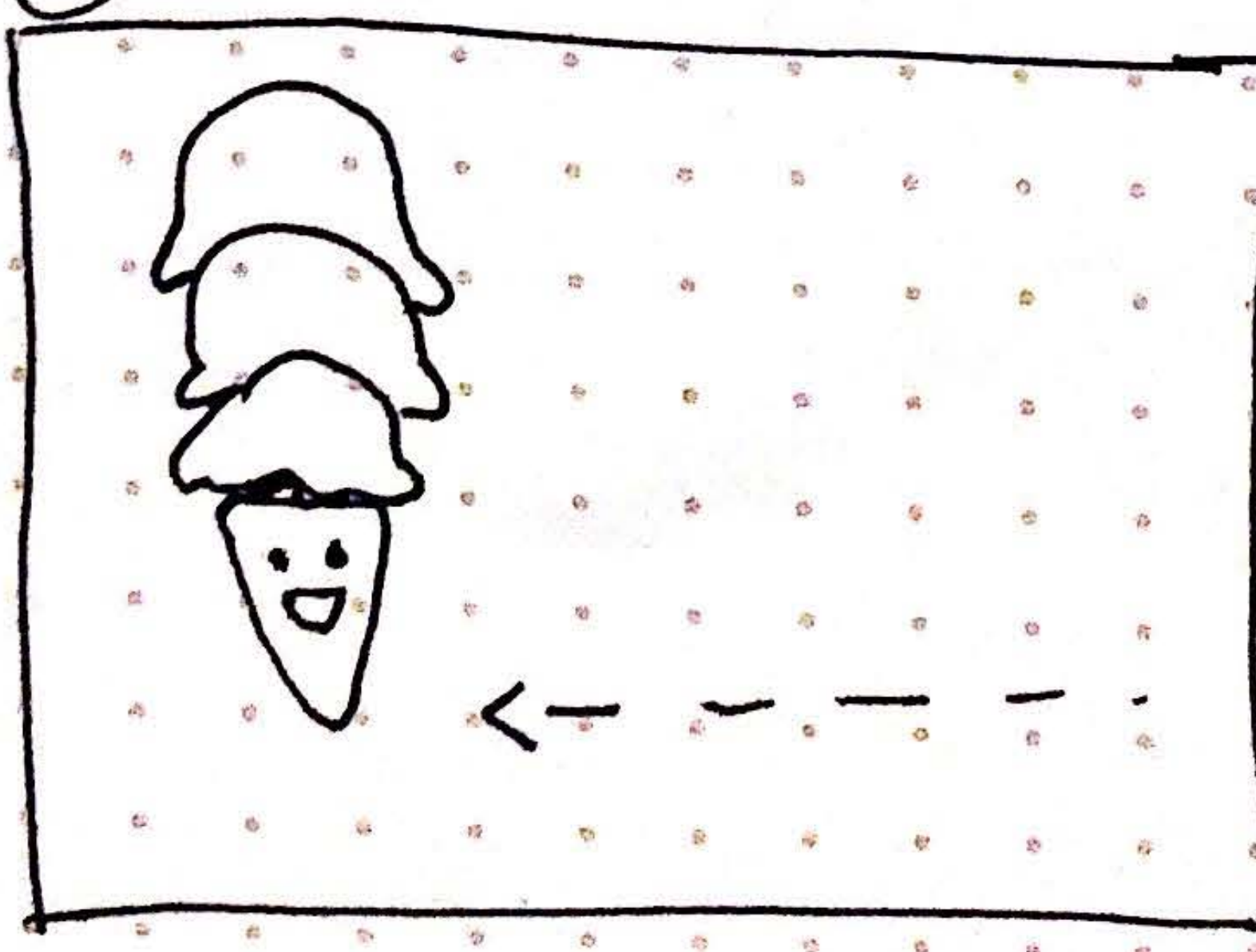
3



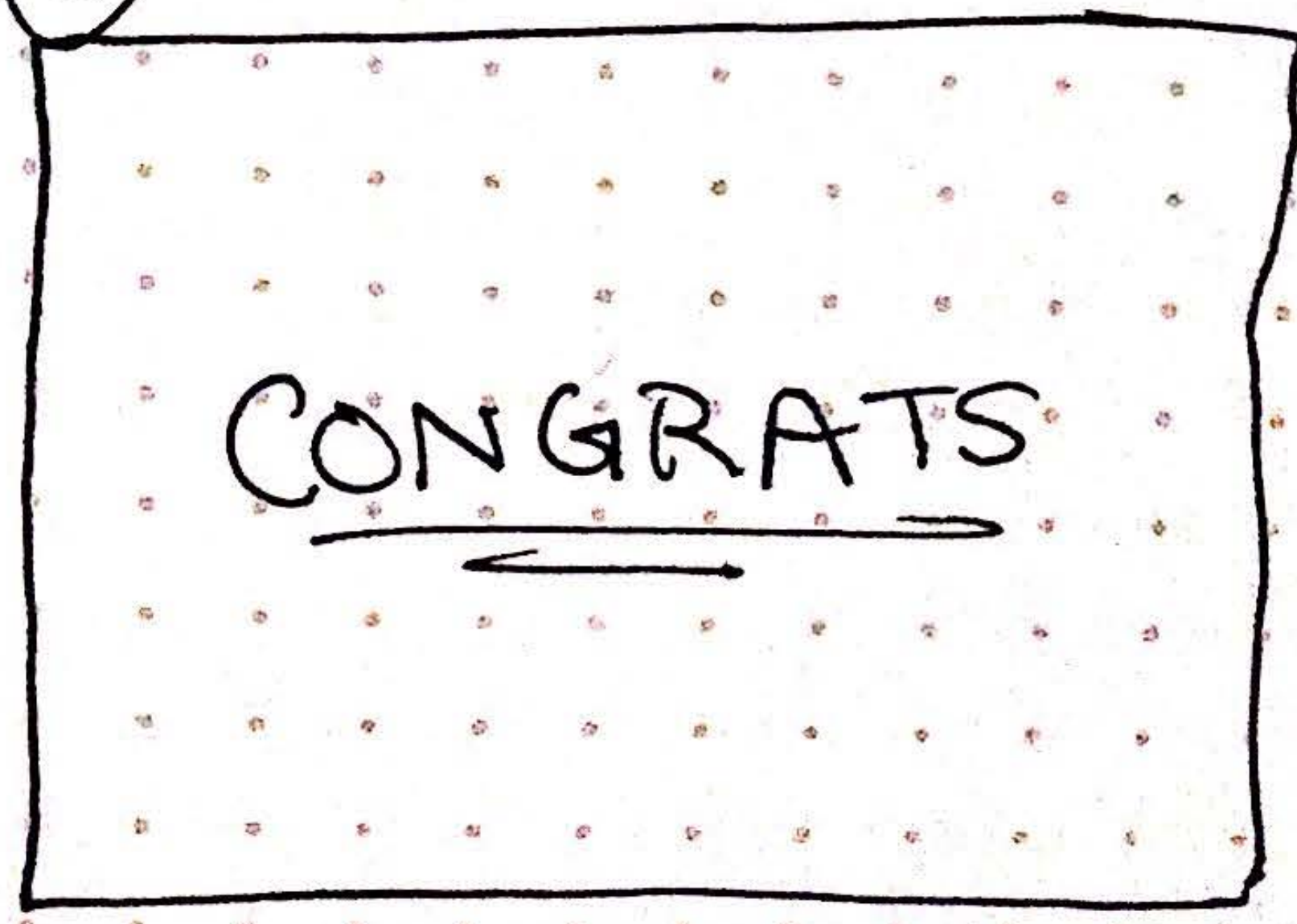
4



5



6



Assets



Isolation



Premise

Eddy the Teddy feels lonely and all he wants is hugs. to feel better. All the user needs to do is tap the screen, which will incrementally change Eddy's mood and make him more optimisitc with each tap.

