

# ABC

OF EMOTIONS

Interactive 4  
Fall - 2019

**John Keefe**

Team:

**Inside Out**

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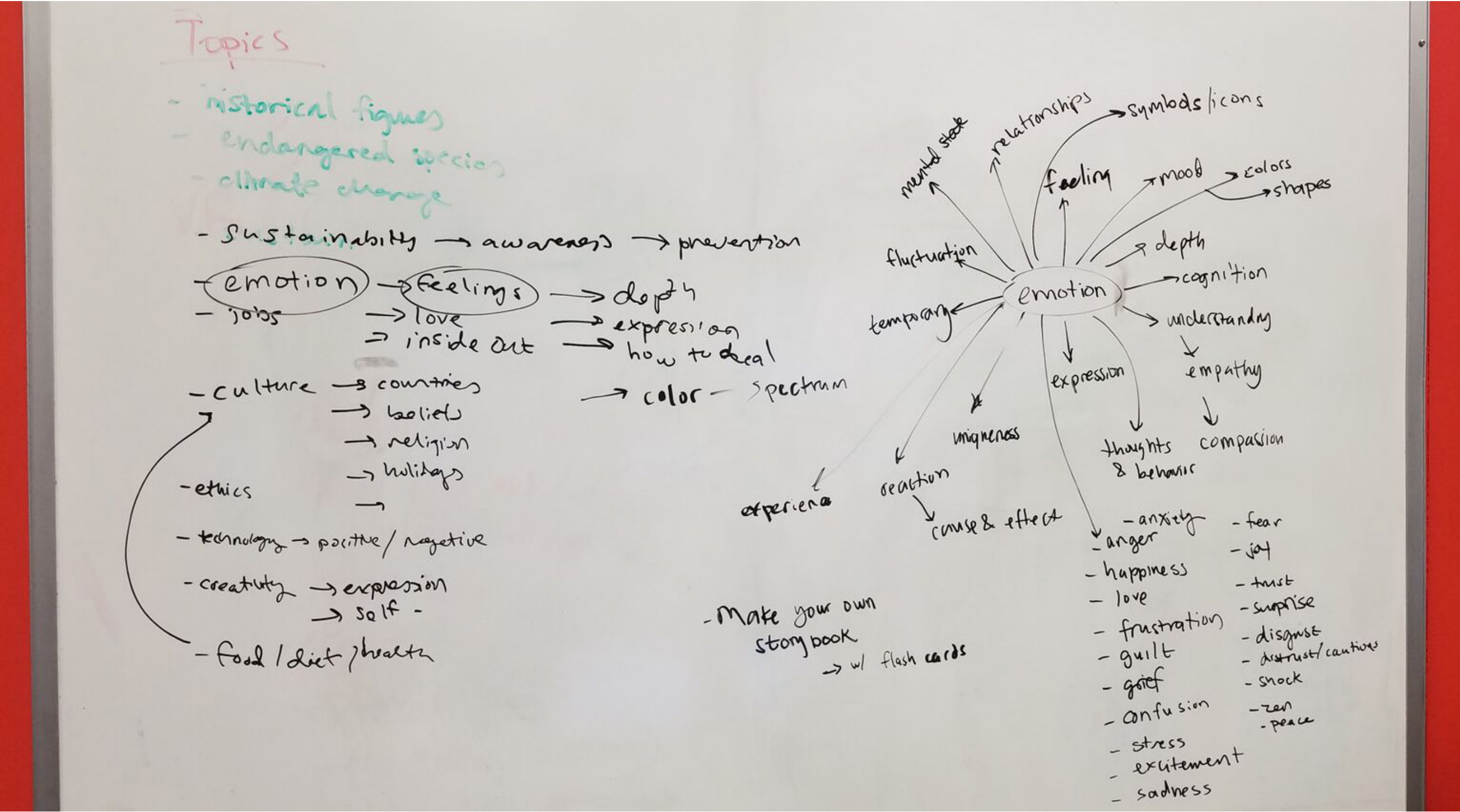
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## Prompt

To create an experience in either a book or a deck of cards that teaches children ages 2 to 6 about emotions and how to handle them. Each emotion will be grouped with an letter and each will have to represent an animation and function in augmented reality.



Prompt



Emotions

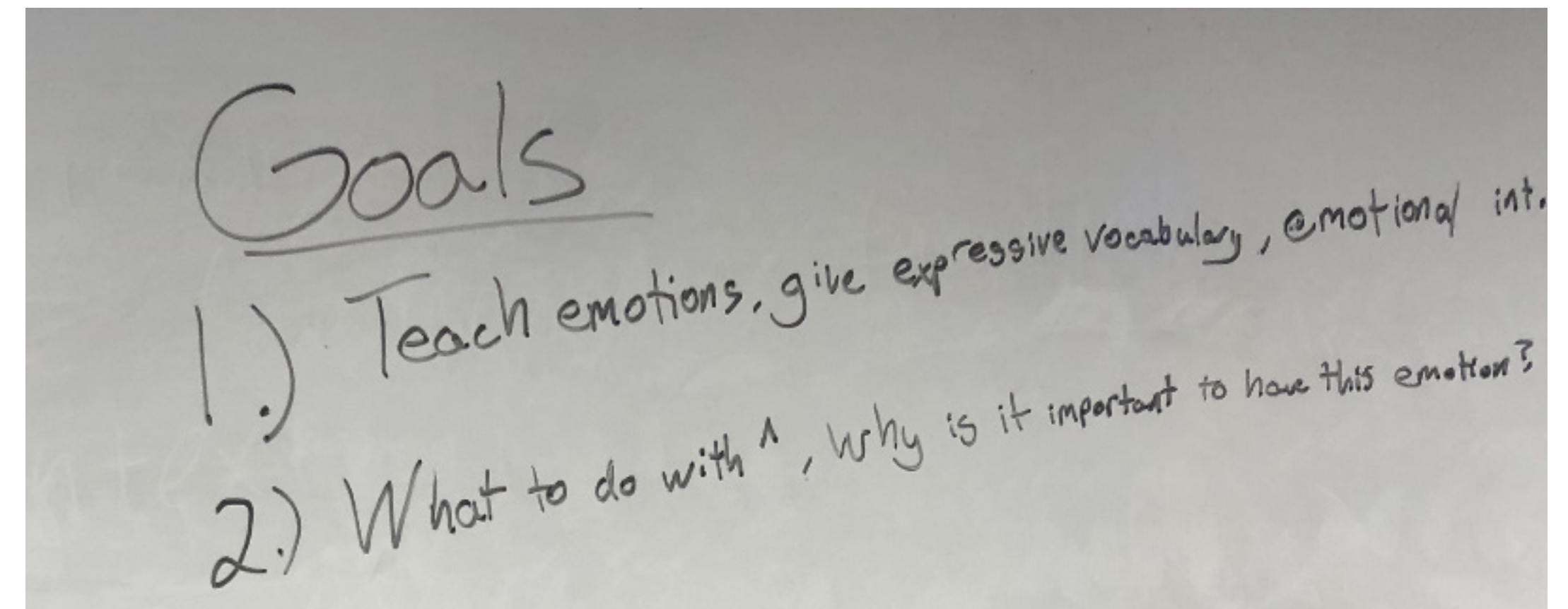
express  
→ write what  
you feel  
kind of

<u>A</u> - alone Anger, anxiety, annoyance affection, aggressive	<u>K</u> ind, <u>k</u> ean, <u>O</u> KAY, <u>K</u> lutzy	<u>U</u> pset, uncomfortable, upbeat,
<u>B</u> lissful, blue, bitter, bored	<u>L</u> onely, lazy, lust, <u>l</u> ove	<u>V</u> exed, valued, vain, vulnerable, vigilant
<u>C</u> heerful, craze, cruel, calm, confused, crabby	<u>M</u> ad, miserable, mortified, mellow	<u>W</u> onder, worried, wishful, weak, worthless, wrong, <u>W</u> oke
<u>D</u> issappointed, disgust, delighted, depressed	<u>N</u> ice, neat, naughty, nervous, numb	<u>X</u> cited, anxious, exhausted, exuberant, vexed, <u>EXPRESS</u> / <u>X</u>
<u>E</u> xcited, exhausted, exasperated, energetic, ebullient	<u>O</u> bsessed, optimistic, outgoing, open, overwhelmed	<u>Y</u> outhful, yearning, yucky, <u>y</u> ou
<u>F</u> earful, ferious, frustrated	<u>P</u> ensive, panicked, proud, playful, peaceful, petty	<u>Z</u> en, <del>zany</del> zany, zealous
<u>G</u> uilt, grief, grumpy, generous, grouchy	<u>Q</u> uixotic, quiet, quizzable, quirky, questionable, quaint	<u>experience</u>
<u>H</u> urt, hopeful, humiliated, hostile, hateful, happy	<u>R</u> ambunctious, rejected, rational, restless, relieved	
<u>I</u> ll, insecure, irritated, interested, isolation	<u>S</u> ad, <u>s</u> assy, sorrow, salty, smug, scared, stressed, sociable, suffer, shy, sexy	- Make your own storybook →
<u>J</u> oy, jealousy, jittery	<u>T</u> hankful, tense, trustful, tired, threatened, torn, thrilled, touched, timid	



## Prompt

The deck of cards was chosen because it would make it easier for kids to share with each other and would allow multiple players to use the product. By having each child holding one card rather than only one child holding a book that contains all of the functions.



Prompt

# Possible Emotions

My Letters

N

Nice  
Neat

Naughty  
Nervous

Numb

R

Rambunctious  
Rejected

Rational  
Restless

Relived

Y

Youthful  
Yearning

Yucky

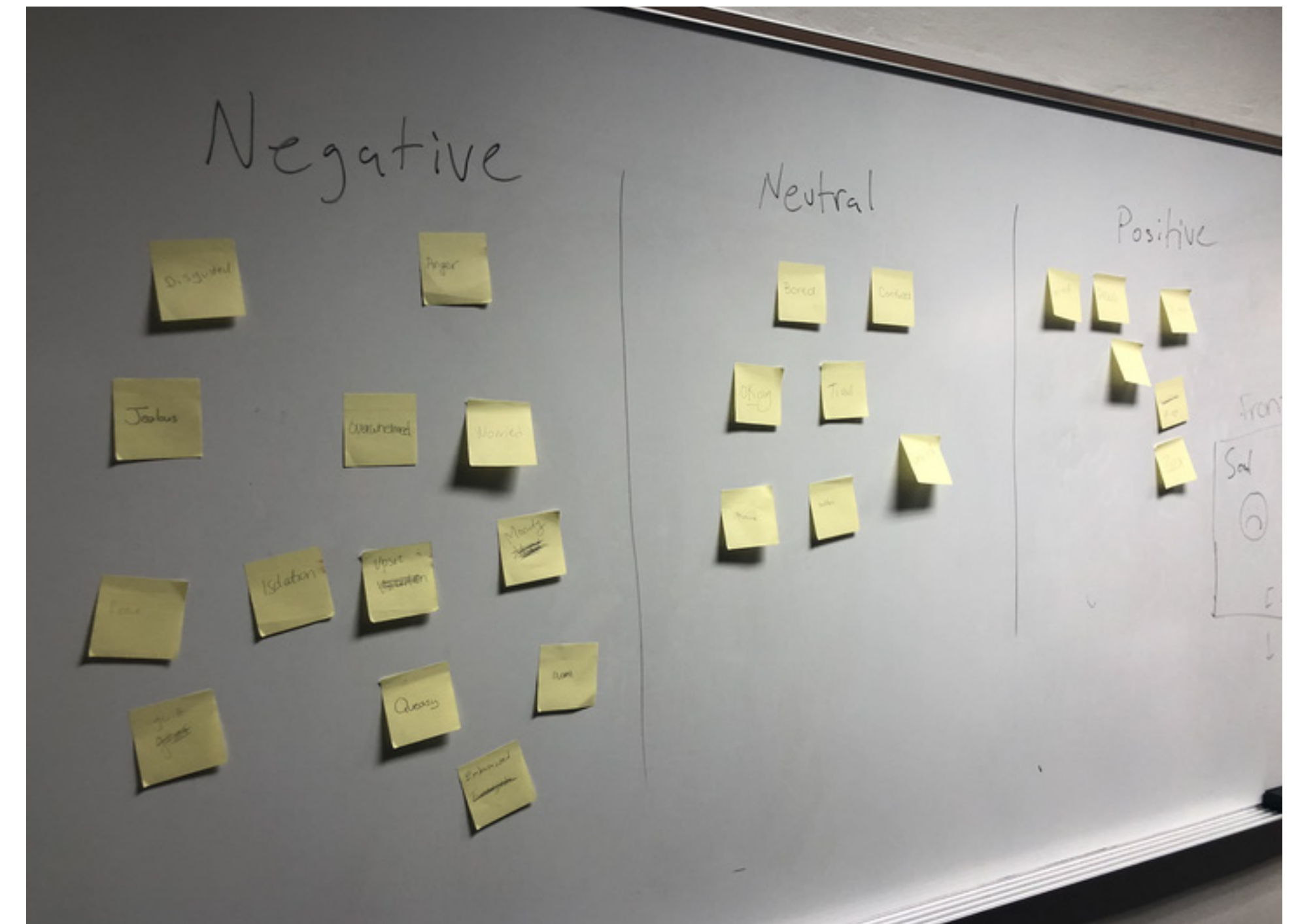


# My Words



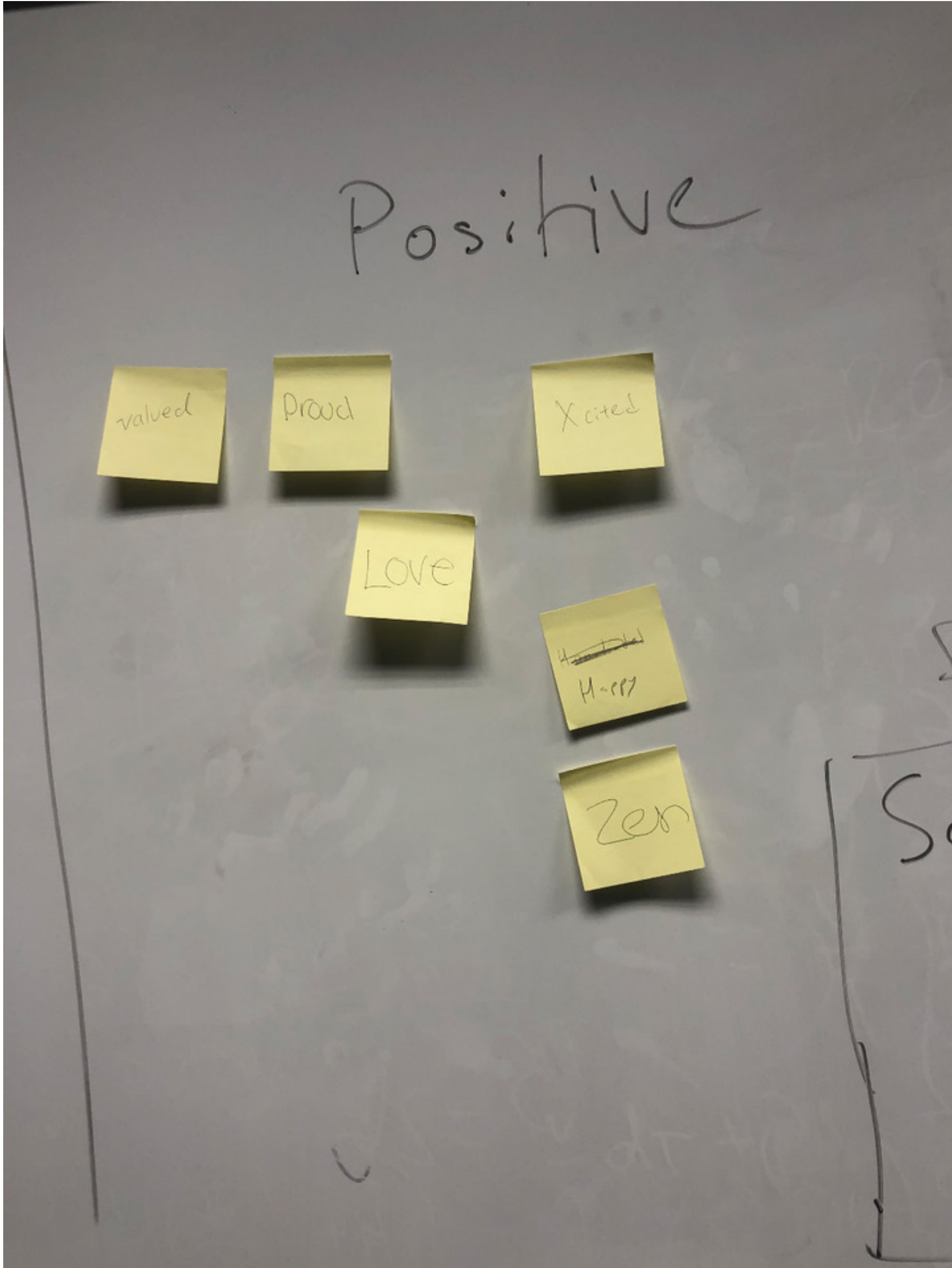
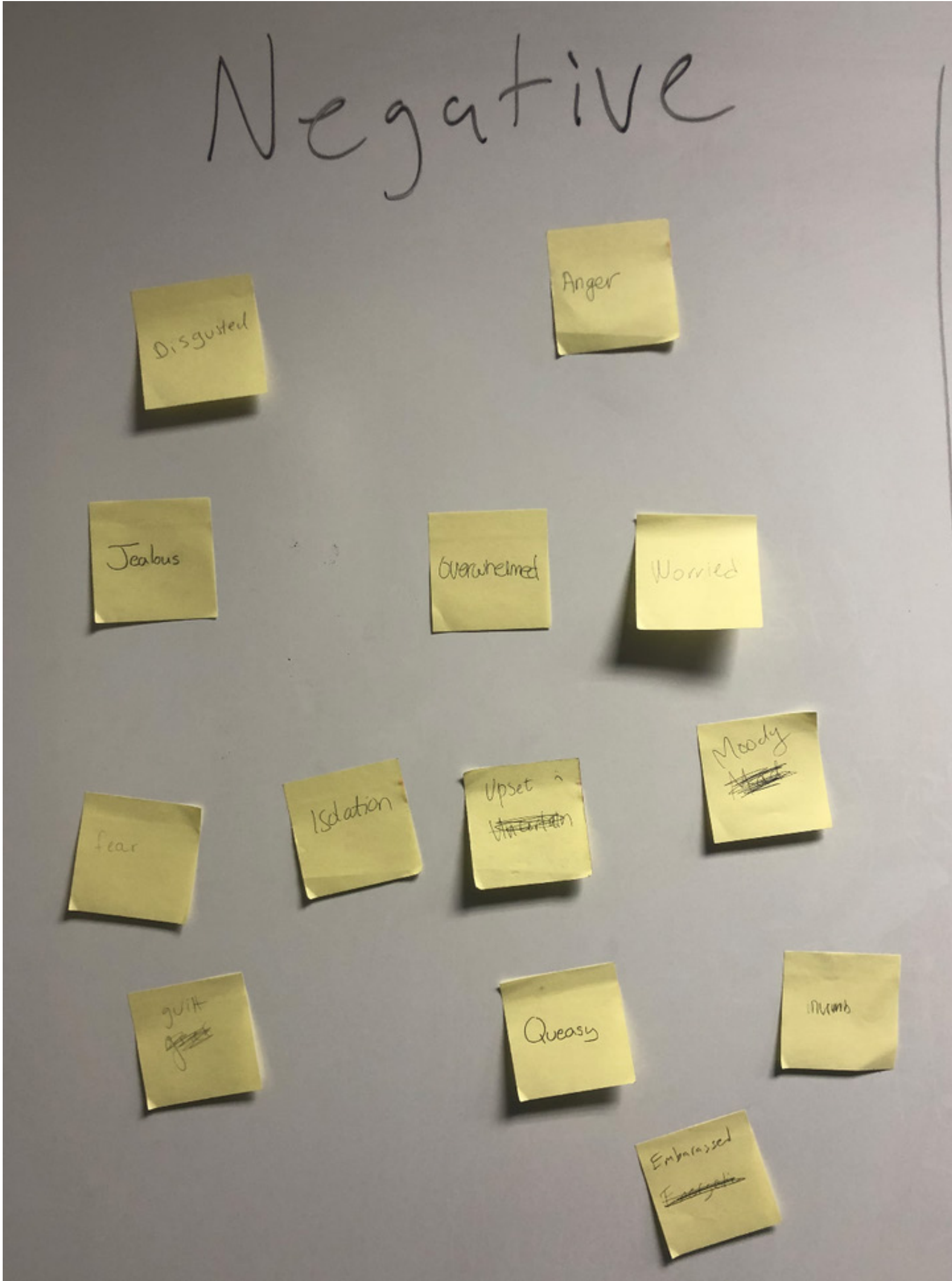
## My Words

For the process of picking my words we made a wall and categorized them by positive, negative, and neutral feelings. We wanted to be sure that we did not pick too many emotions that belong to one category. This way we ensure that a wide variety of emotions are covered.



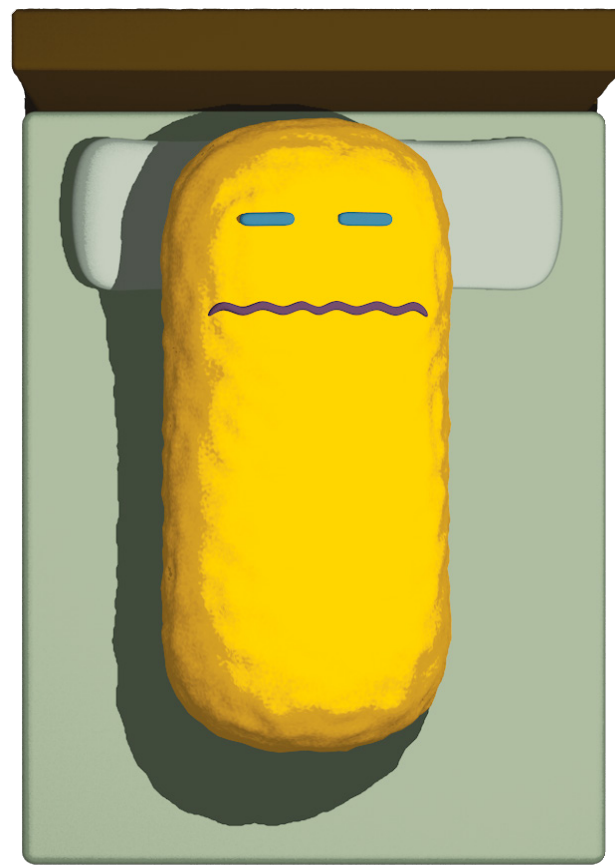


My Words

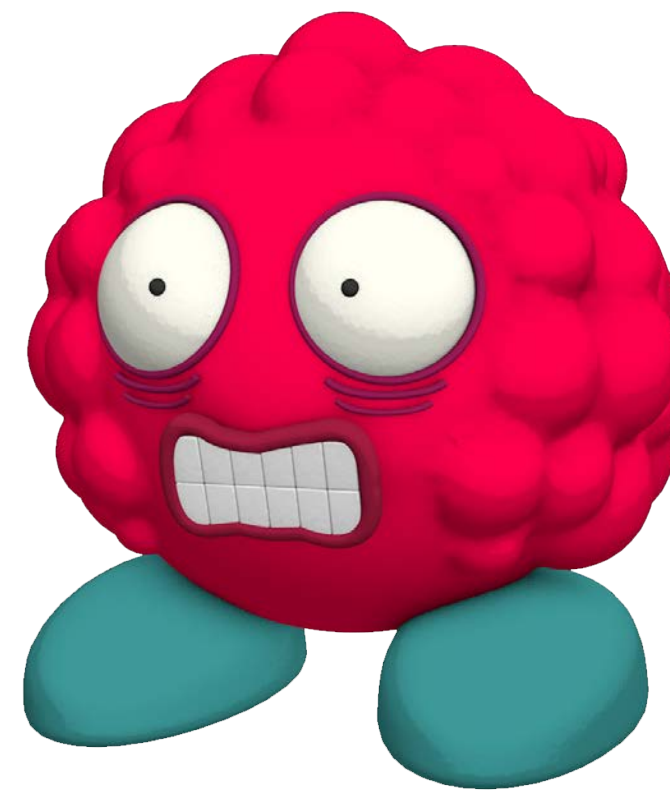


## My Words

Based on getting an overall balance of emotions with the other team members these are the words I ended up with.



**N**umb



**R**estless



**Y**earning



# Research





## Research

To learn about the visual language in the children's story telling I went to a local book store. While there, I noticed that in all case bright contrasting colors were used as well as non-human and non-living objects as representations of an idea. I also realized that all character, despite species, all had a human face to communicate and emotion to the reader clearly.





# Sarah Lutat

**Executive at Director Dismas Home**

Sarah Lutat is the Director of the Dismas Home where she helps former heroin addicts get over their trauma of drug use as well as help them come to grips with the Feelings that they may have had but were not able to cope with when they were children.



## Research

Sarah sees emotional development as one of the most important parts of childhood because it teaches us to help cope with emotions that we may not feel like dealing with. Lutat was a primary school coordinator before Dismas and she said that the inability to deal with one's emotions as a child leads to people have addiction and communication issues as an adult.





## What did I learn?

**1.** Kids try to burry and run away from their emotions

**2.** Too much isolation is bad for a child's emotional growth

**3.** Kids like stories that help them relate their own emotions to others but the stories need to be real

**4.** Kids need a visual stimulate such as a face to relate to a character

## Additional Online Research

**5.** Children become restless when they are unsure about a situation

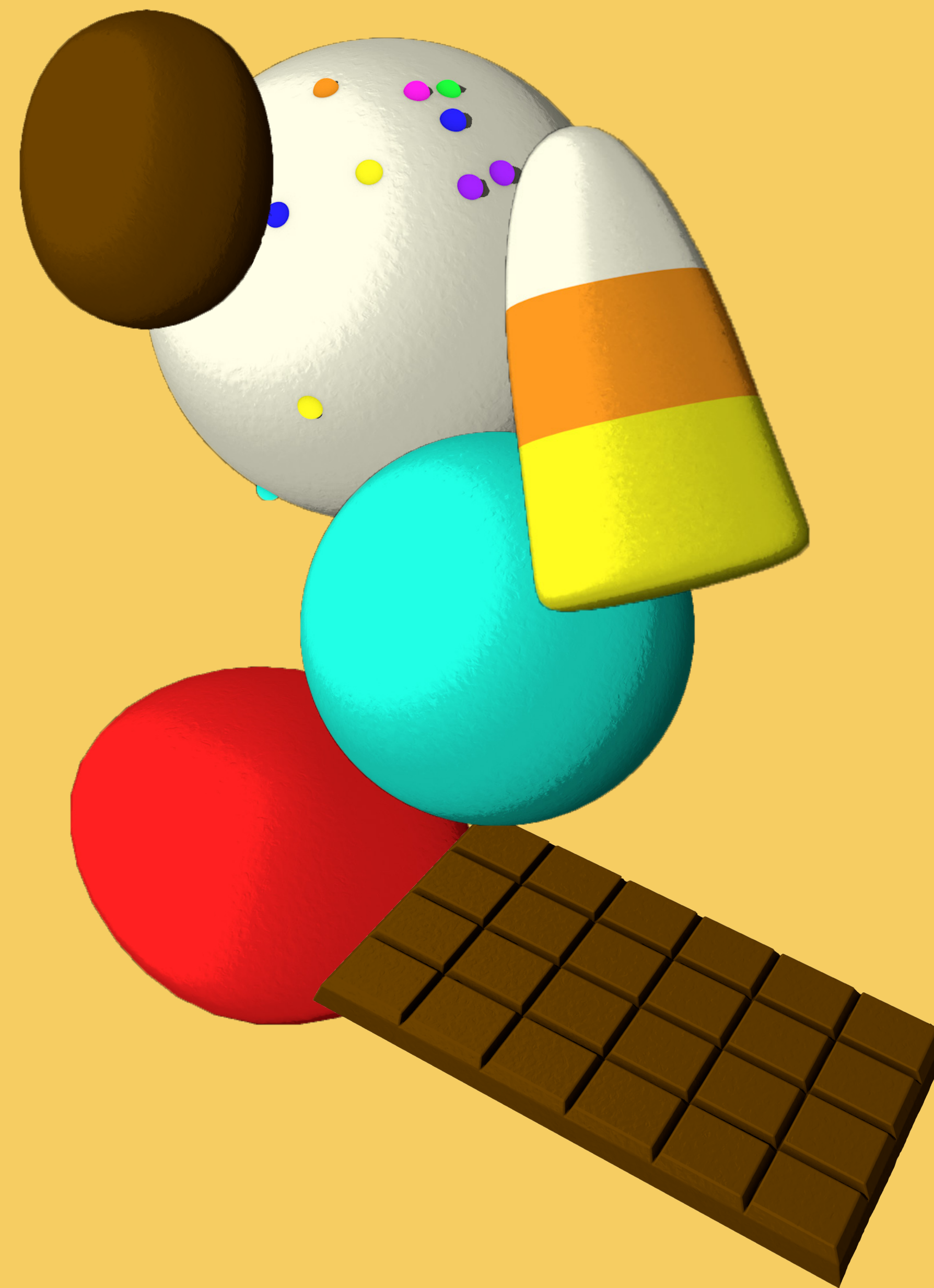
**6.** Lack of attention from parents leads to large amounts of restlessness

**7.** Children need to be brought down from their energy slowly to ensure the best result

**8.** Children need to be praised when they do well so that they know what they are doing right



# Visual Research





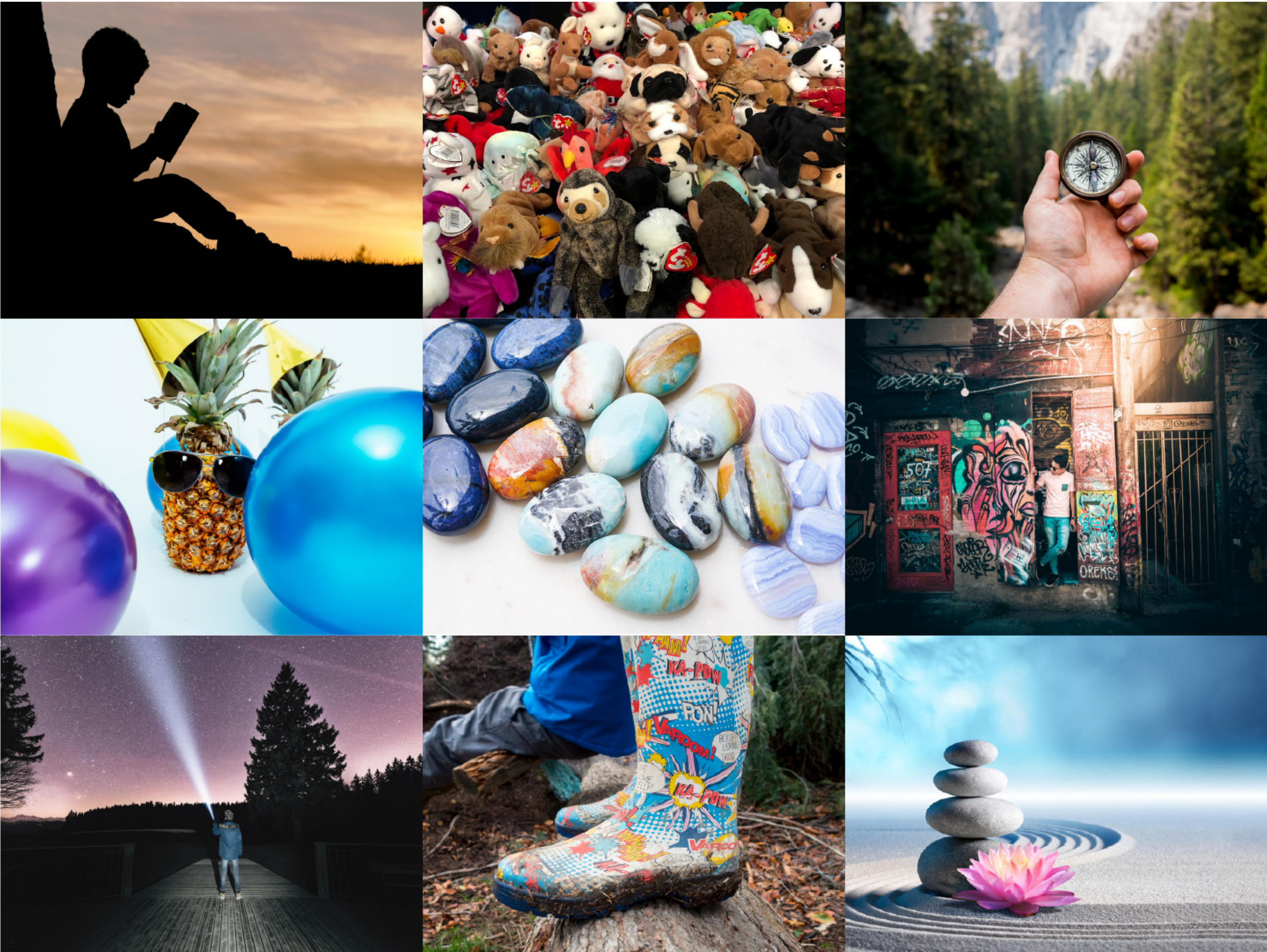
# Visual Research

John Keefe

## Mood Board

- Soft
- Friendly
- Inviting
- Caring
- Wild
- Explorative
- Discovery
- Overcoming

New Media Interactive 4





Visual Research

John Keefe

Paper Girl  
Style Board

- Soft
- Friendly
- Inviting
- Caring
- Wild
- Explorative
- Discovery
- Overcoming

New Media Interactive 4



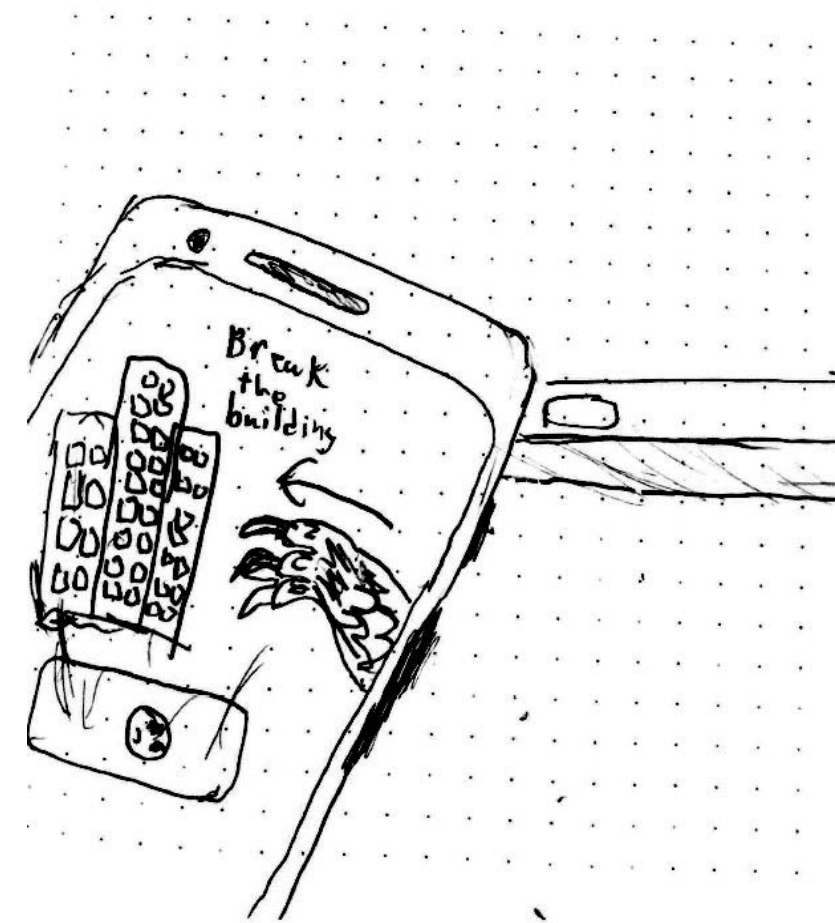
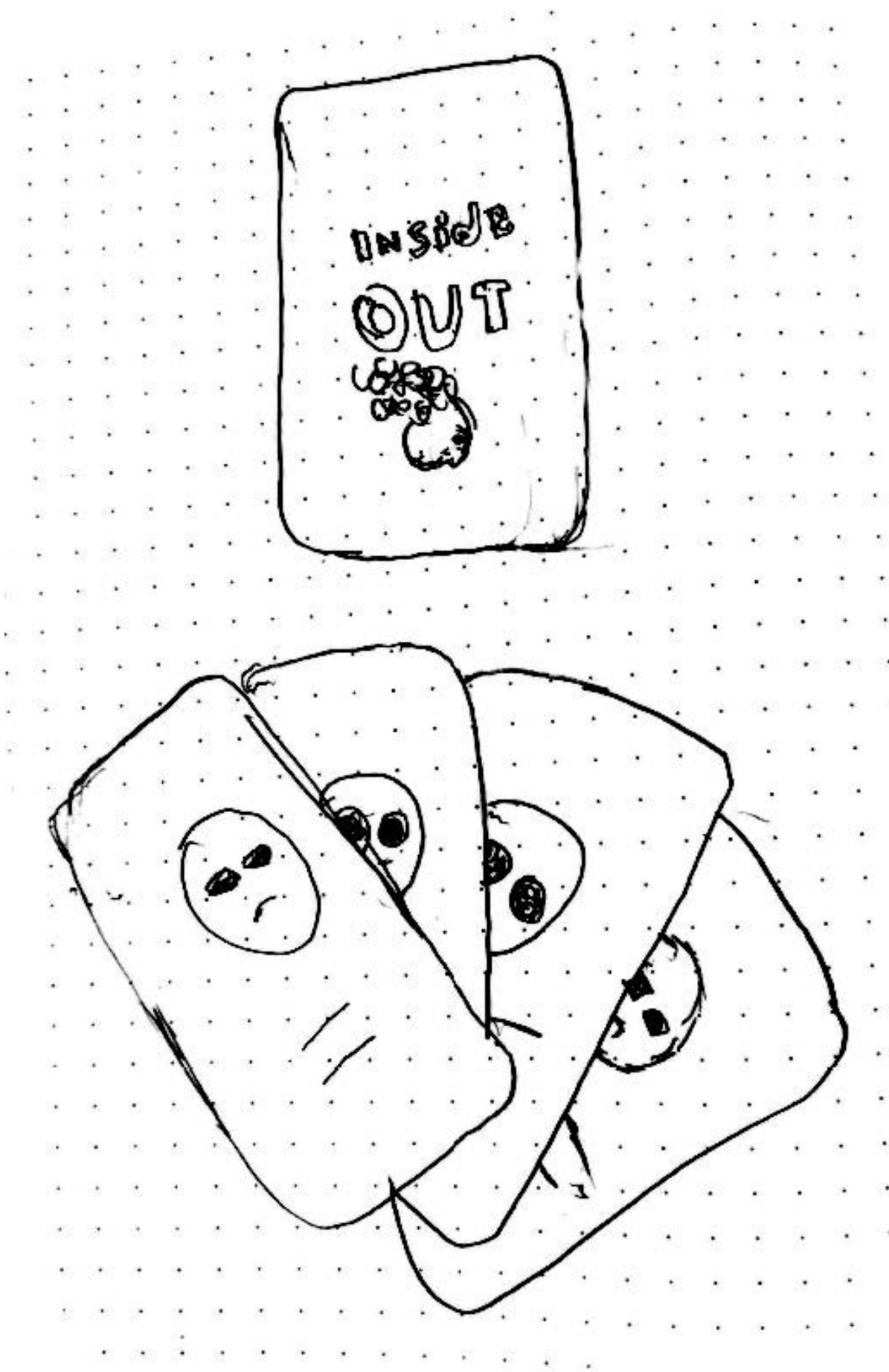
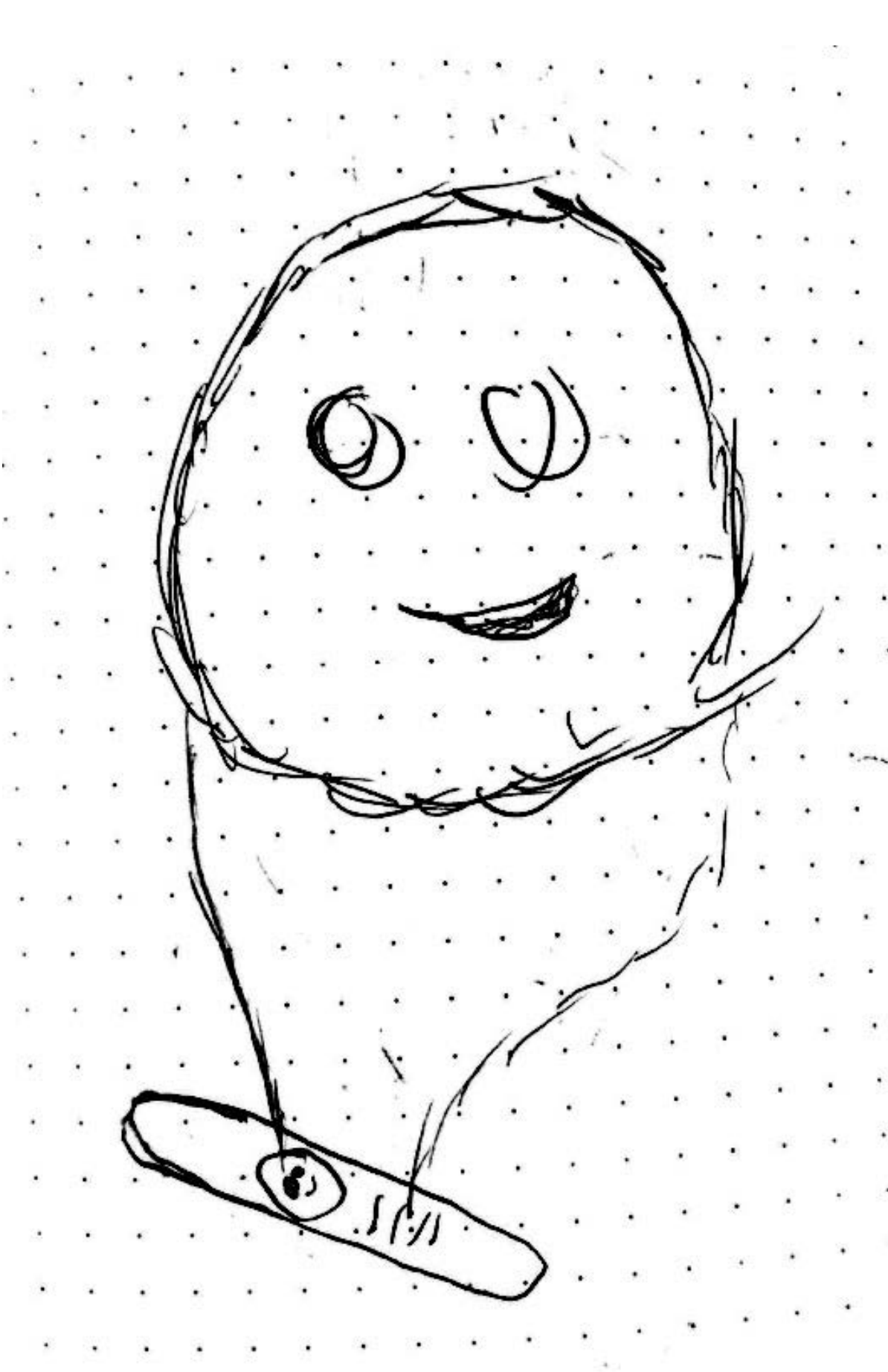


# Sketches

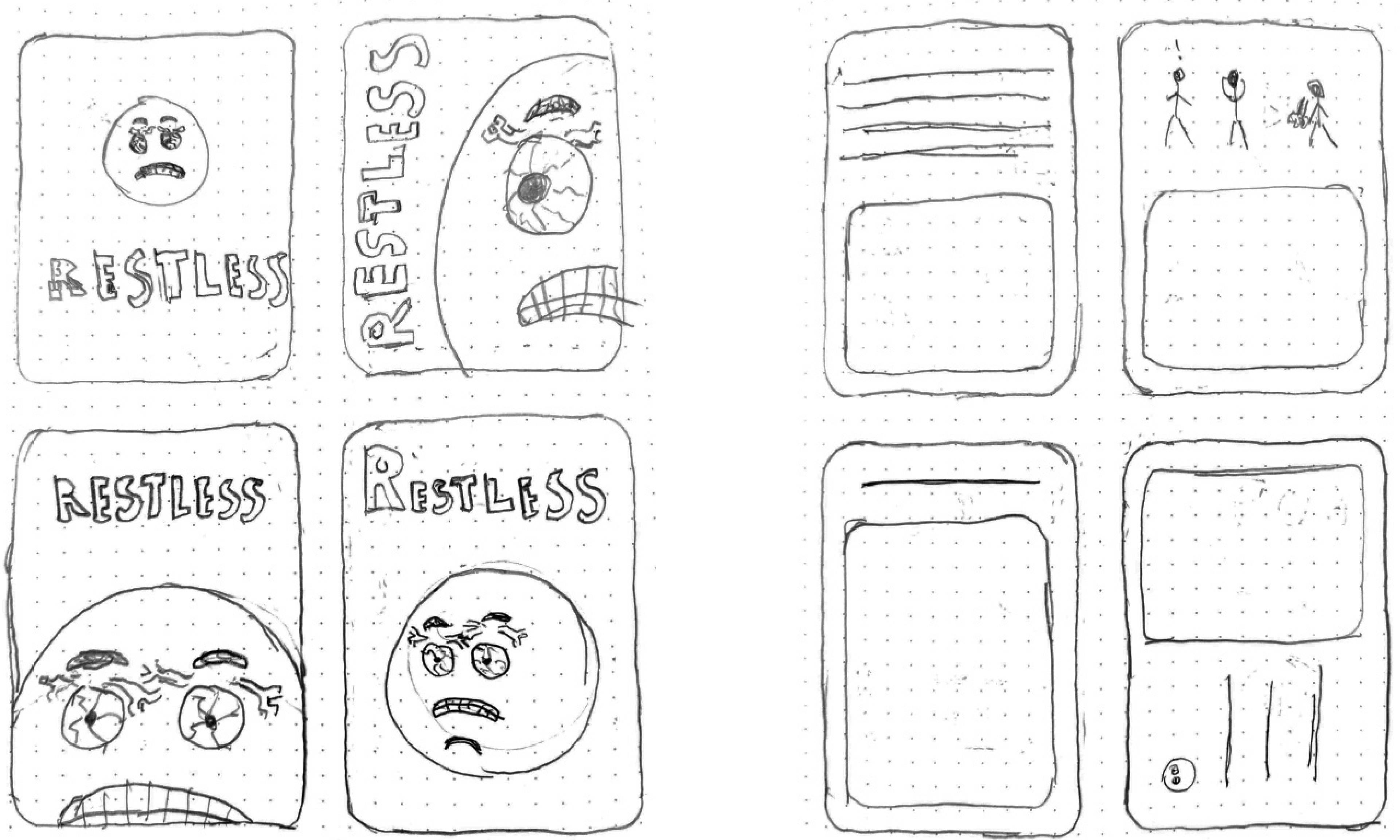




Sketches



Sketches



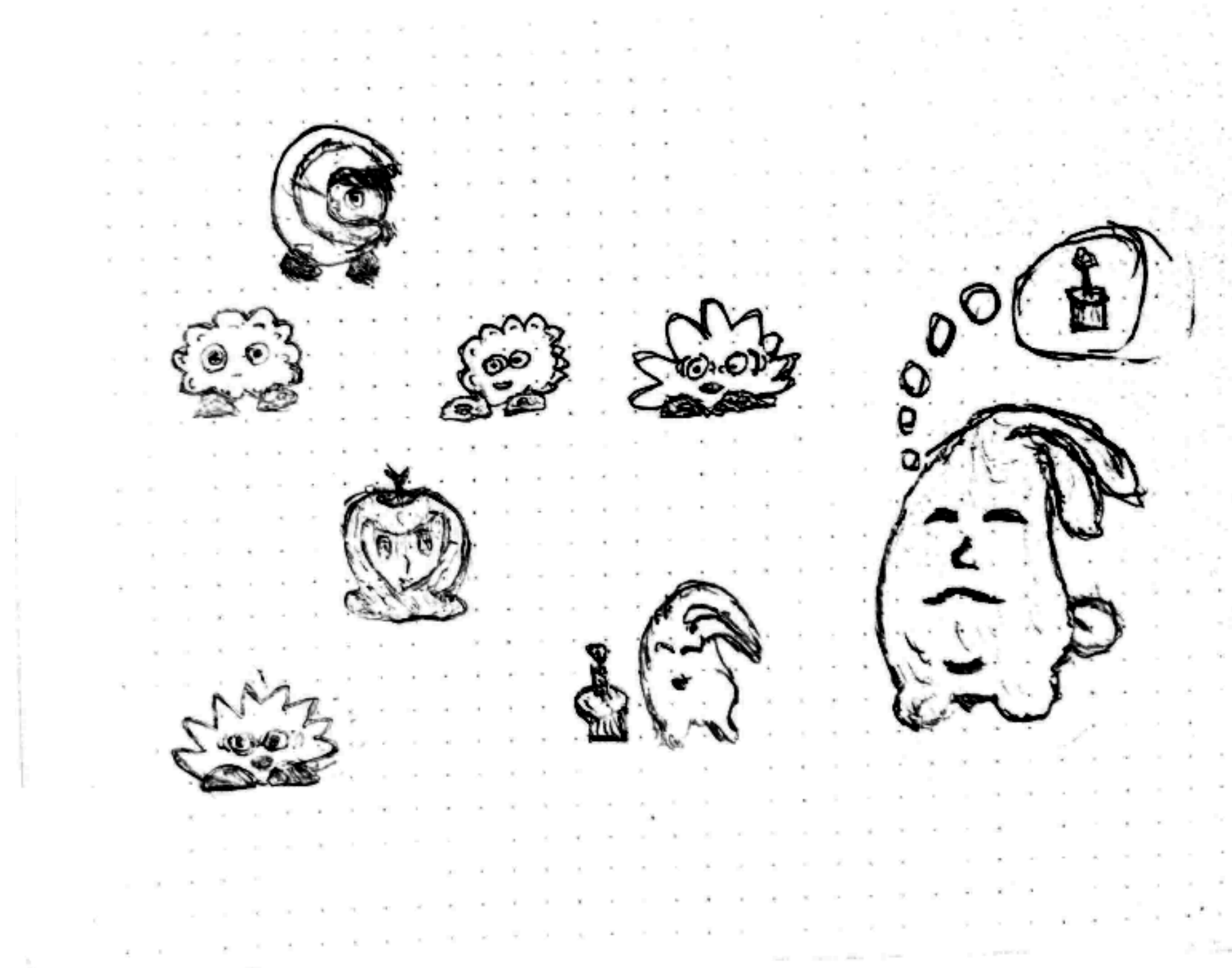


# Character Design



## Character Design

With the research that I did earlier, characters will be be used to display certain emotions as well as feelings. This is so that children will have a face to relate their emotions to.