①

TAP EDDY THE
TEDDY TO GIVE
HIM HUGS

②



③



④



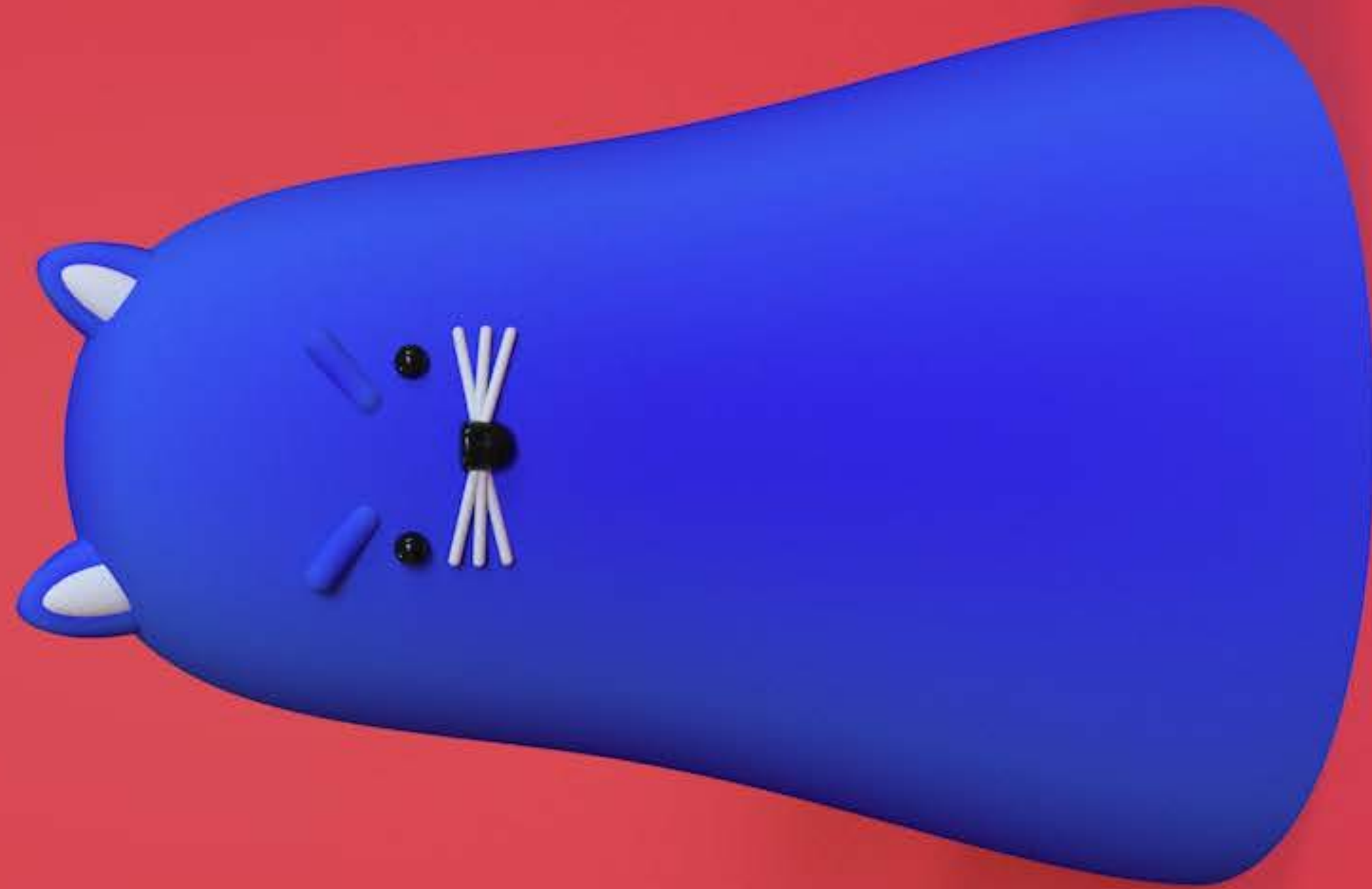
⑤



⑥

TAT, YOU
MADE HIM
LOVED !