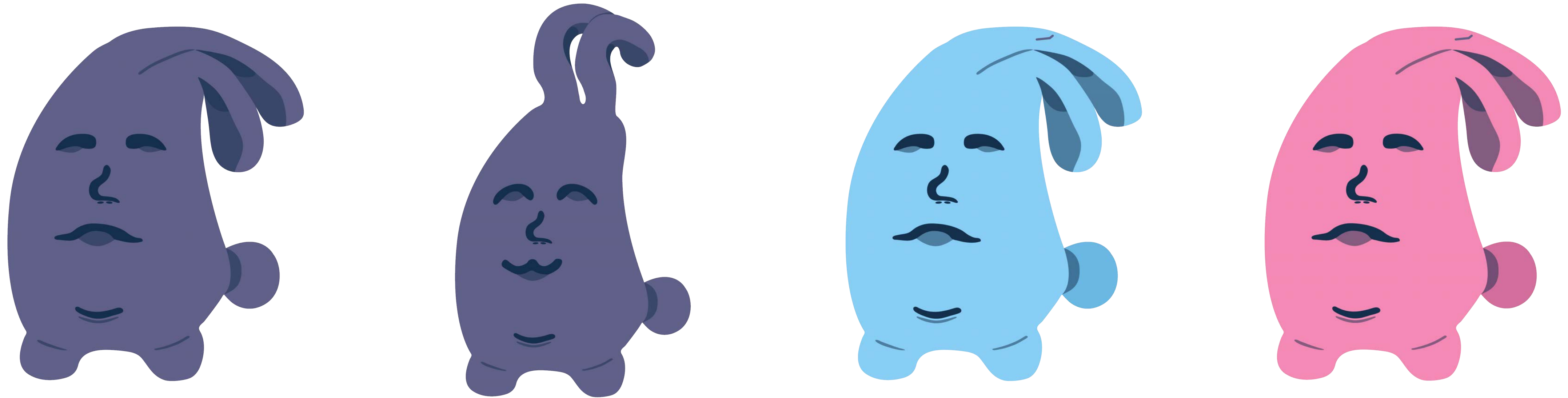




## Character Design



# Character Design

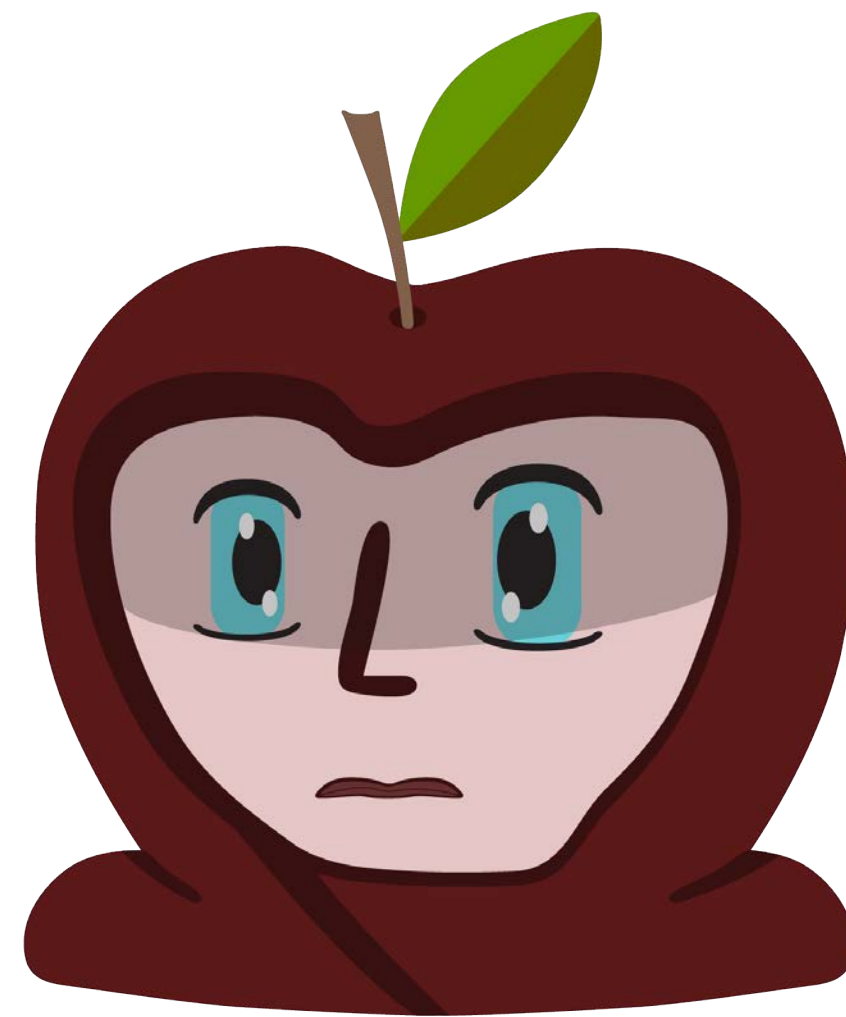
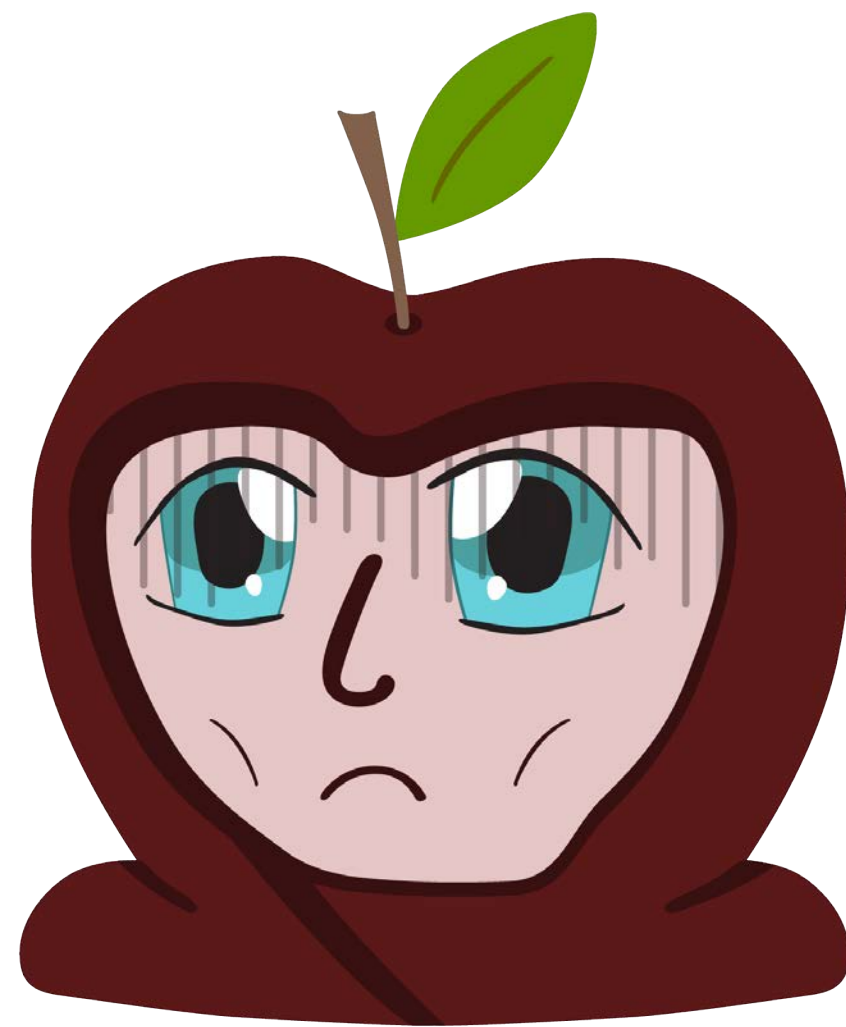




# Character Design



## Character Design

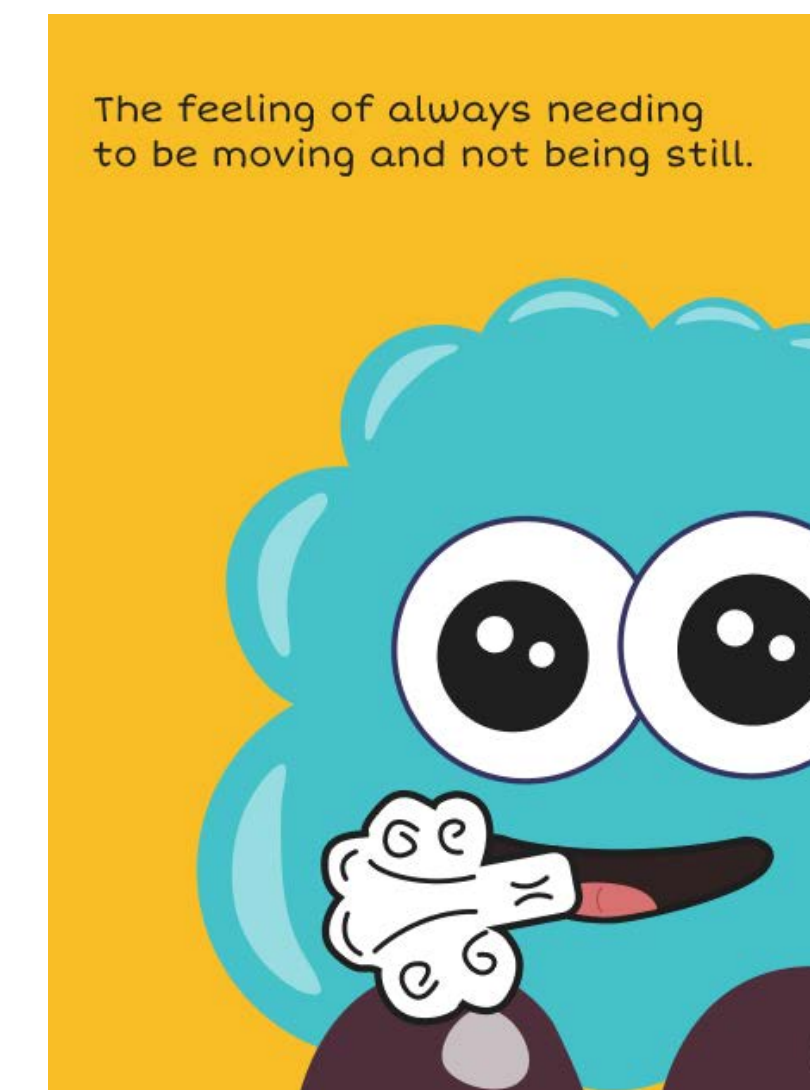
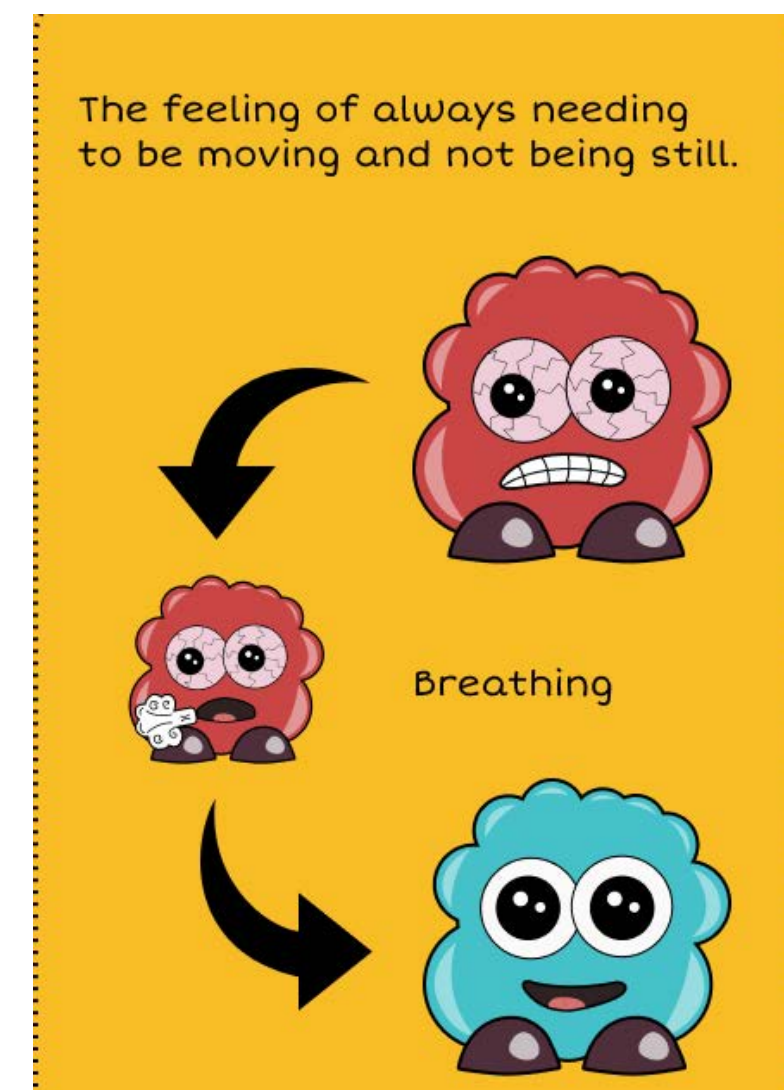
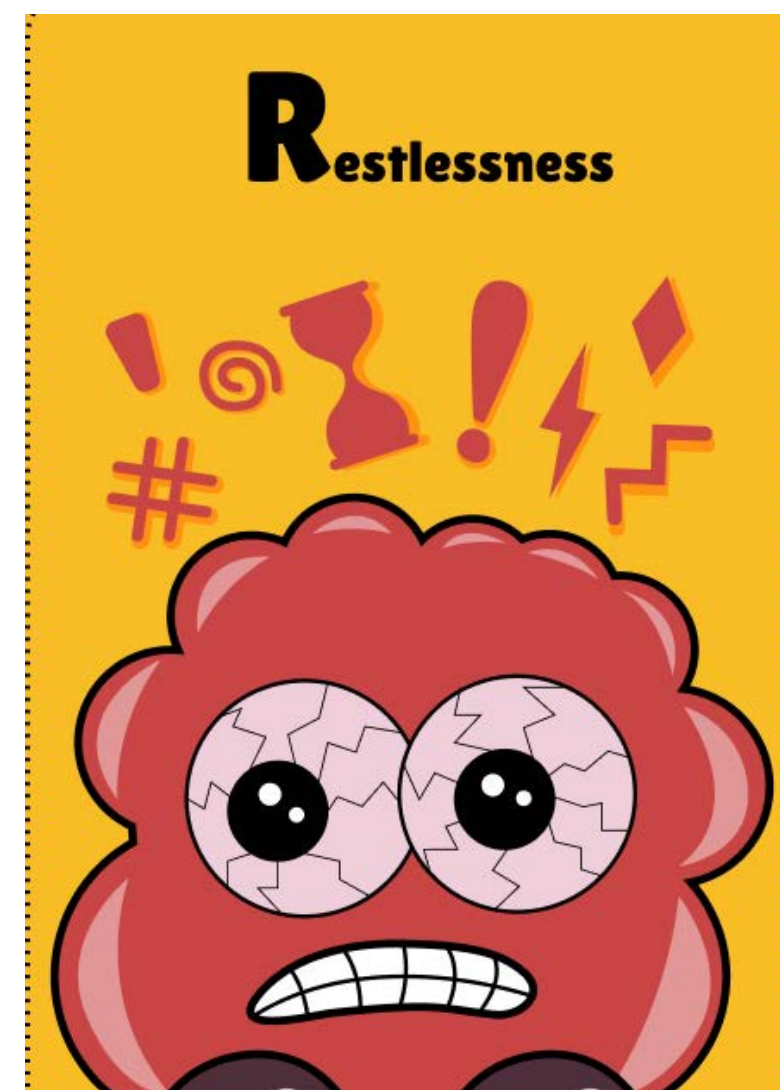
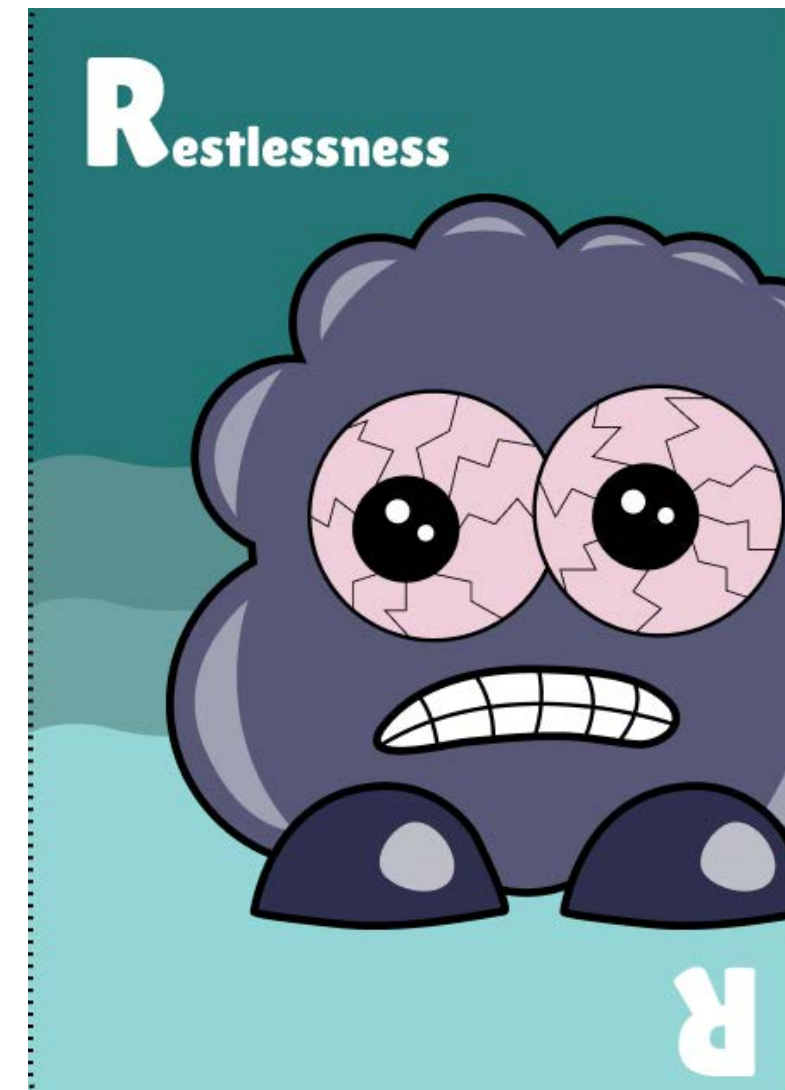
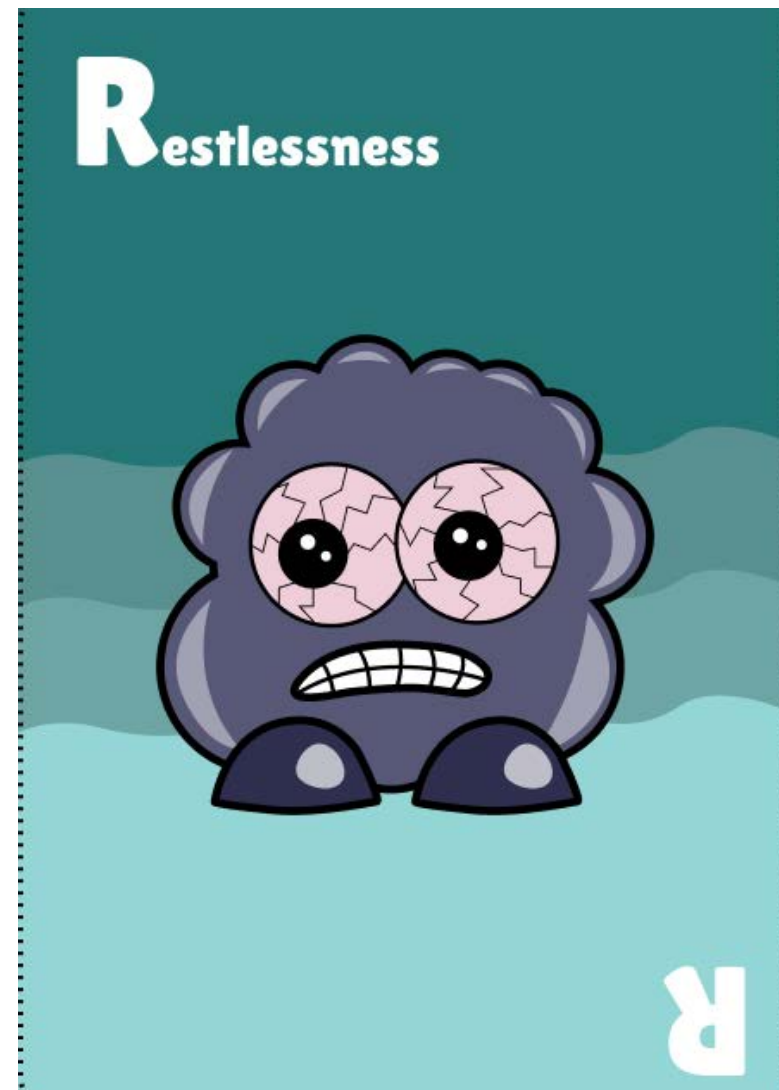