Anger



Premise

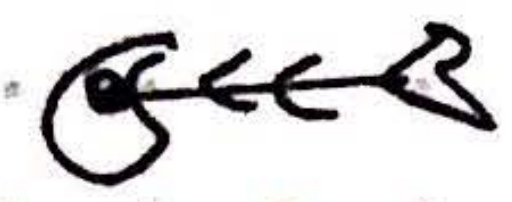
Matt the Cat was feeling very hangry because he has not eaten. Help Matt find the cup that has the food in it. Once the food is in it, the cups will mix around and it is up to the user to be able to find which cup has the food in it!

1

MATT THE CAT WANTS
HIS FOOD NOW!



2



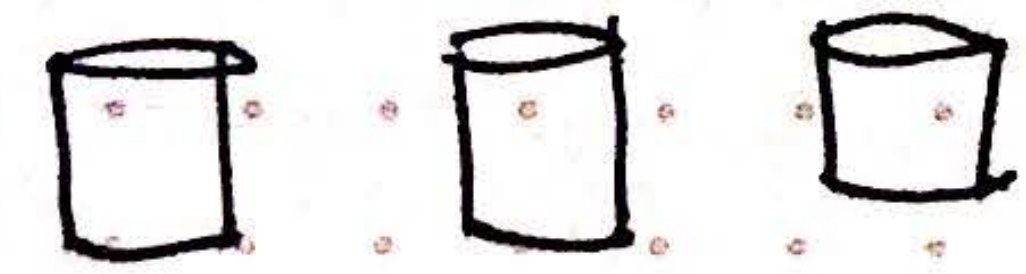
3



4

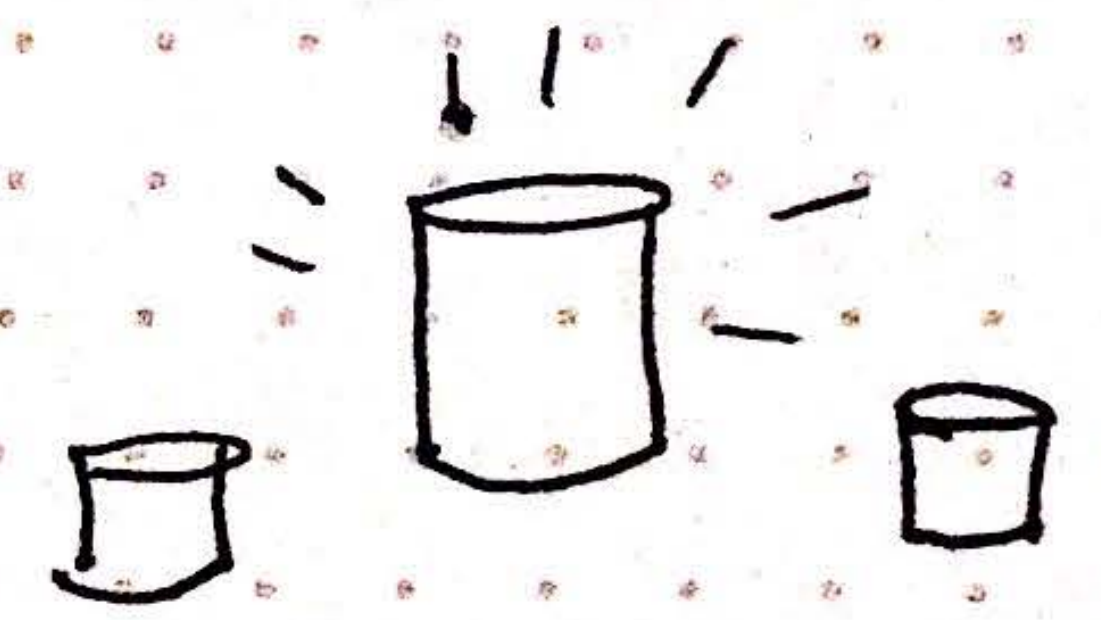


5



WHERE IS IT?