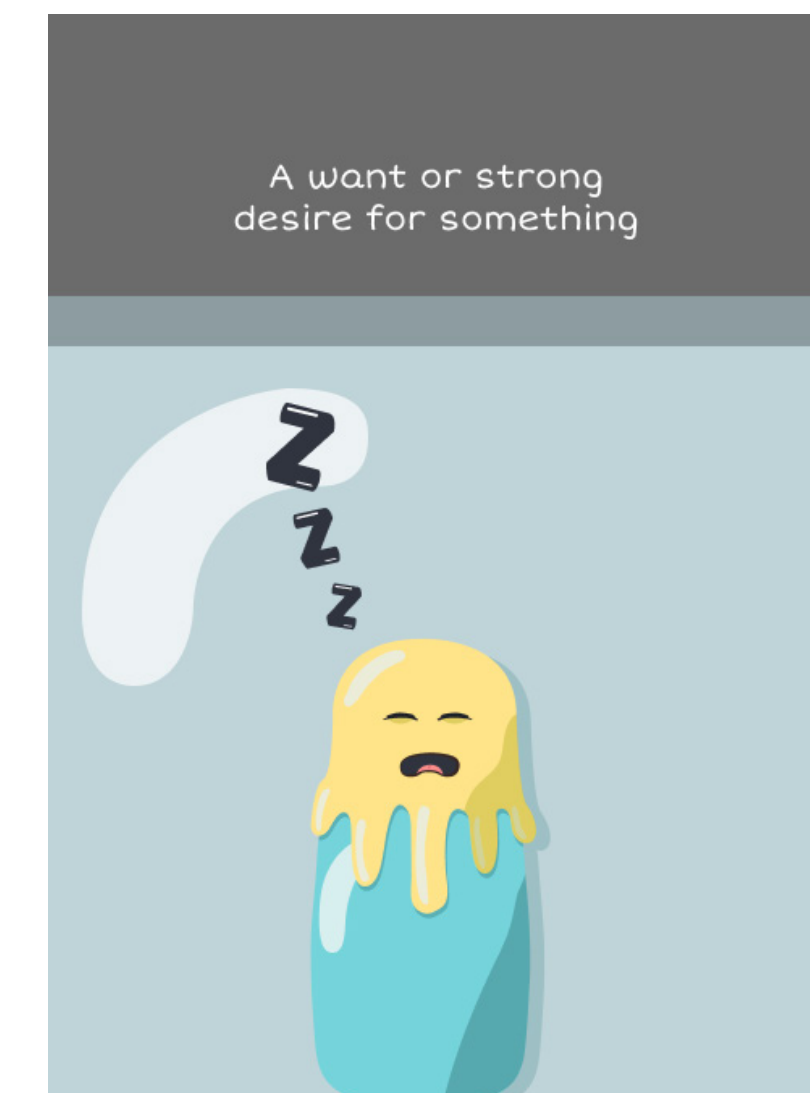
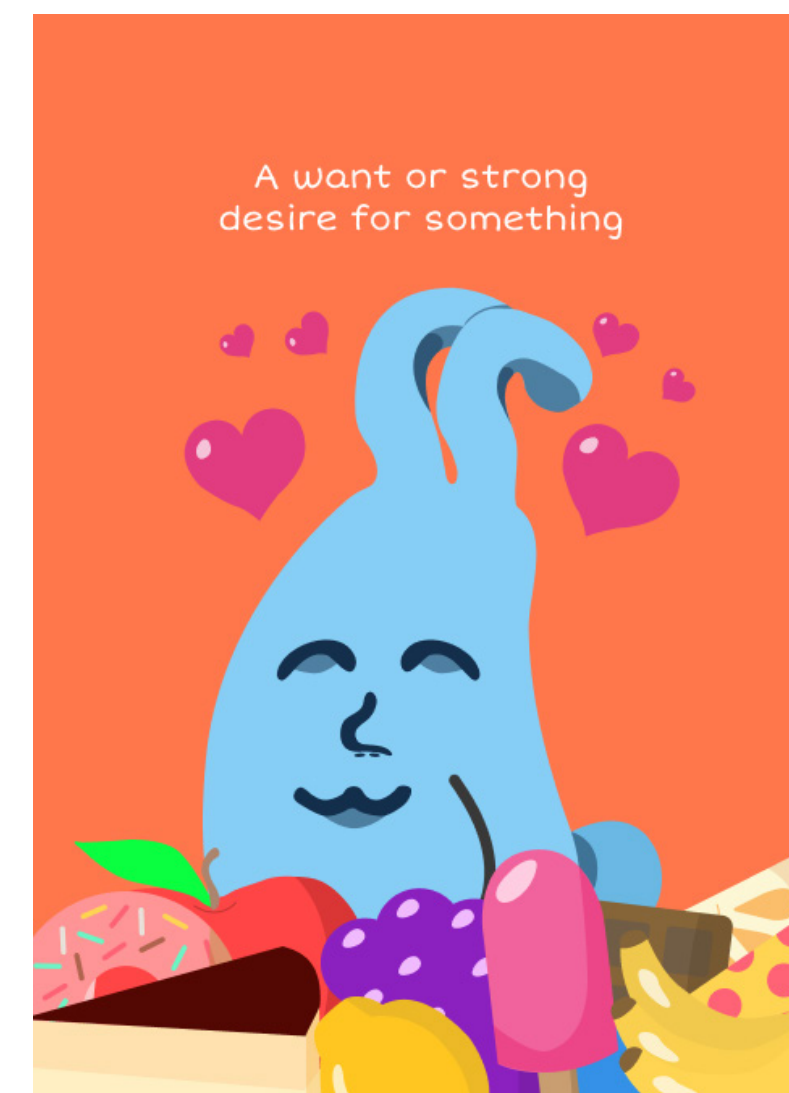
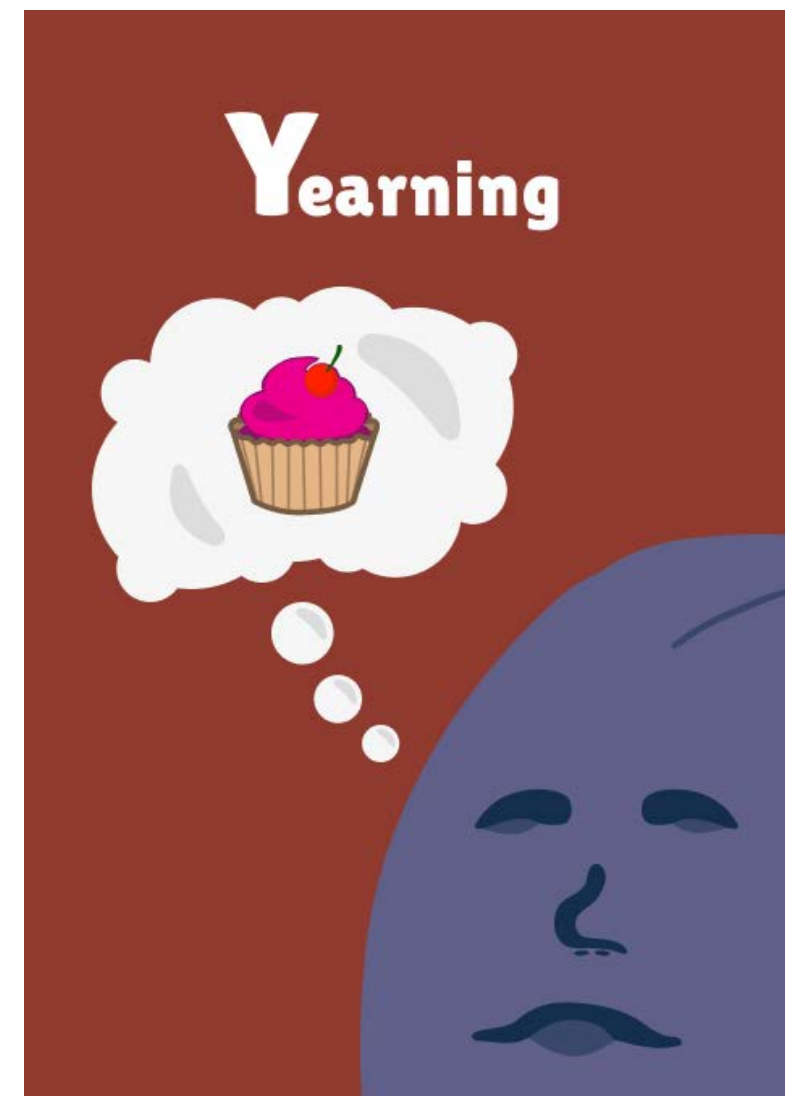
# Card Design

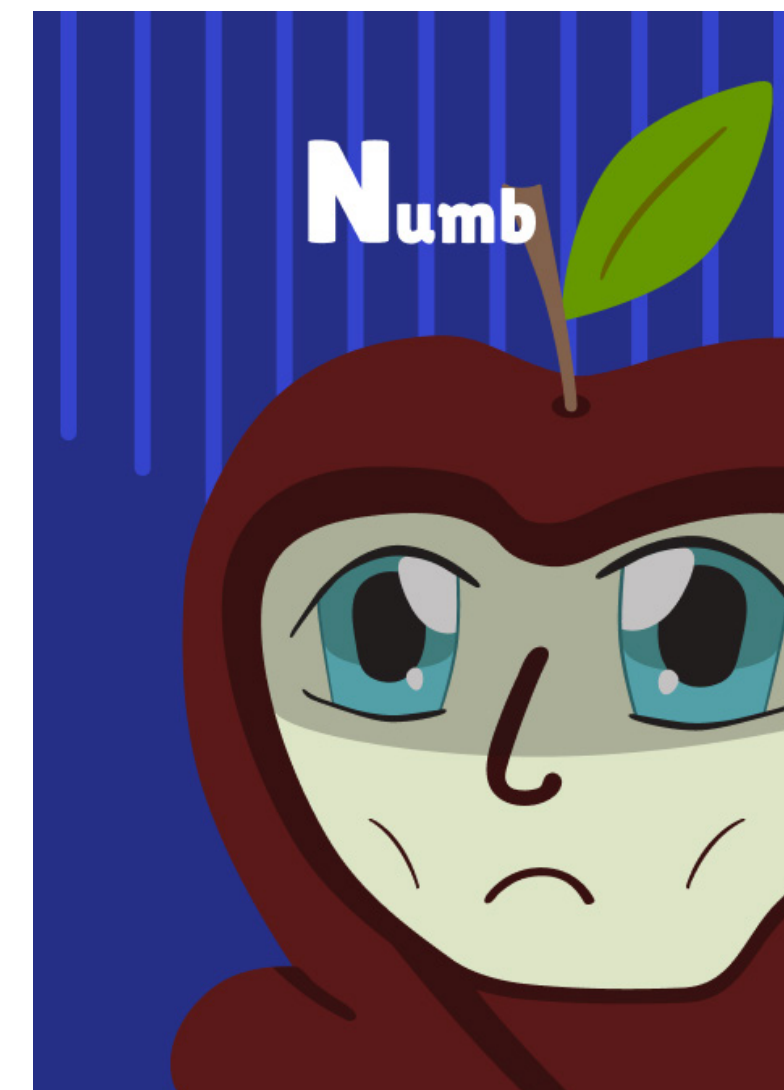
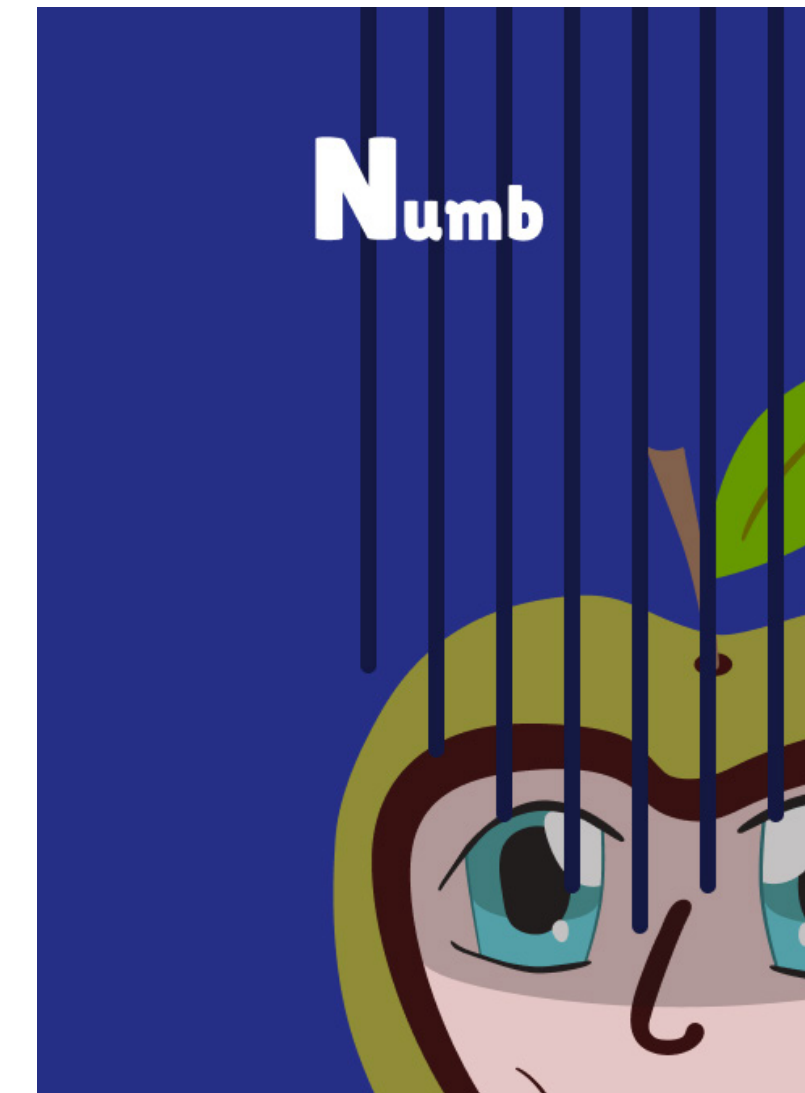
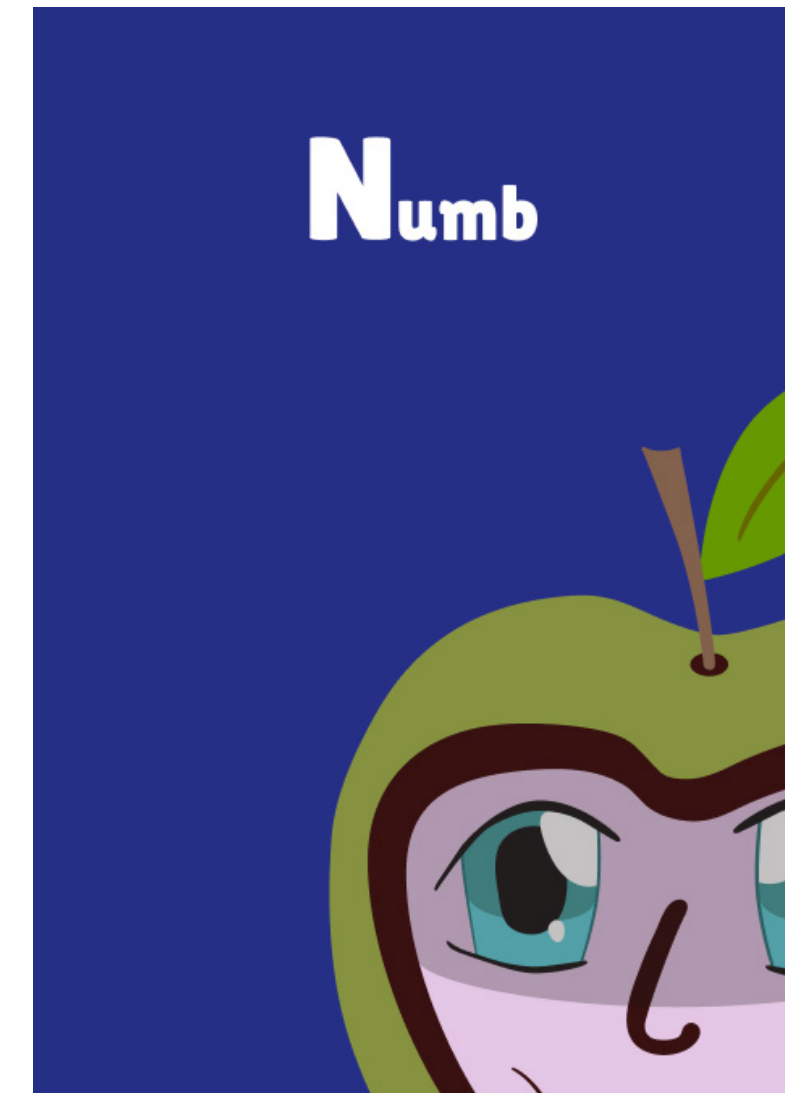
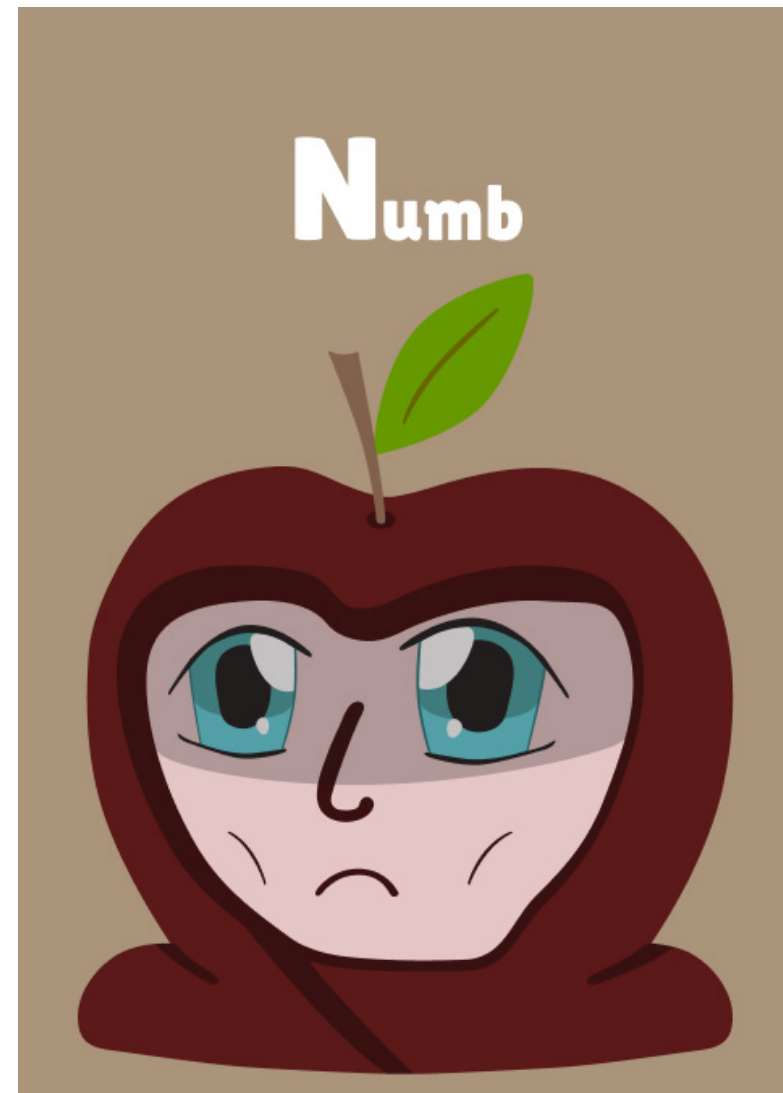




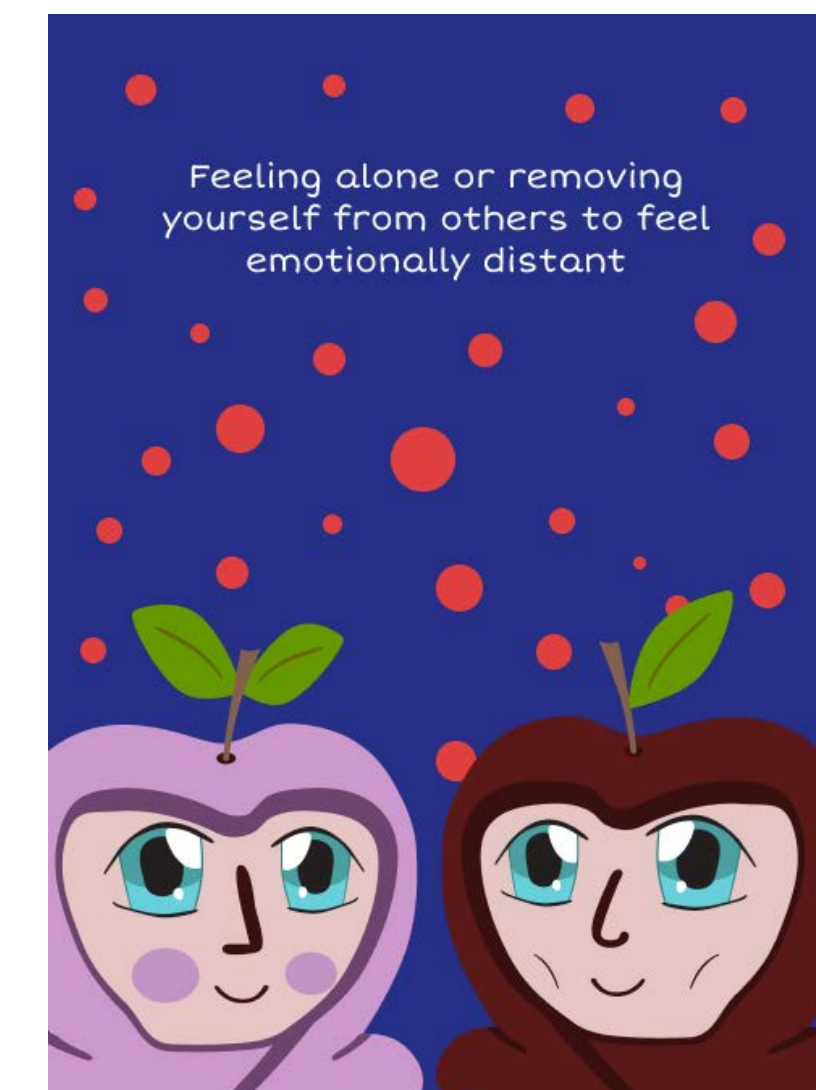
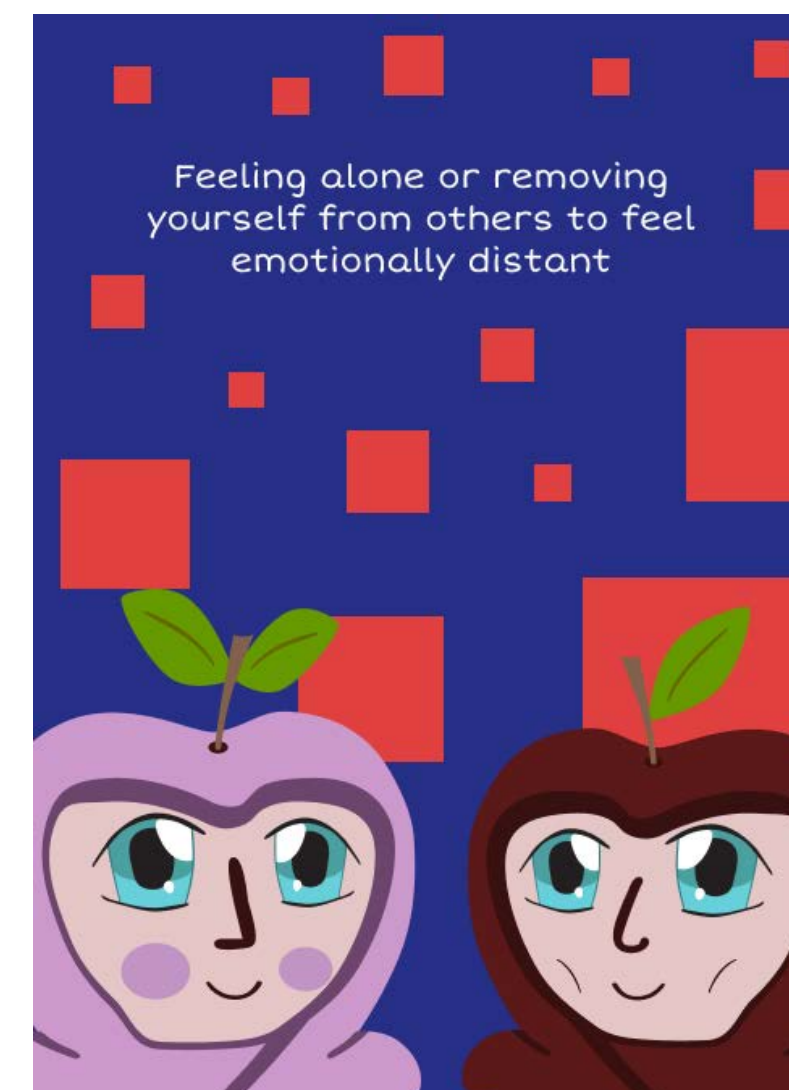
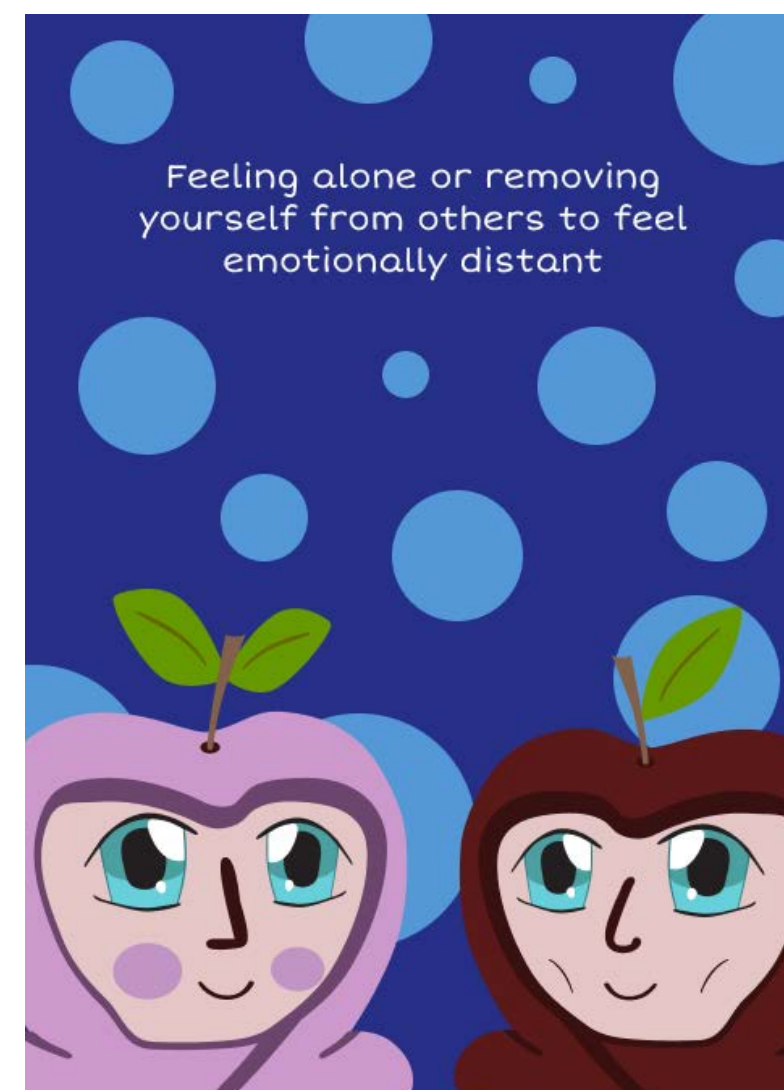
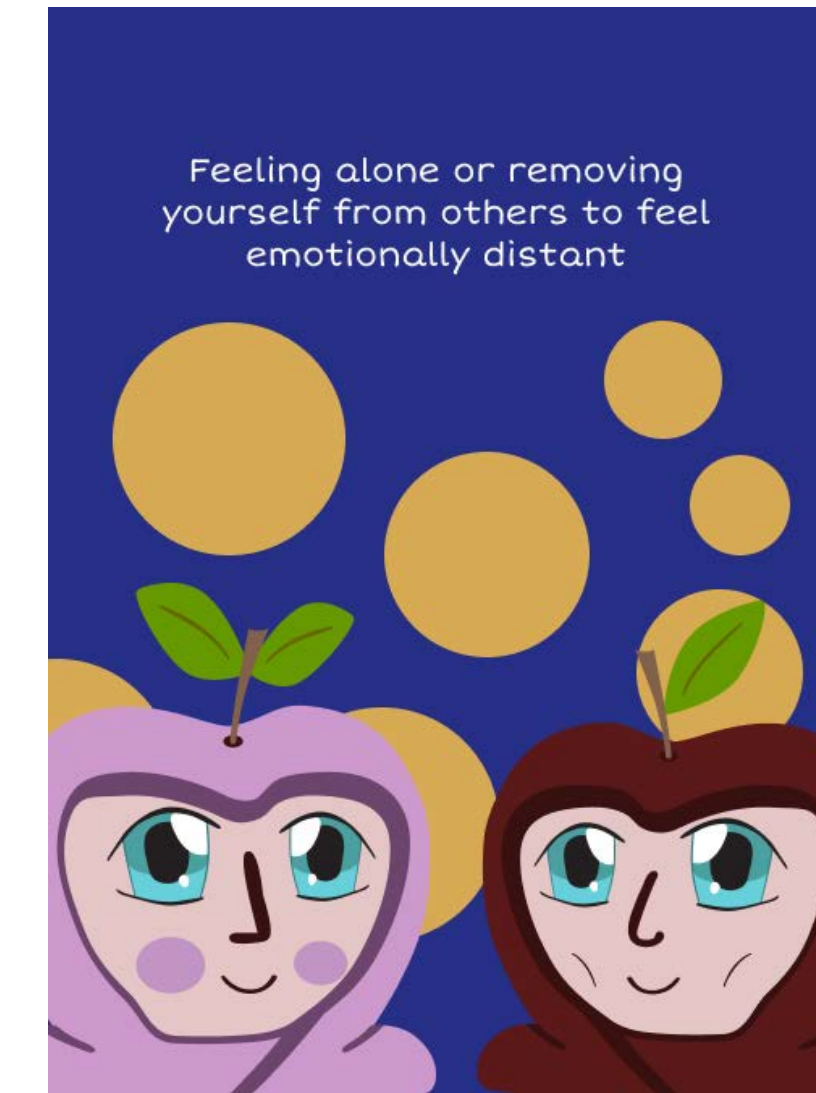
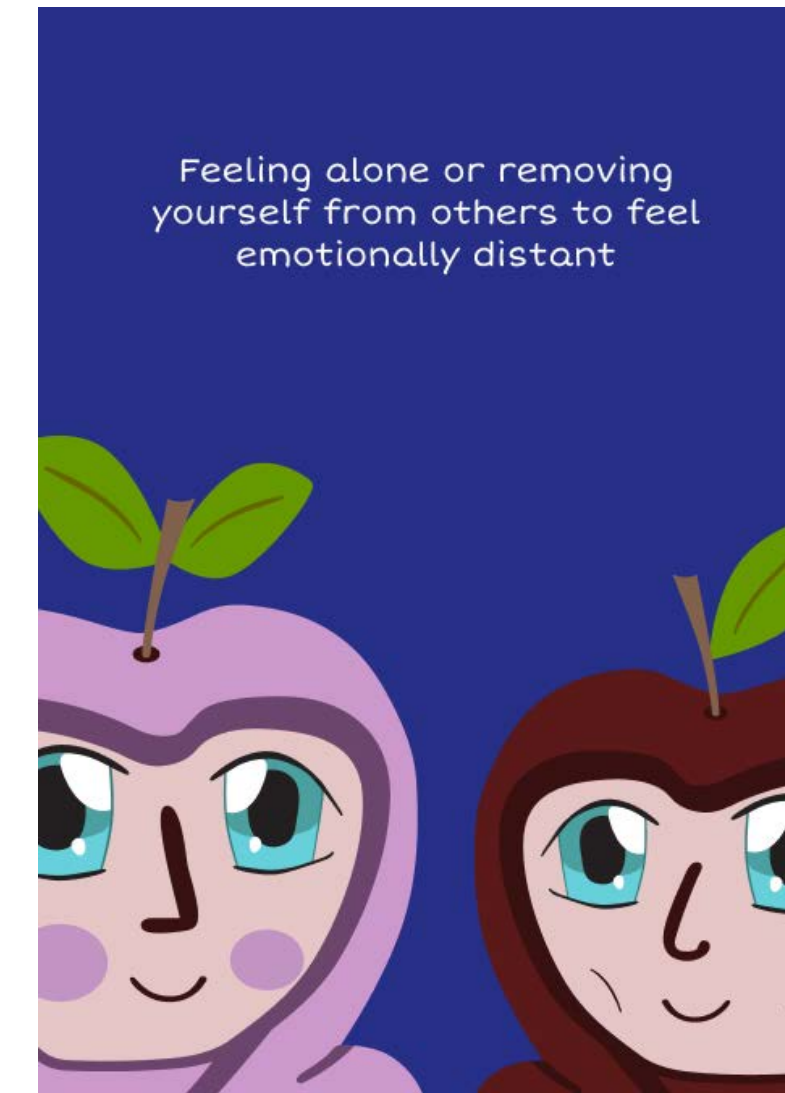
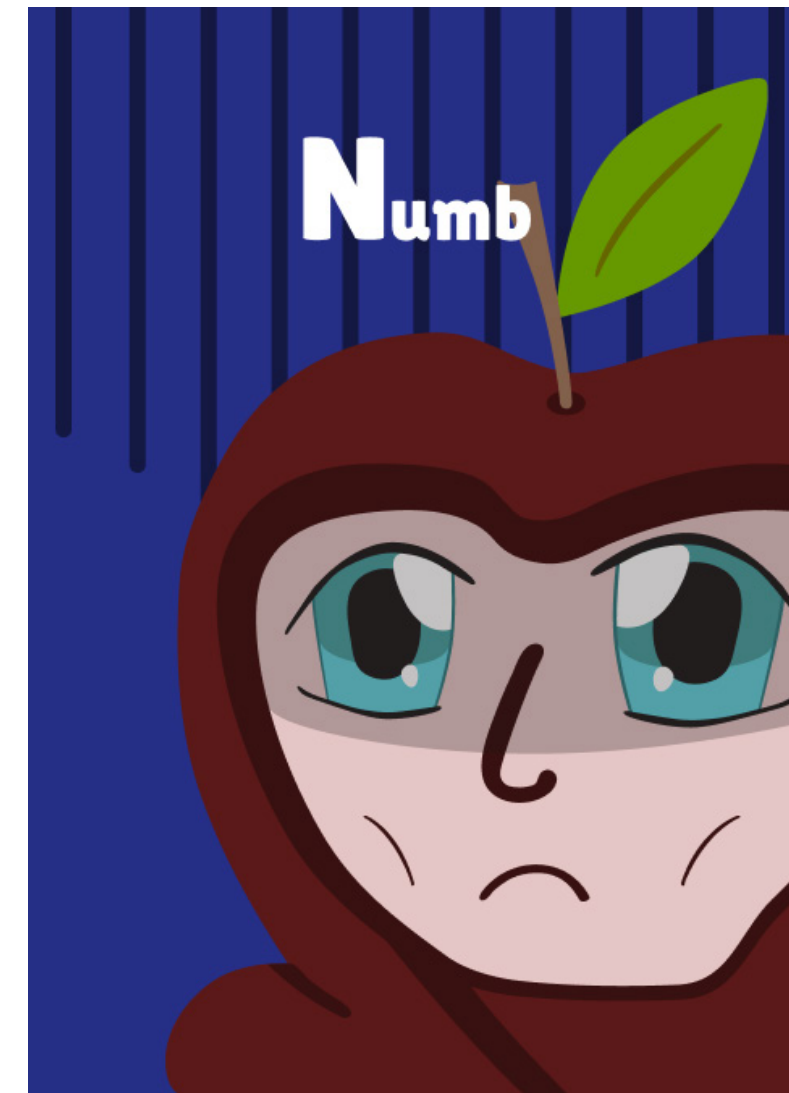












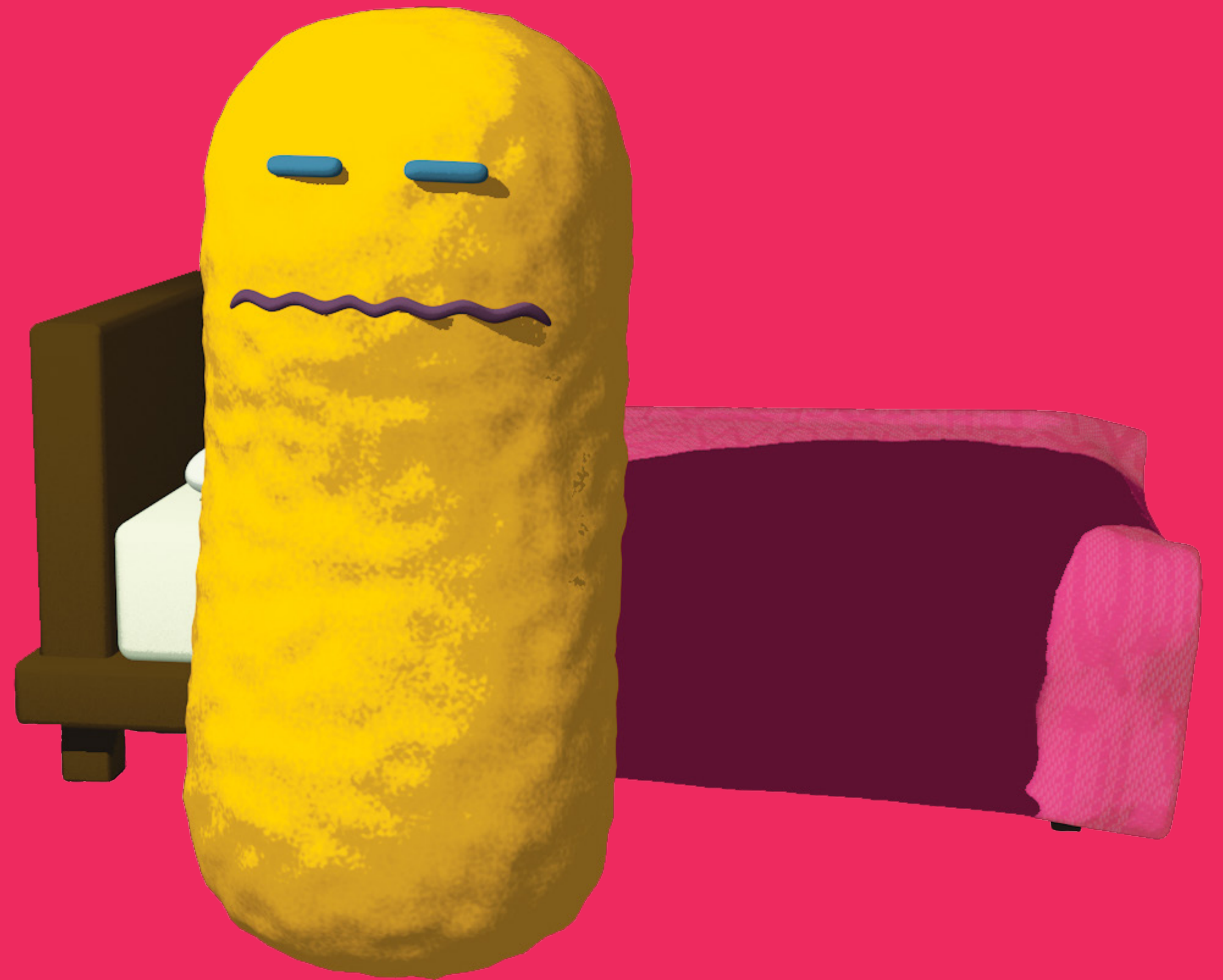
## Character Design

The 2D design that I was working with was giving me a lot of trouble and it was not coming out the way I wanted to. So, I decided to go back to the drawing board and go in an all new direction. I needed to tighten my focus and create a more defined style for all of my characters.





# Revisting The Design





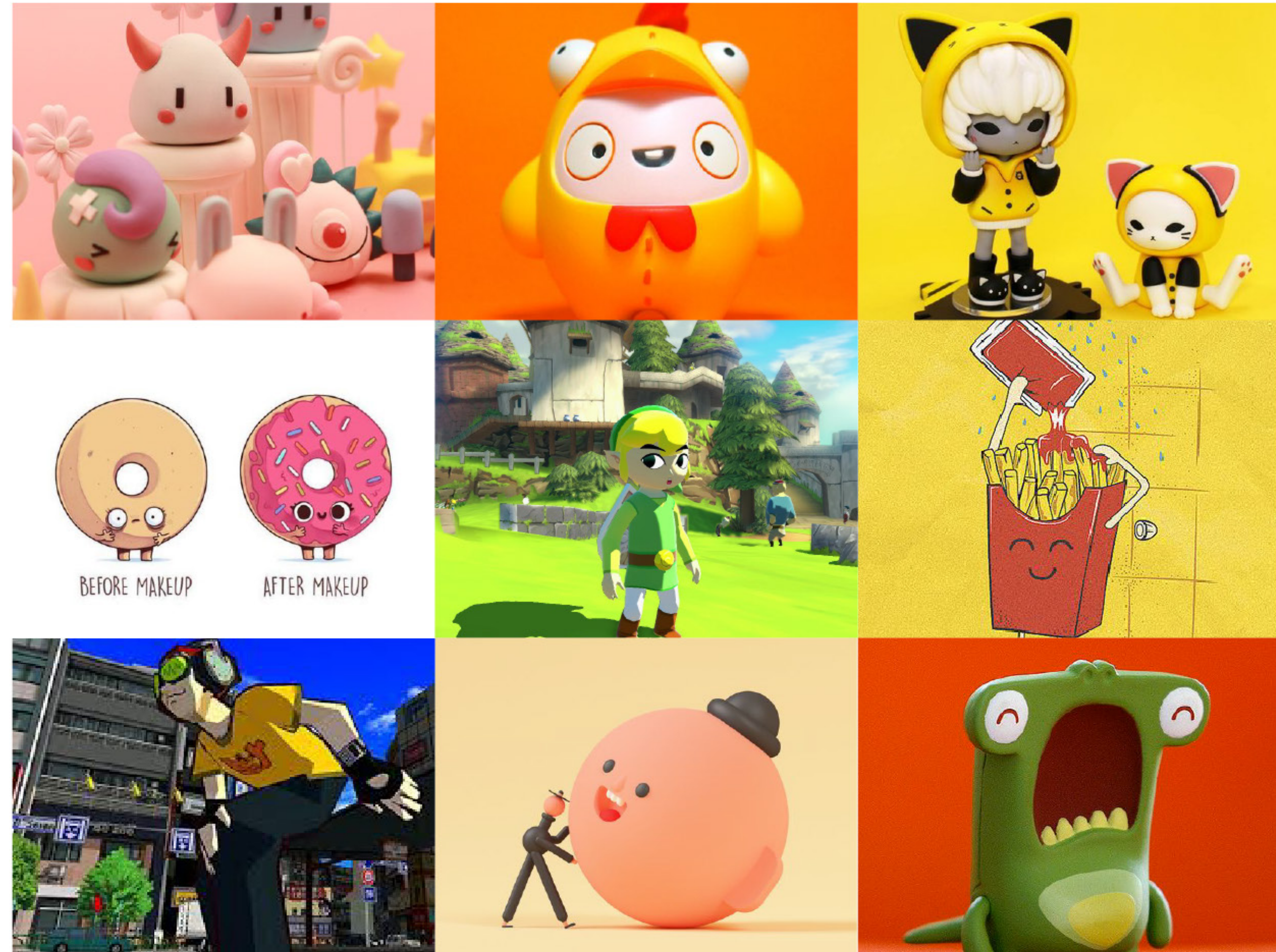
# Visual Research

John Keefe

## Clay Boy Style Board

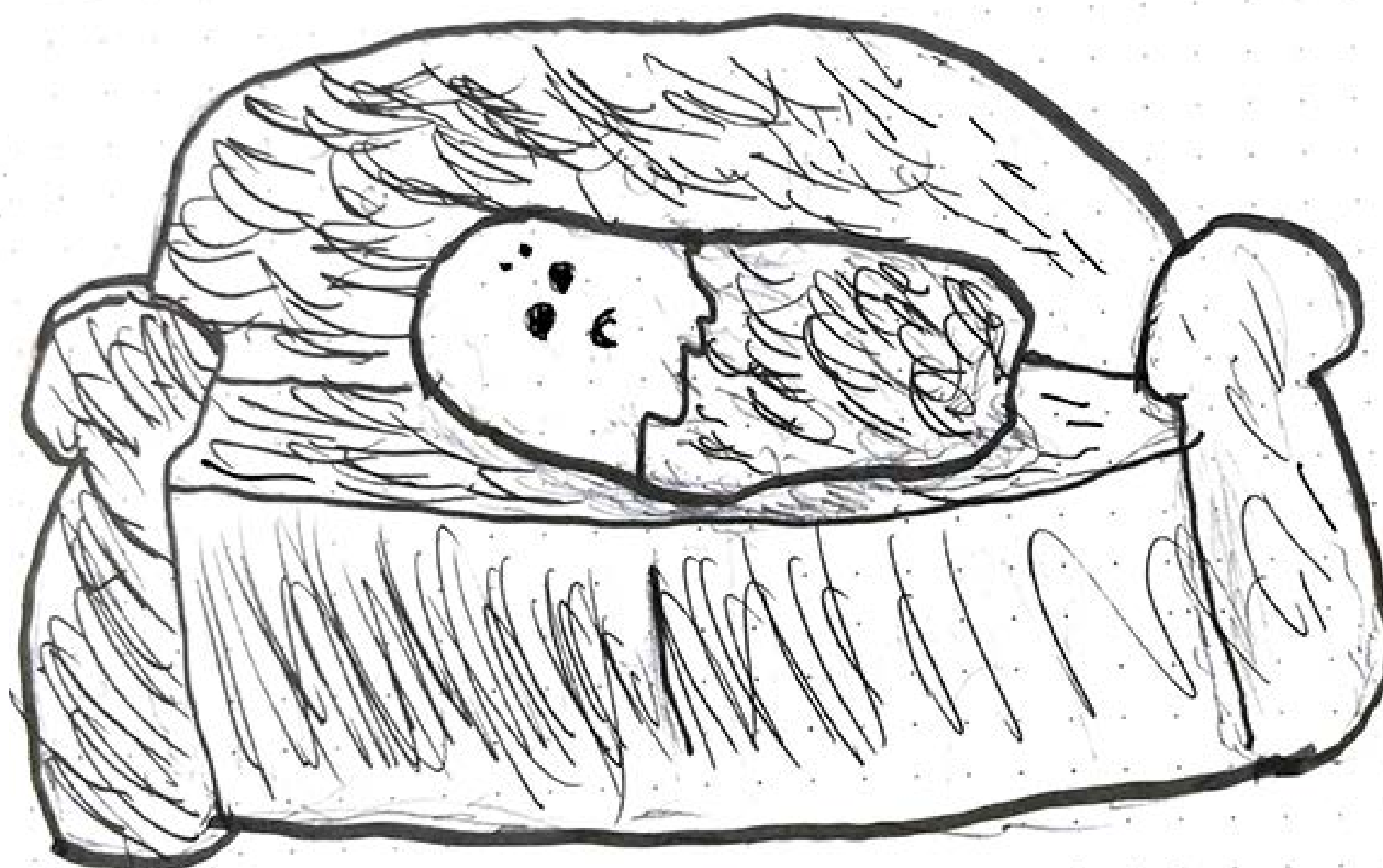
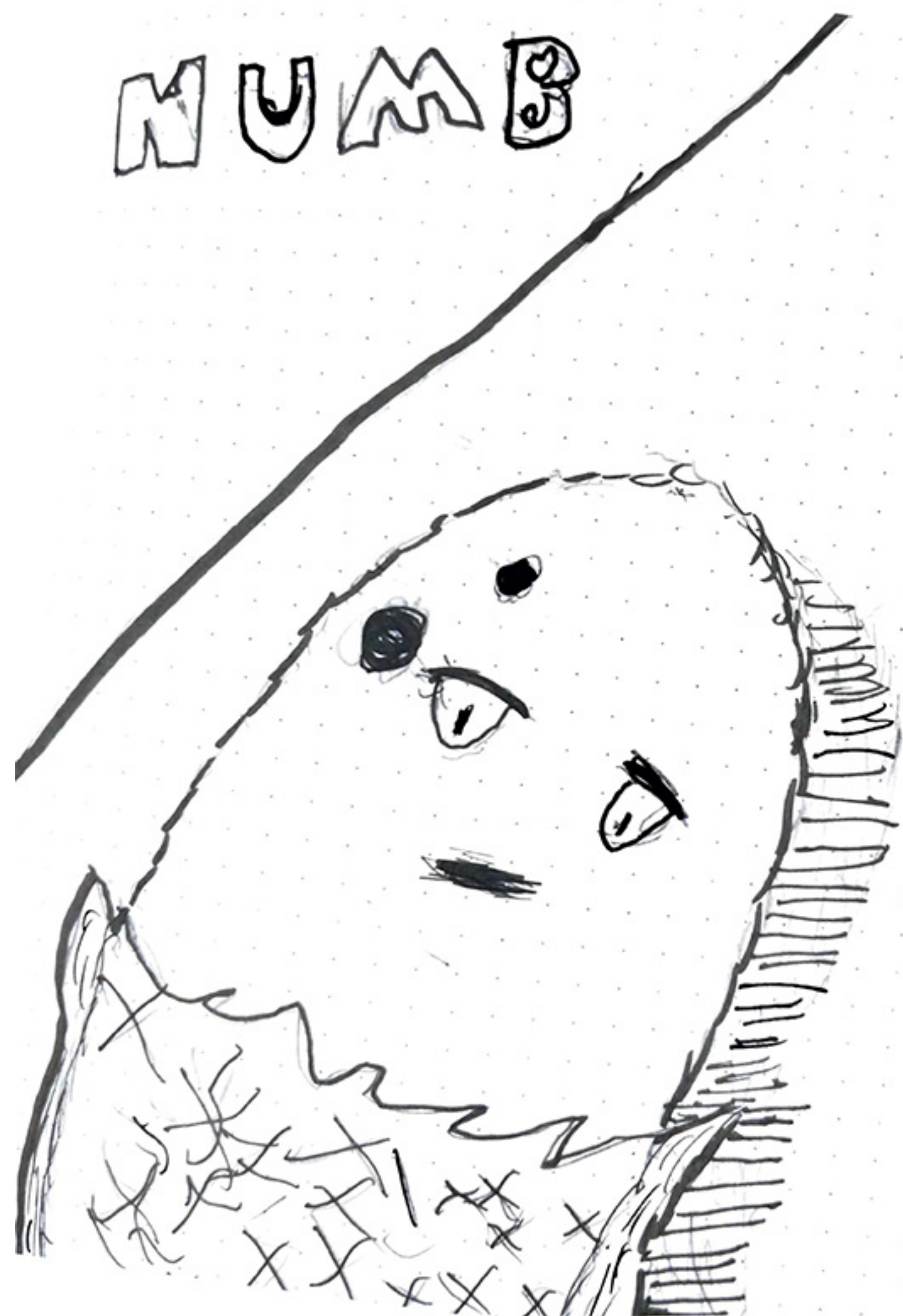
A bright cel-shaded pallet that has soft and saturated colors. Simple shapes and forms are used in the character design to expressed an emotion with a focus on the face. Camera is pointed at the character at a slight angle to add depth to a shot.