6



CORRECT!

Final Solutions





Upset

Upset



Malone the Cone was **upset** when they dropped their ice cream on the floor.

Now the world is making them wonder... “how much more **sad** can I get?”





Upset

Definition

Feeling upset is the result of being affected with or expressive of grief or unhappiness.

Malone the Cone is feeling upset because they dropped their ice cream... come help them become happy and pick up more ice cream!



START

Isolation



Isolation



Eddy the Teddy sat **quietly**
by the shelves, **alone...**
patient...and by himself.

Day by day, he watched his
friends go... waiting for his
turn to find a home.





Isolation

Definition

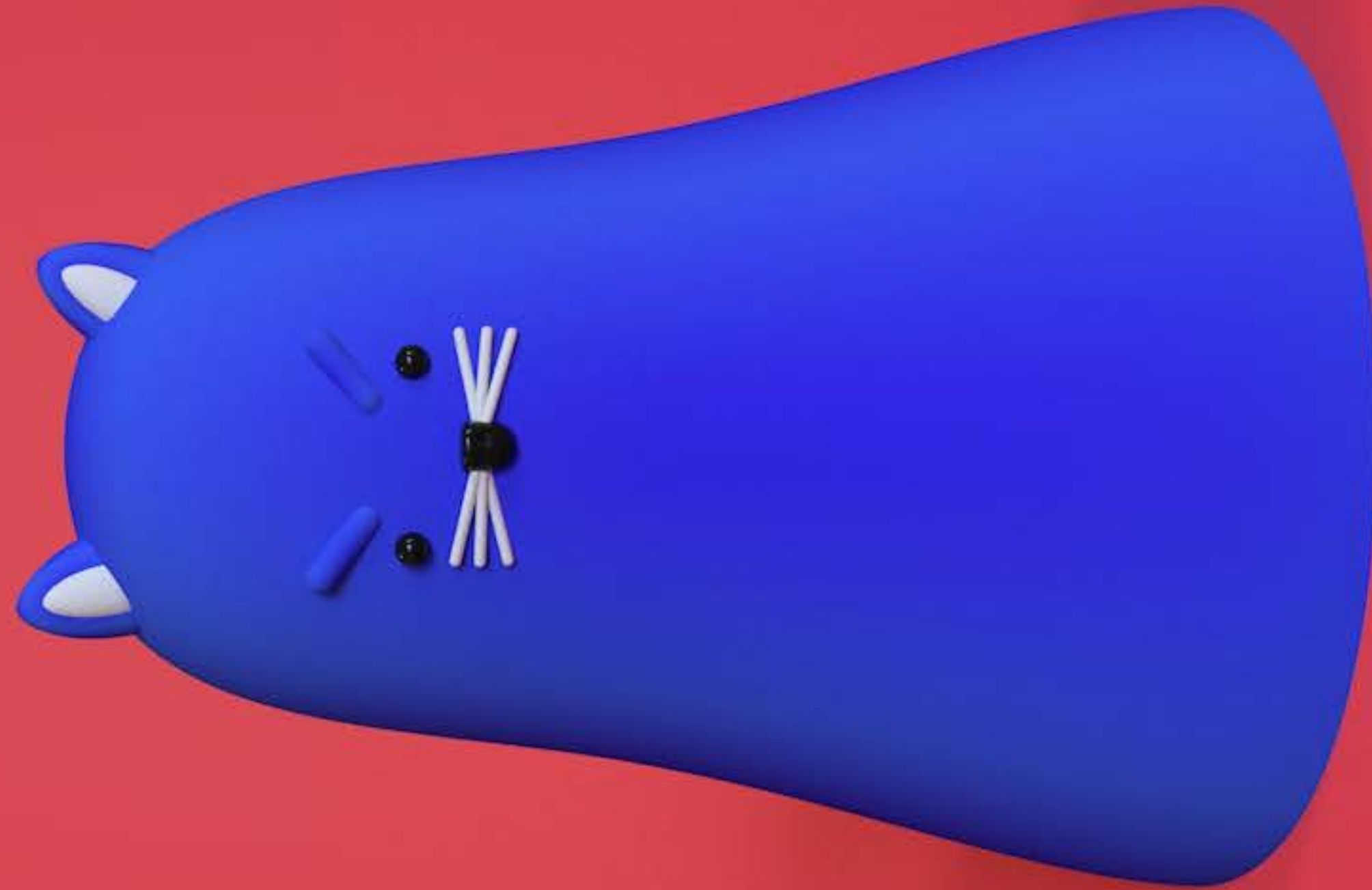
Isolation is the state of feeling alone and unwanted.