New Media Interactive 4

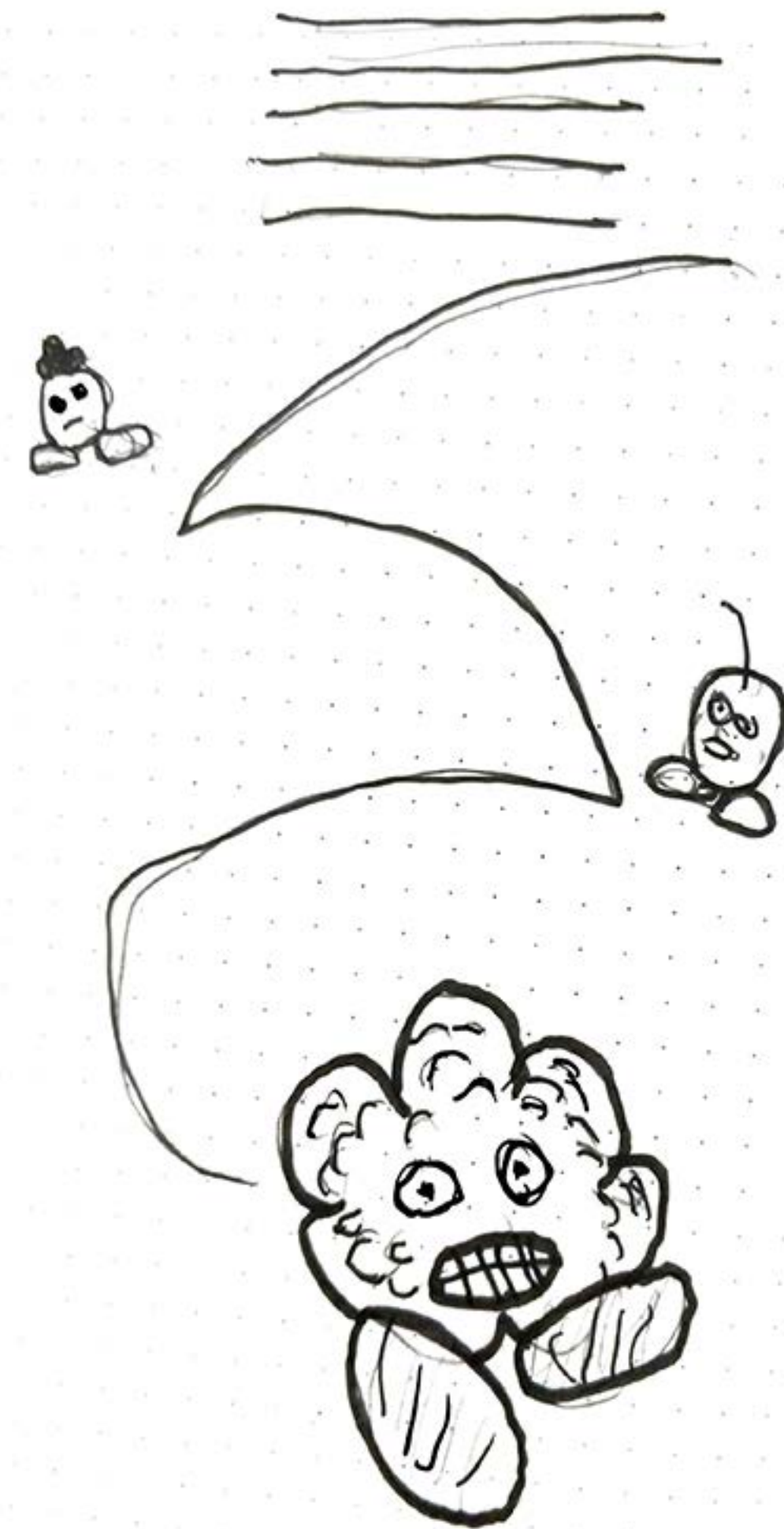




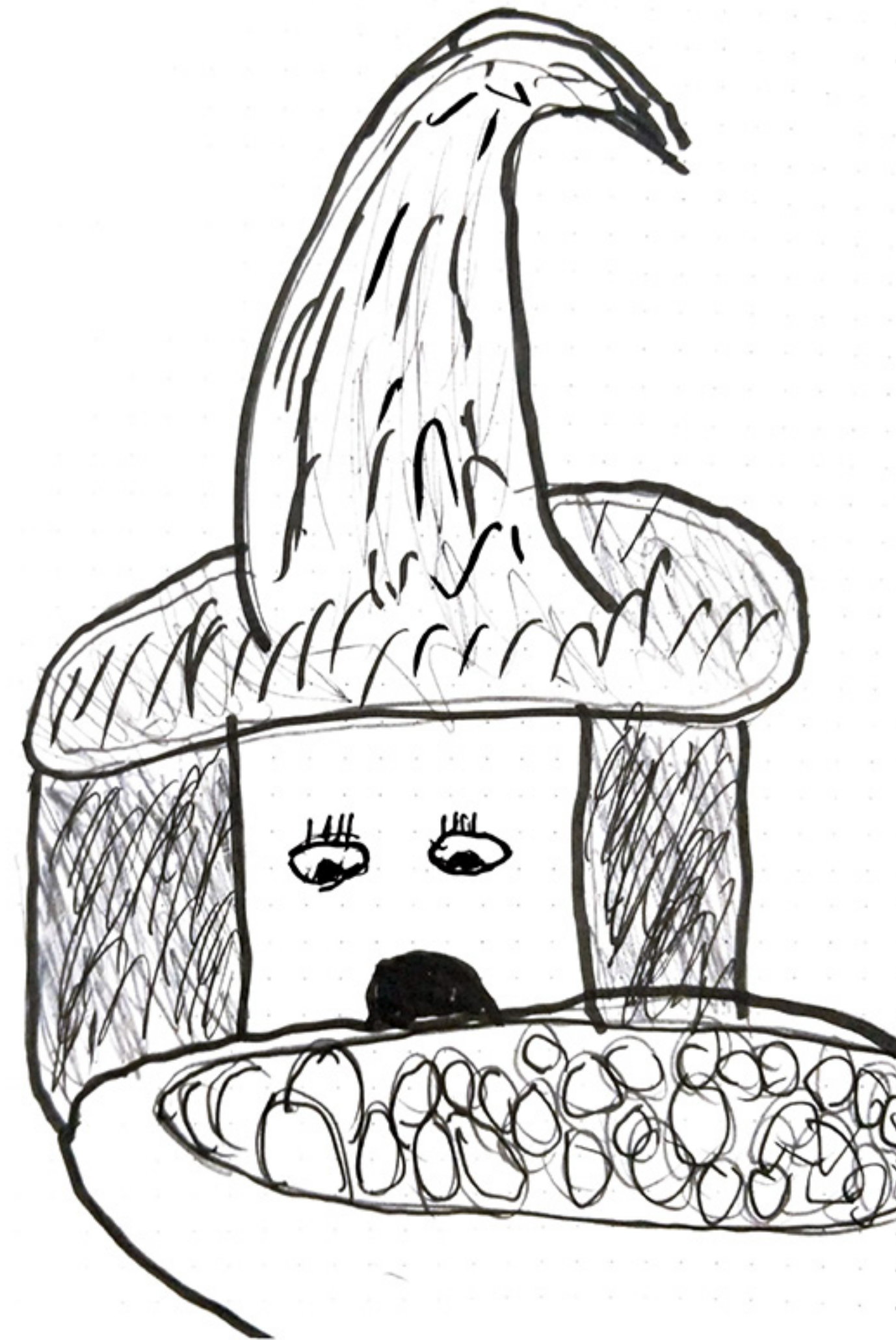
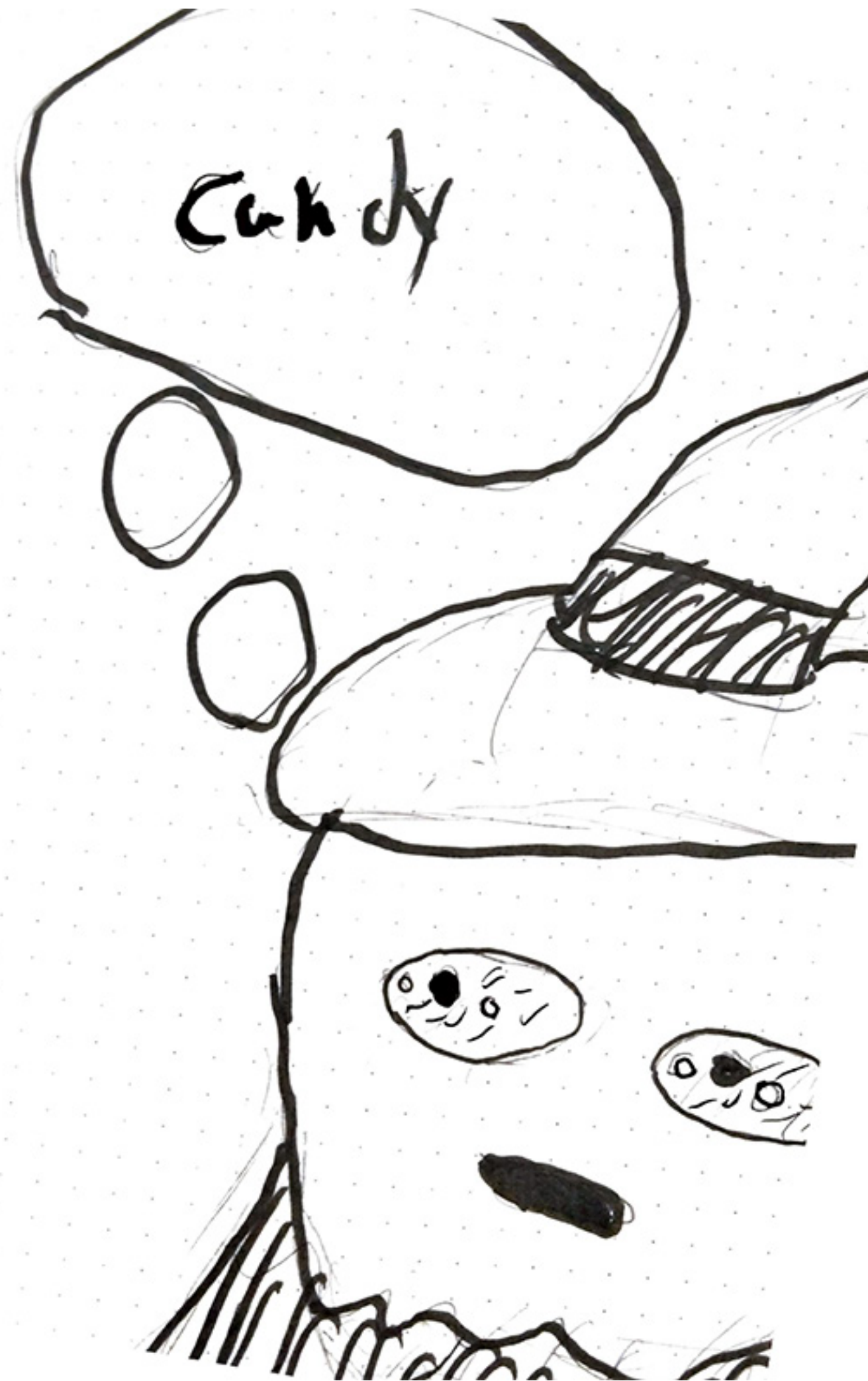
NUMB



# Restlessness





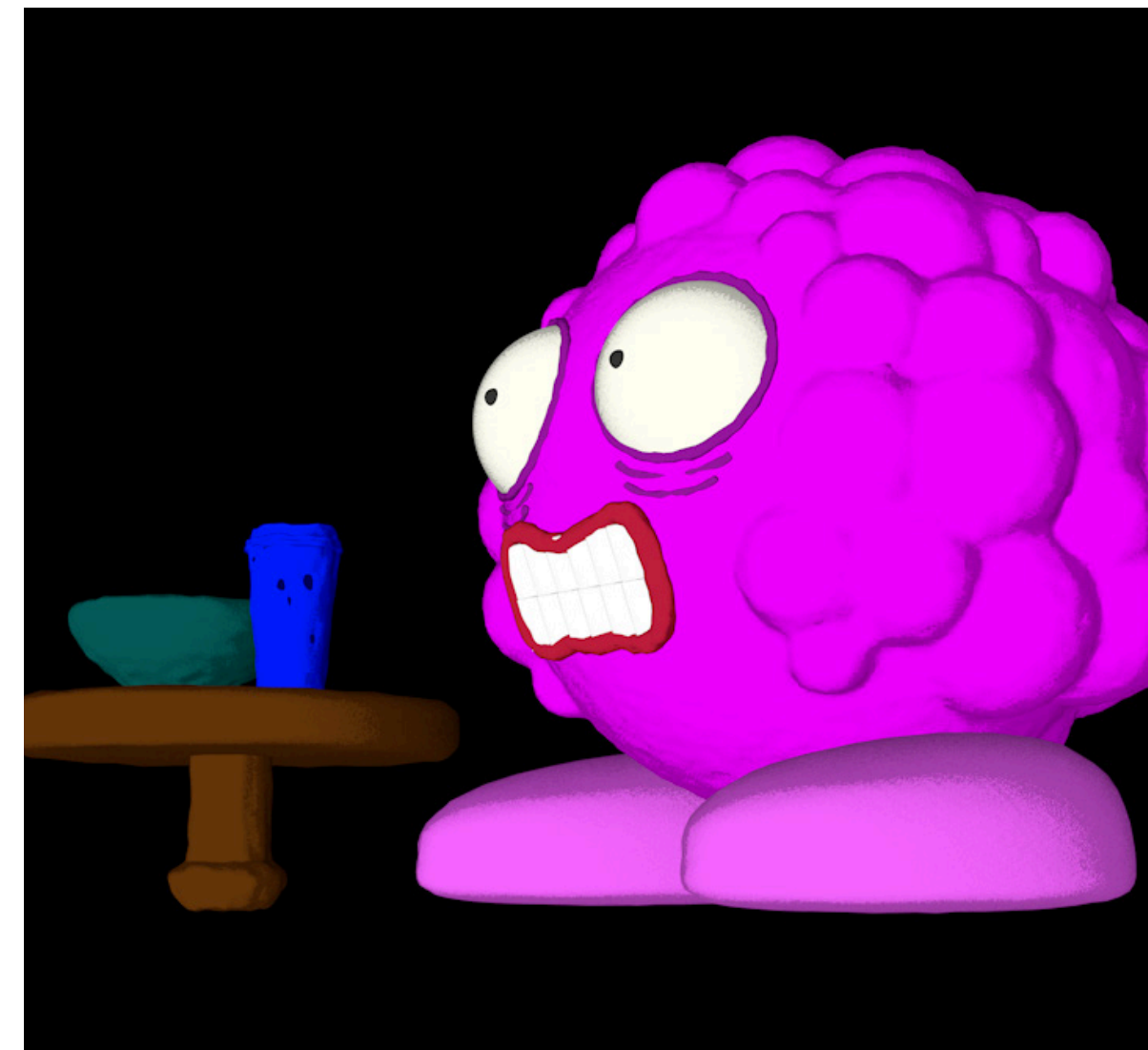
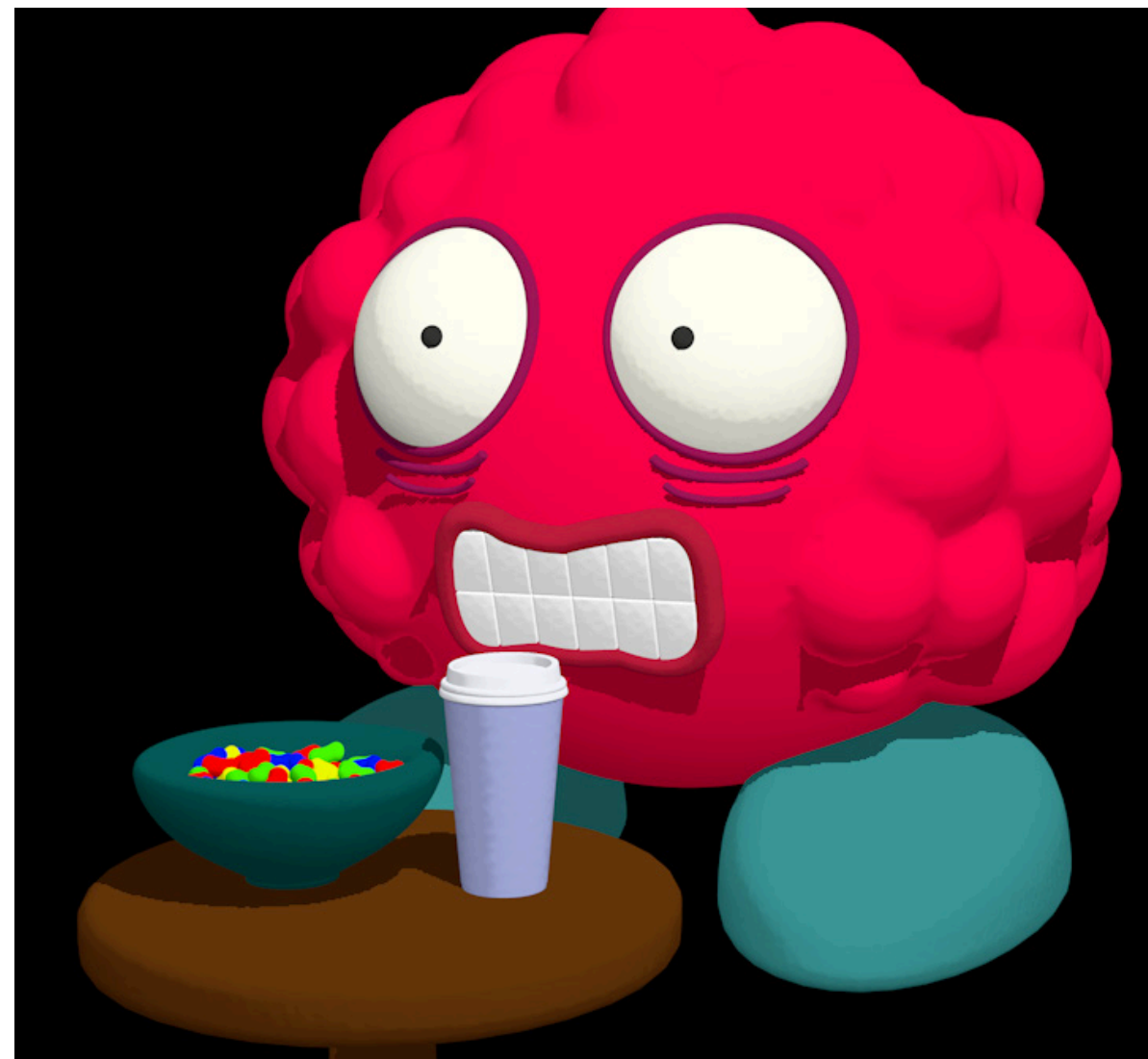
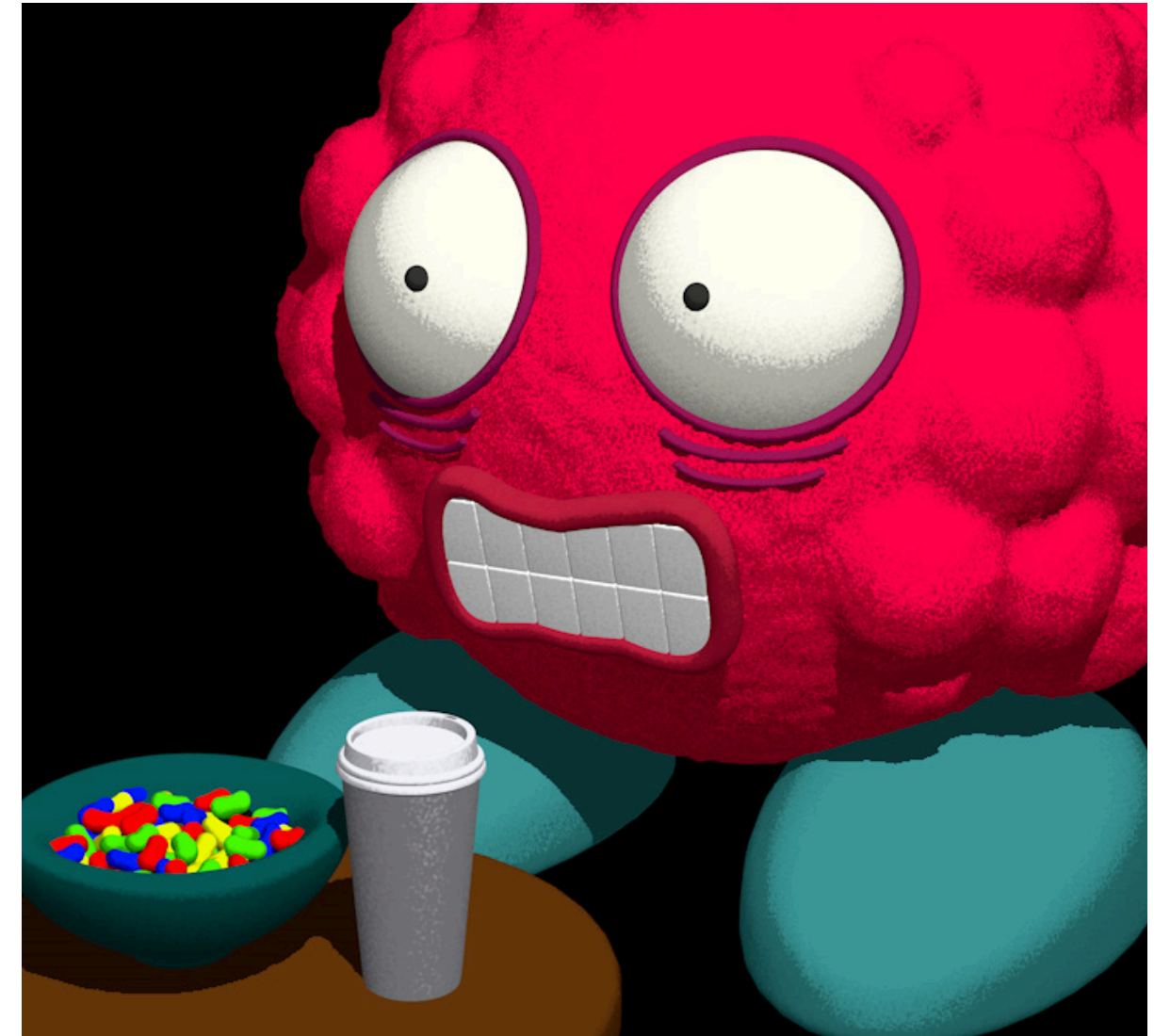
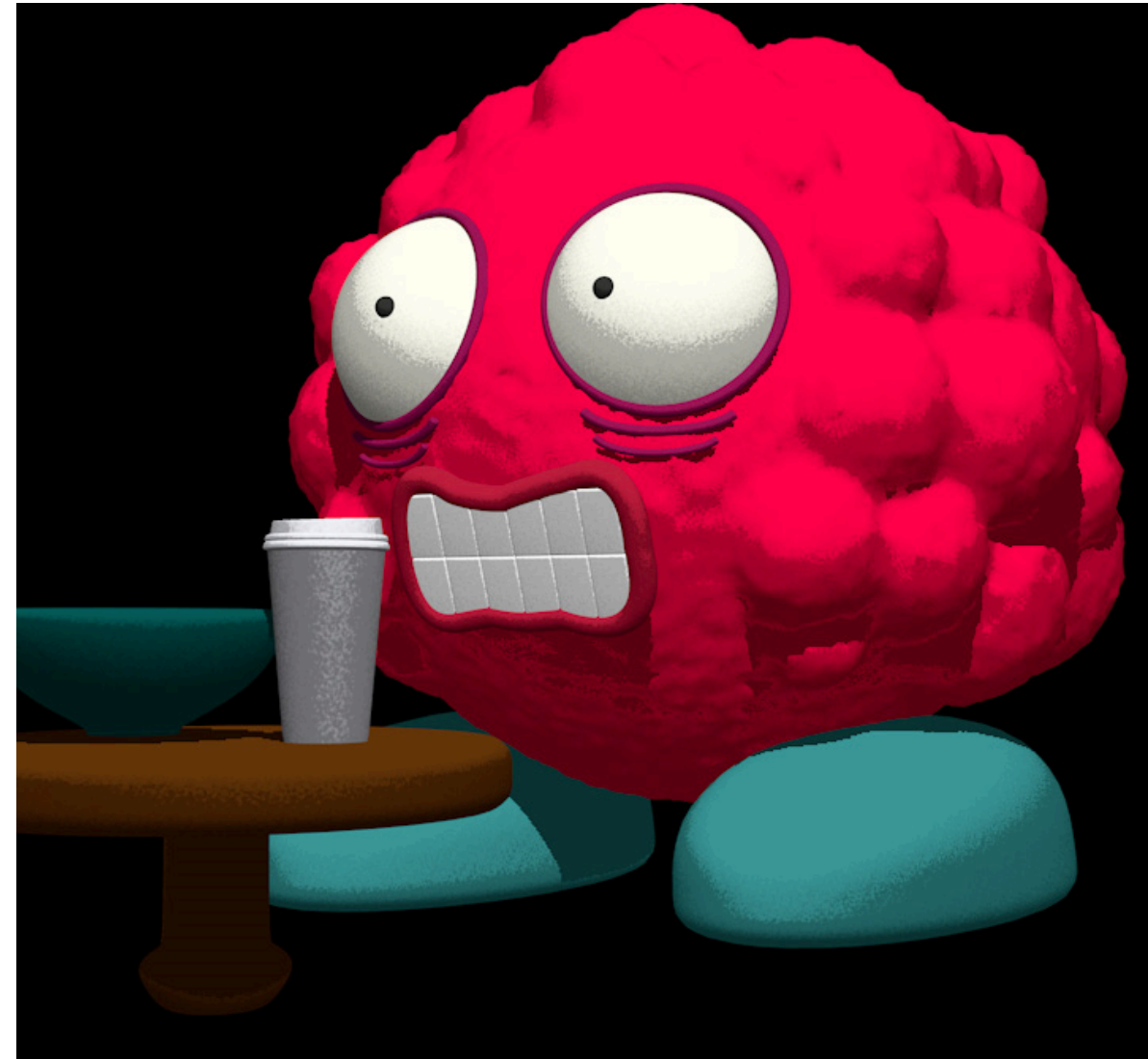
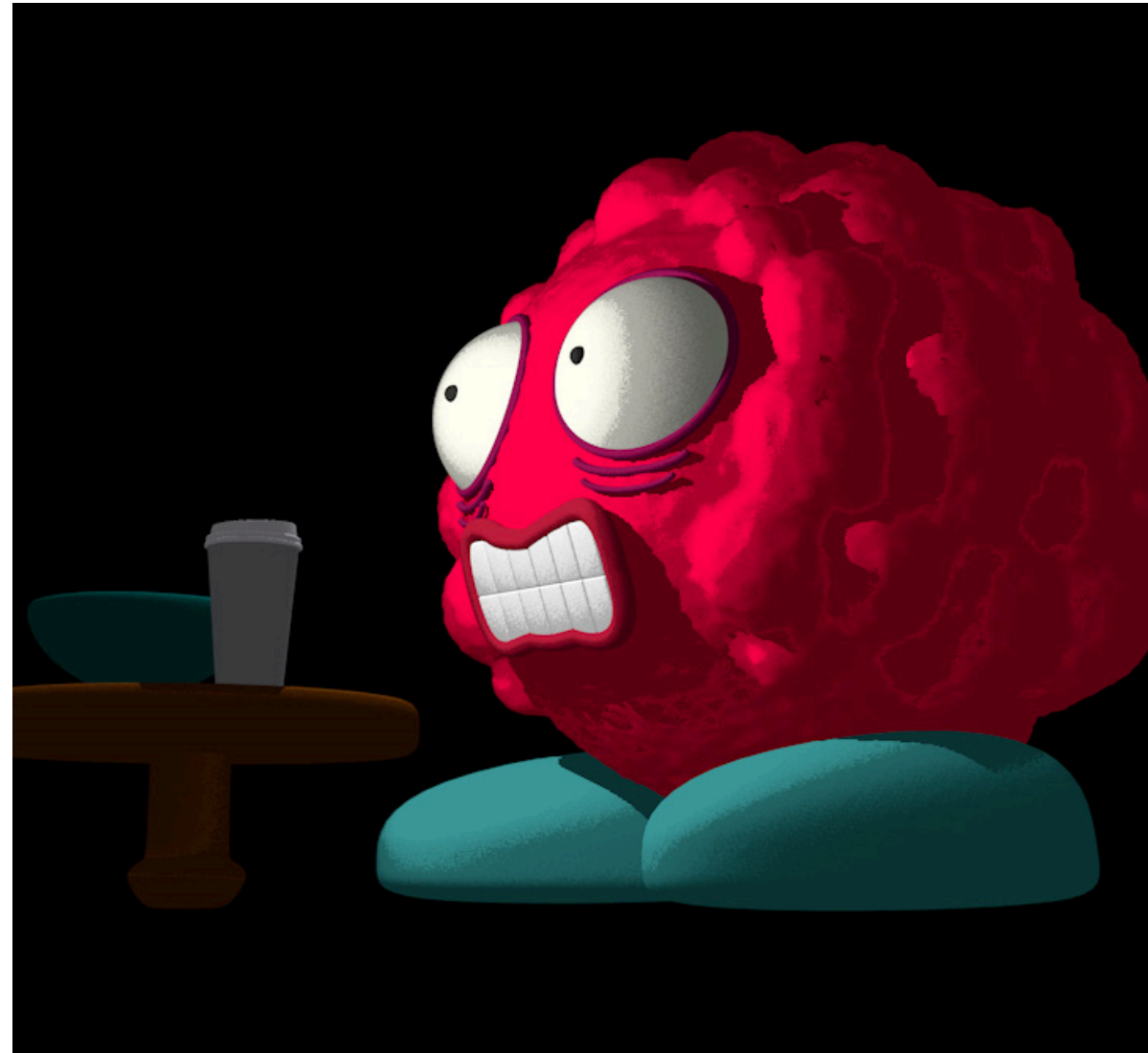




# Round 2 Tests



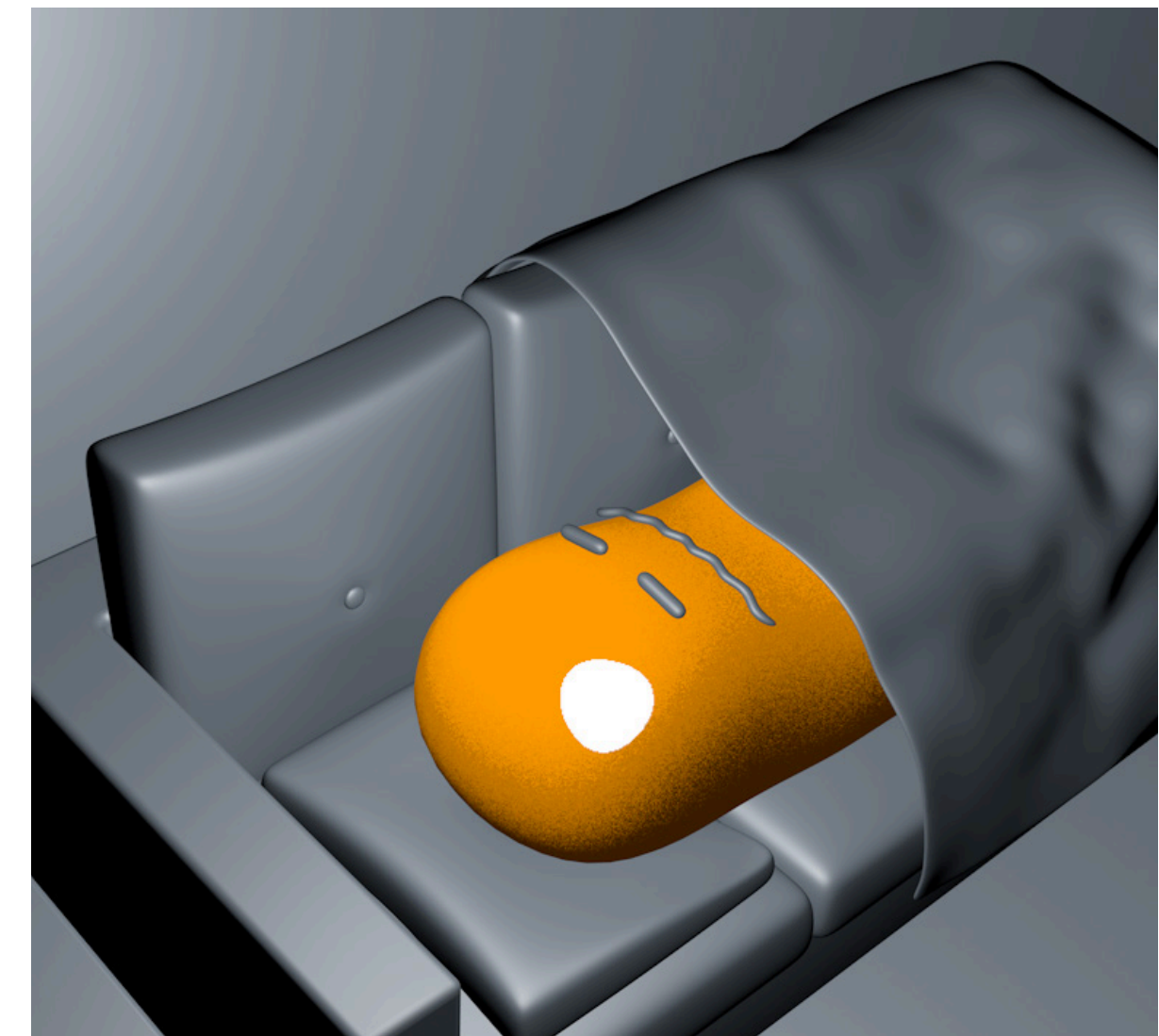
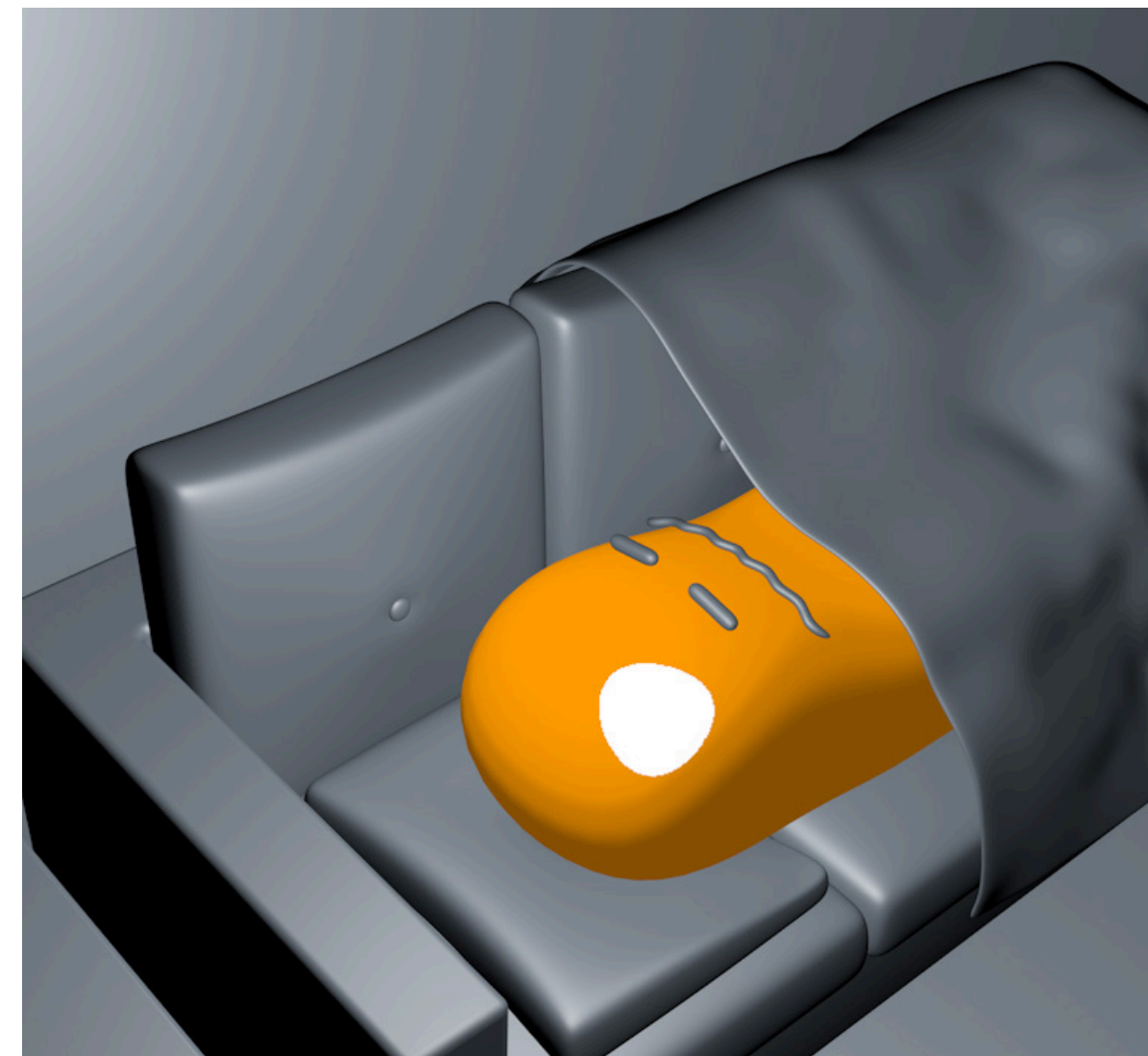
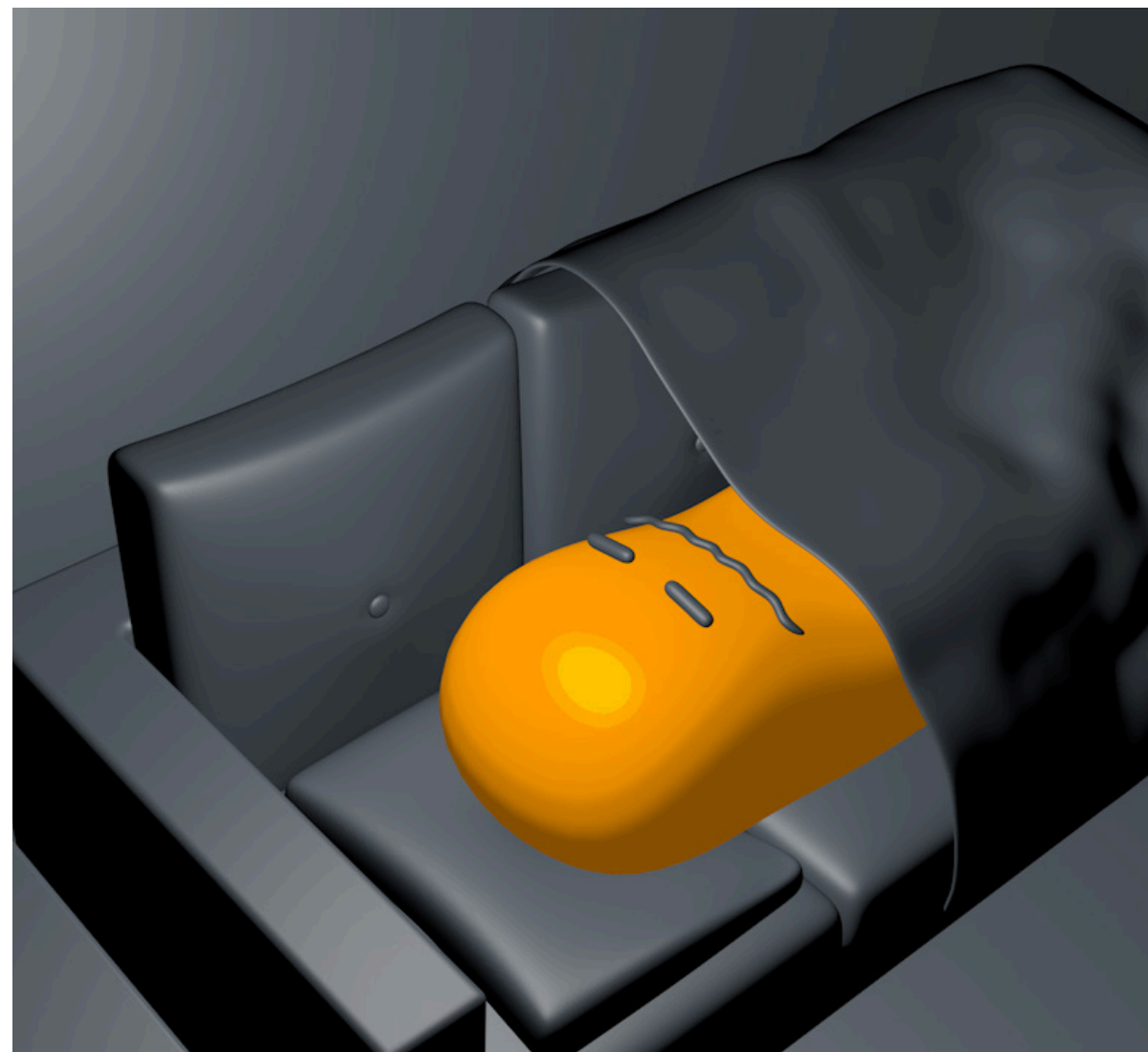
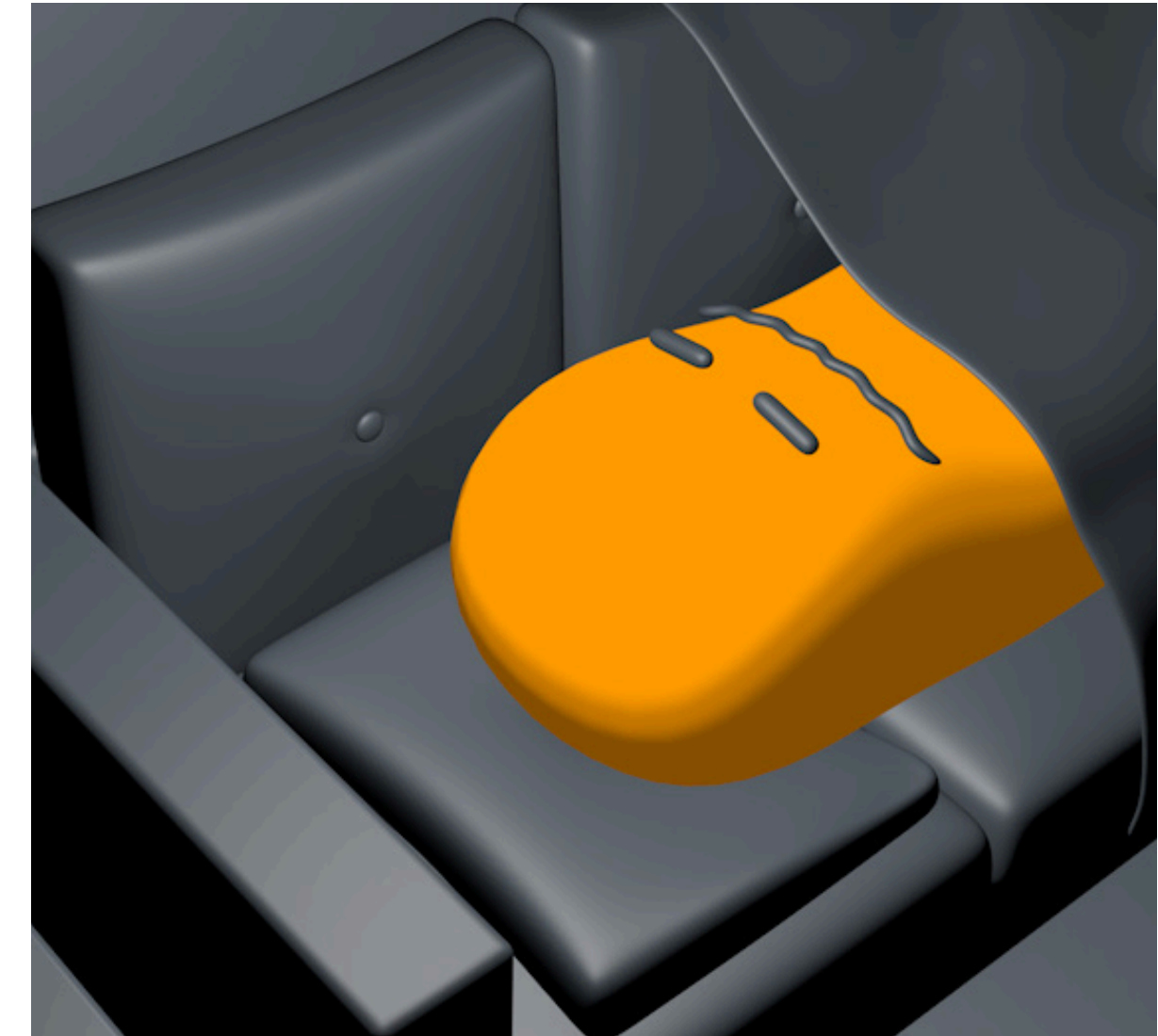
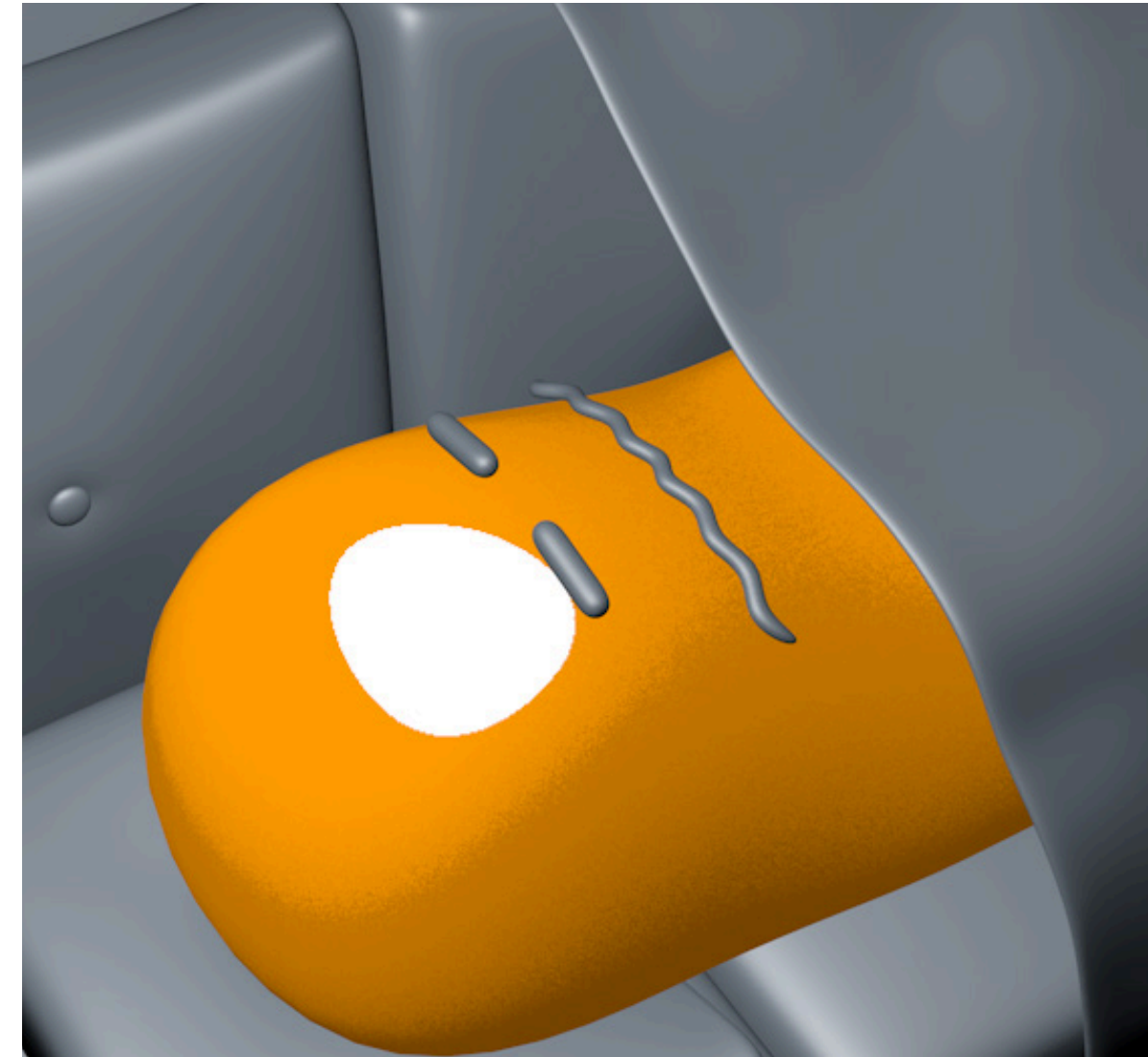
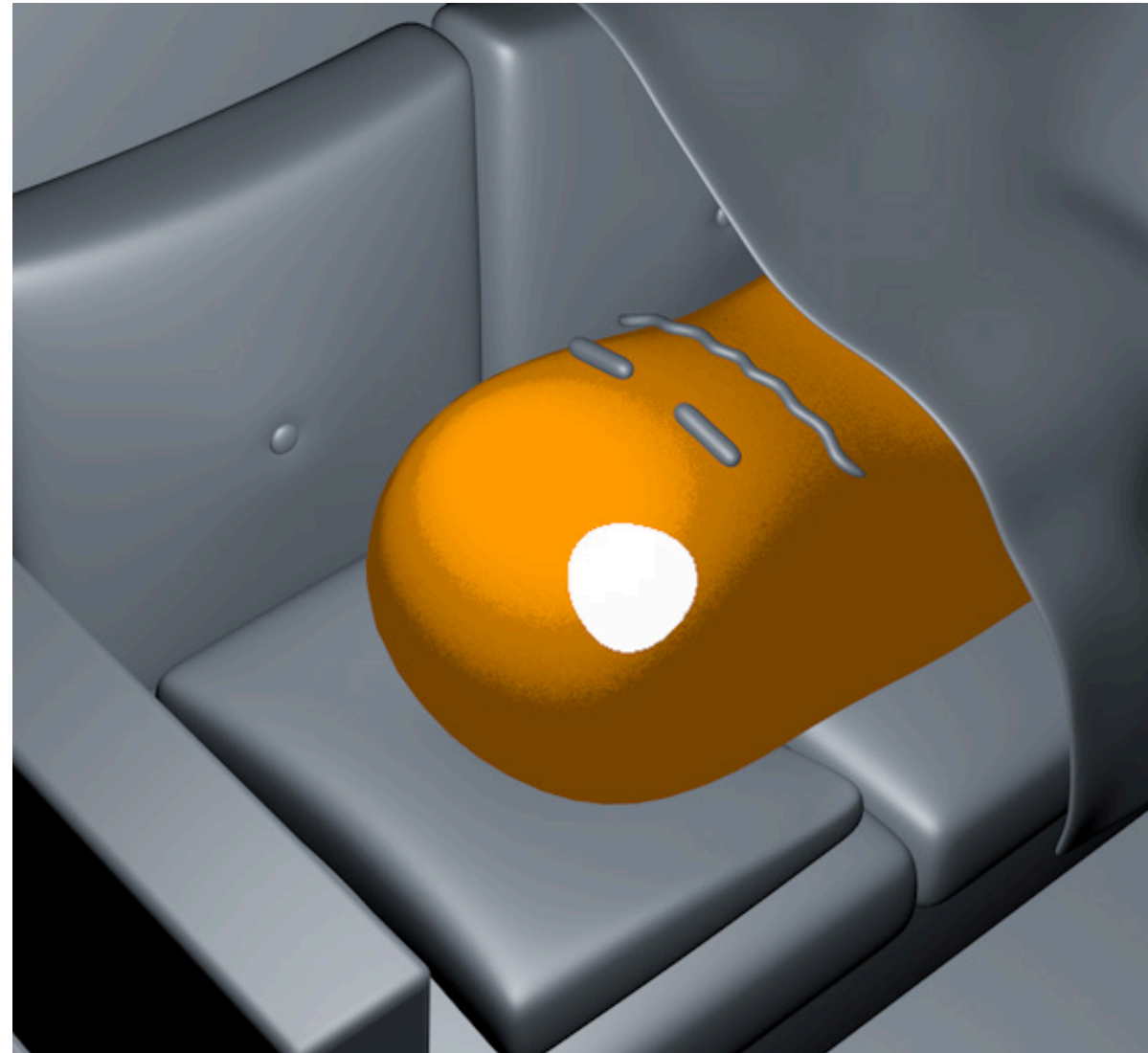