Eddy the Teddy feels isolated because no one wants to bring him home. Help Eddy feel loved and not alone!

START



Anger

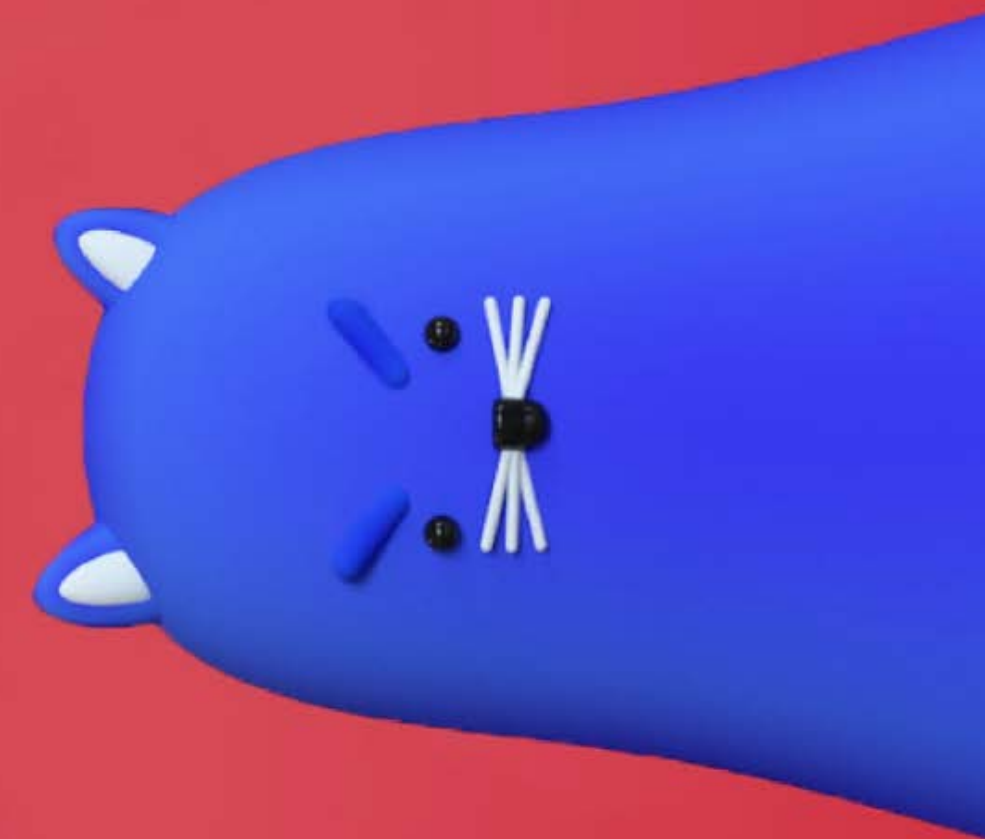


Anger



Matt the Cat was very **angry** when his owner could not get the tip...

That he was getting more and more **hangry**, for a full plate of catnip.



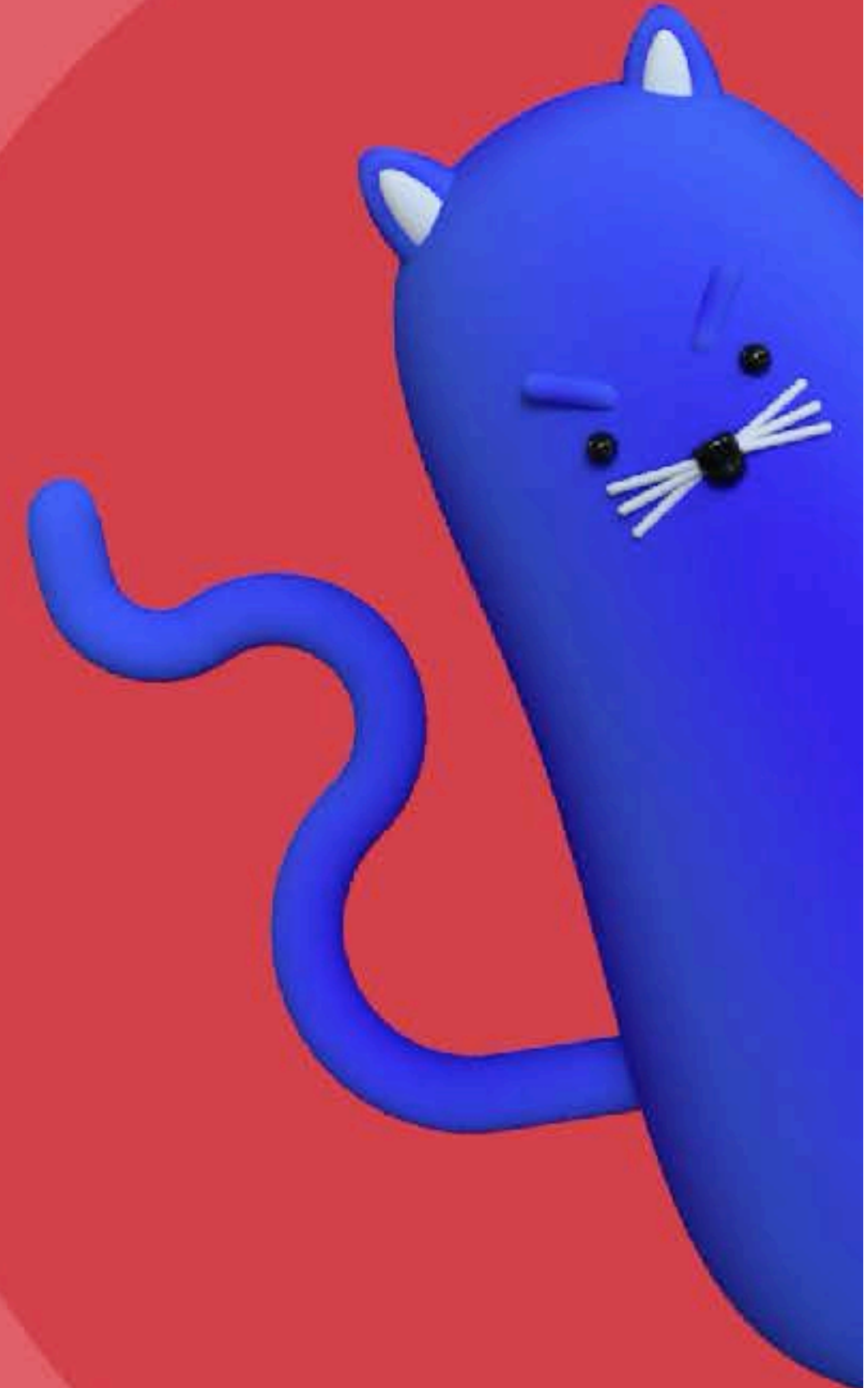


Anger

Definition

The feeling of annoyance, displeasure, or hostility towards something or someone.

Matt the Cat was angry because he was hungry for food. Can you help him find his treat?



START

fn