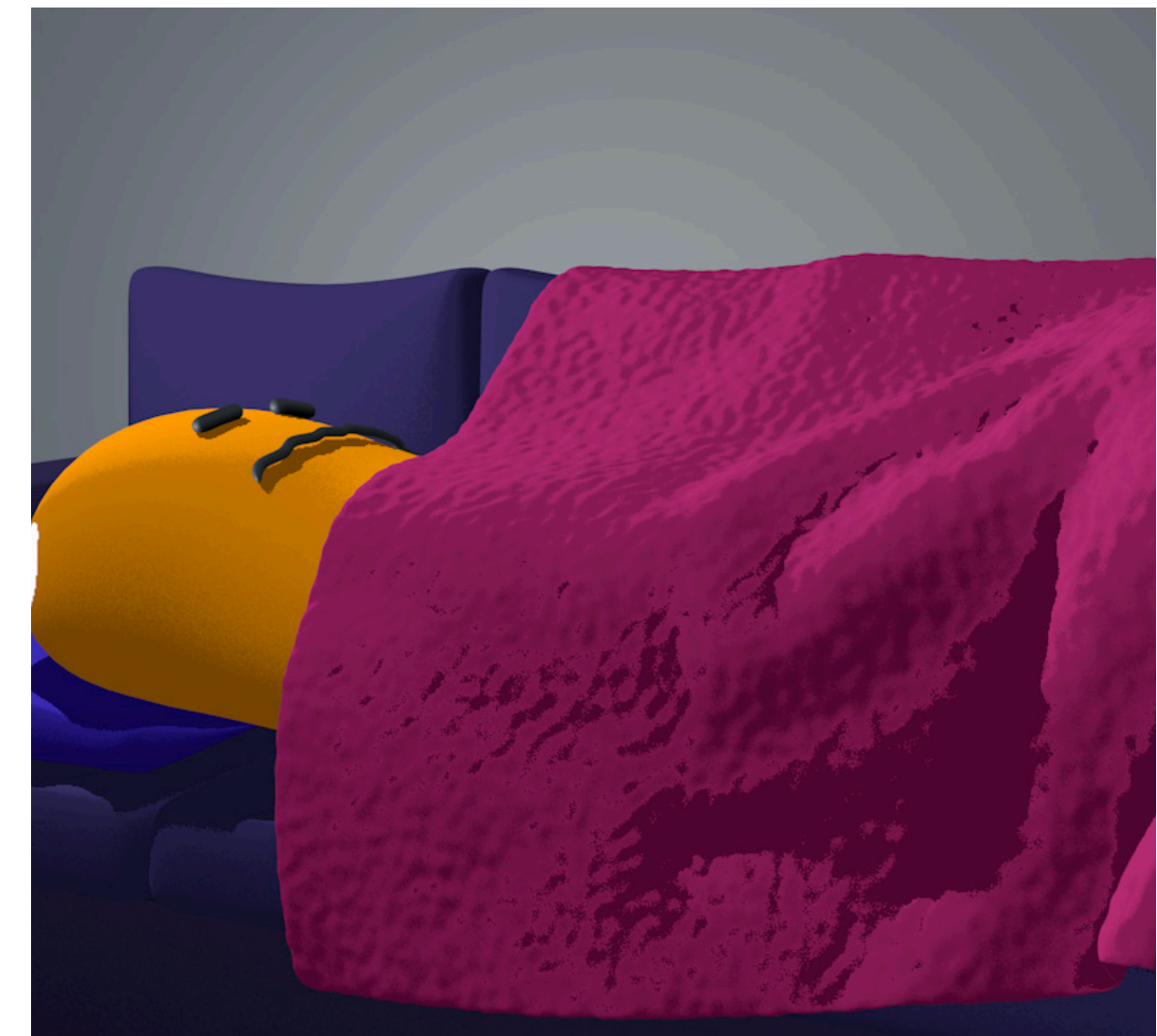
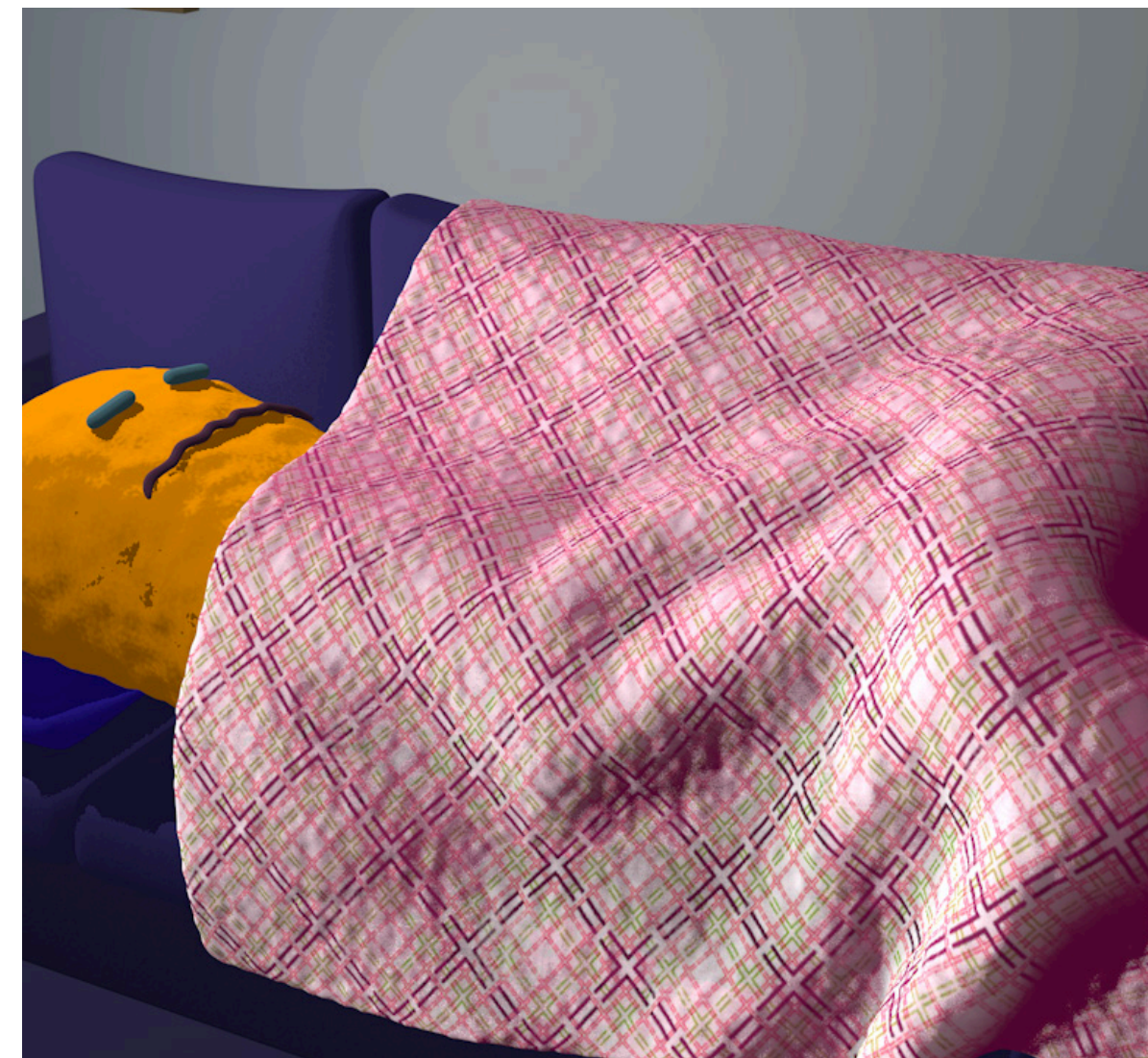
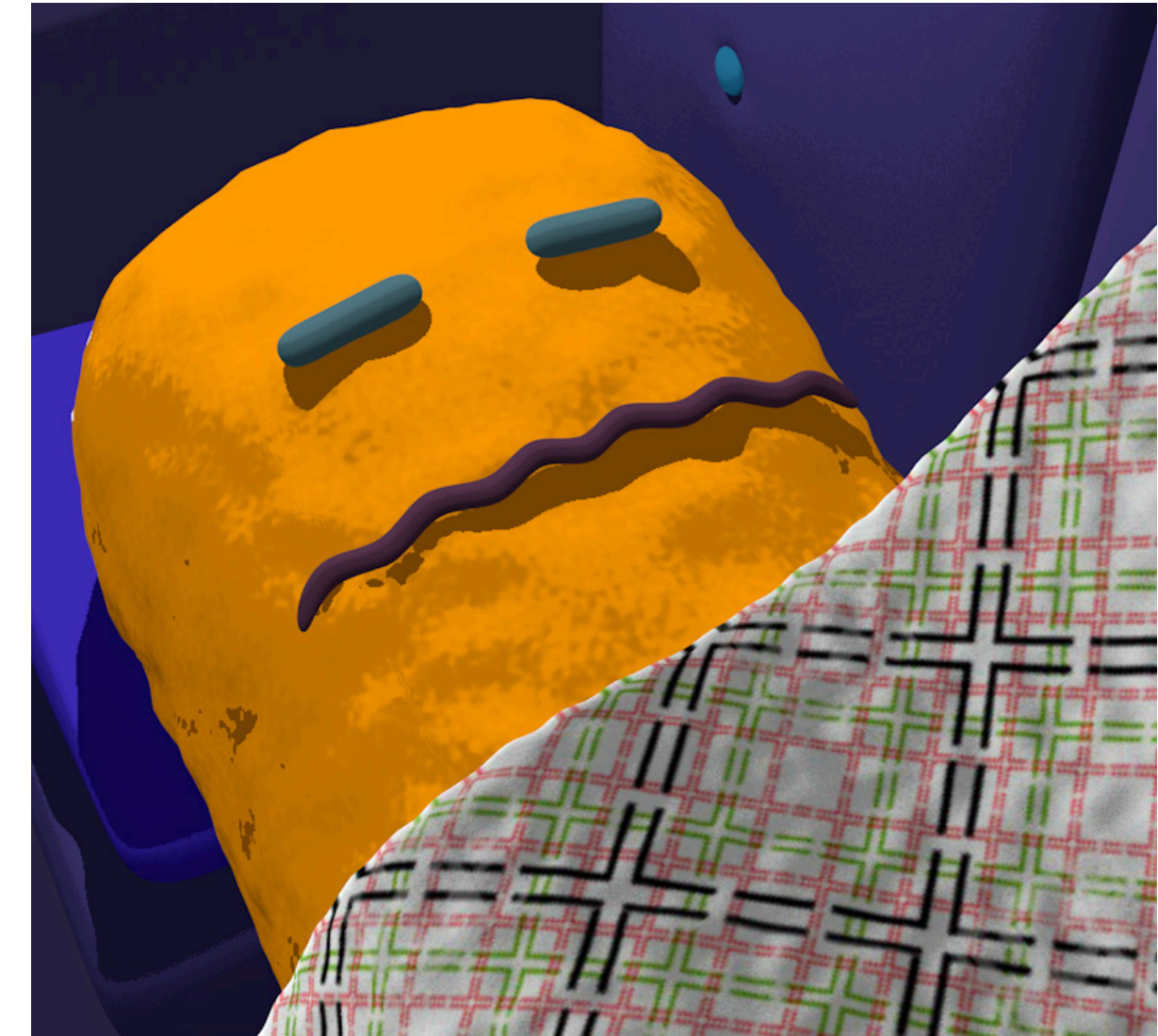
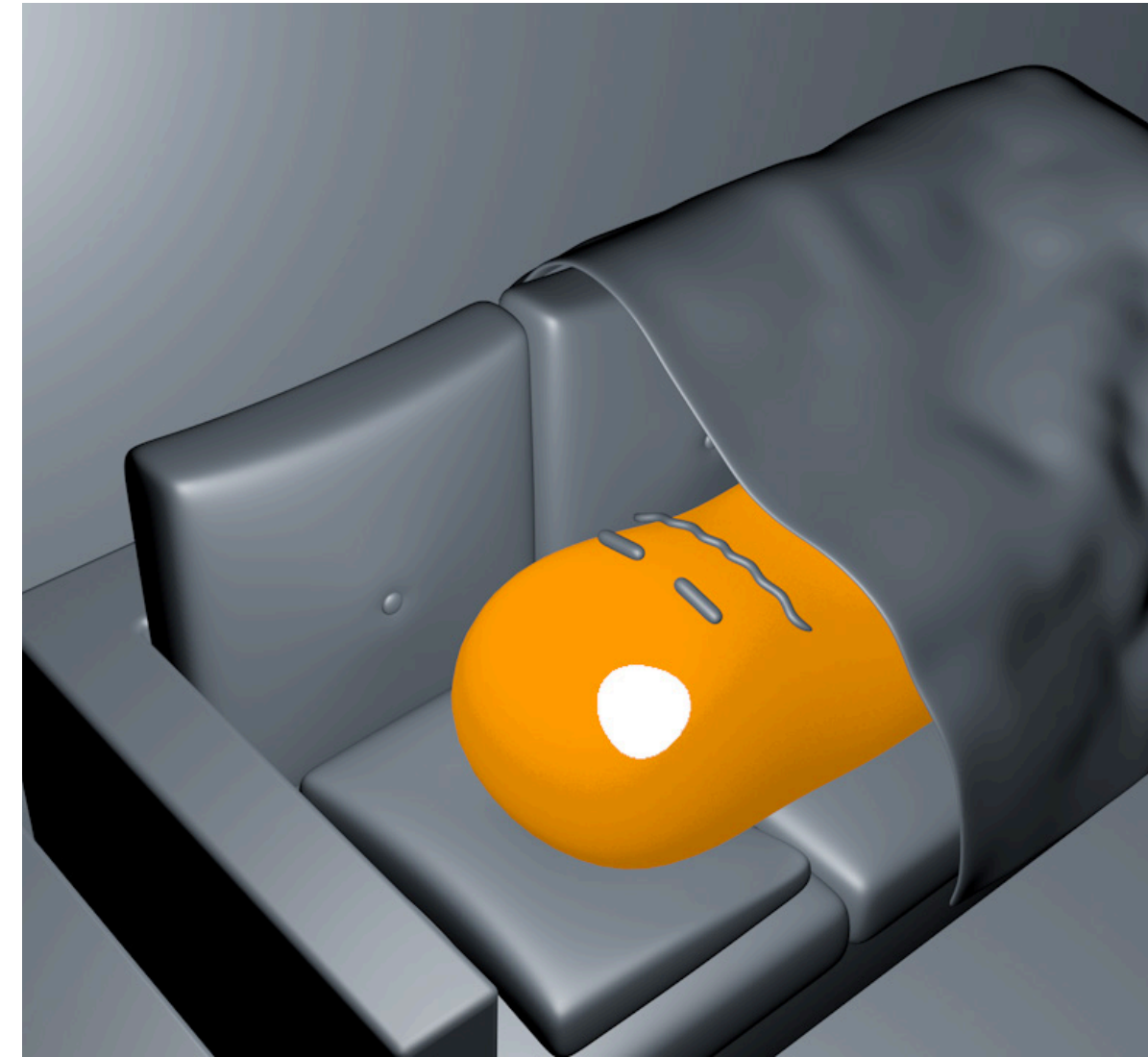
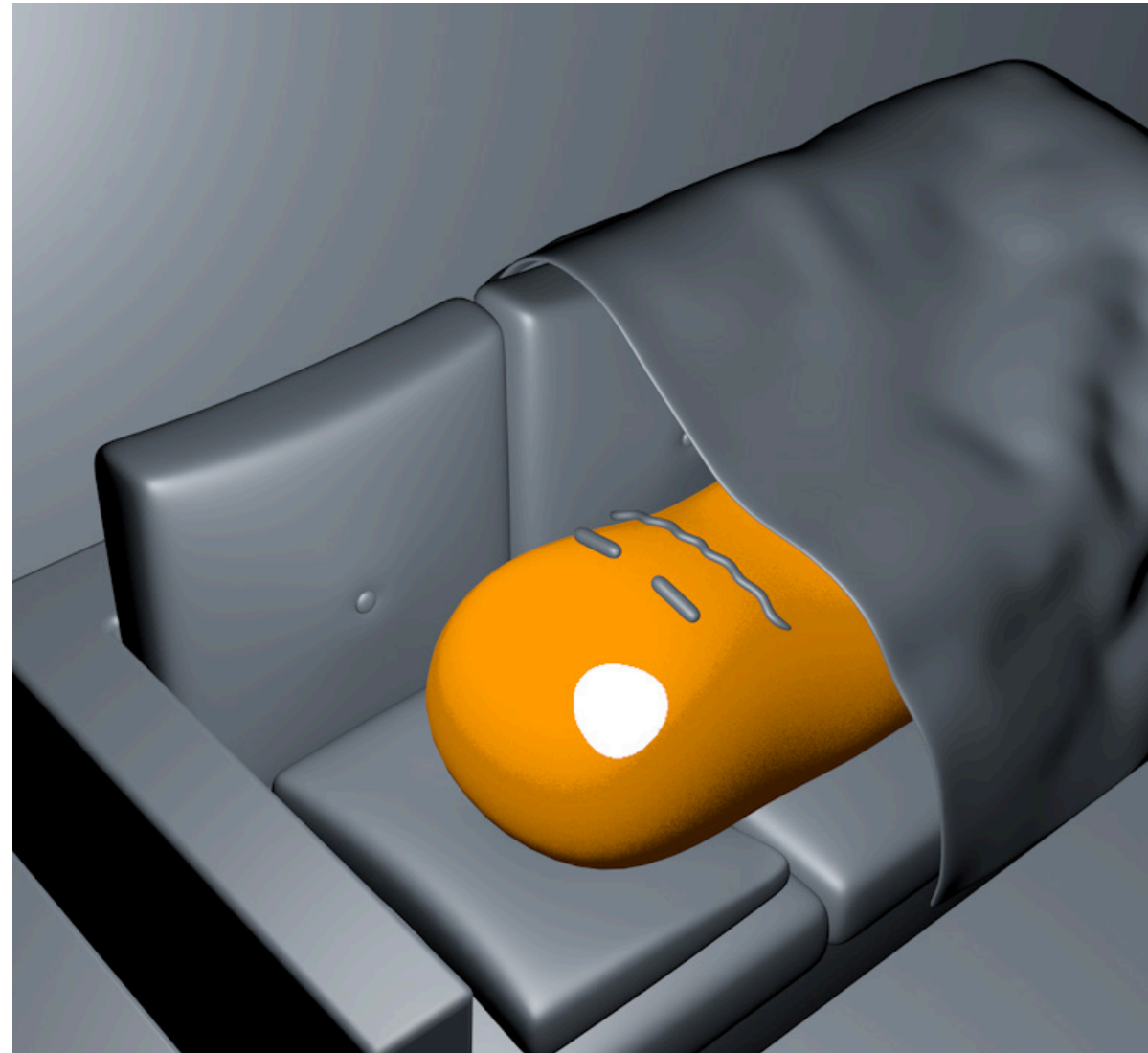












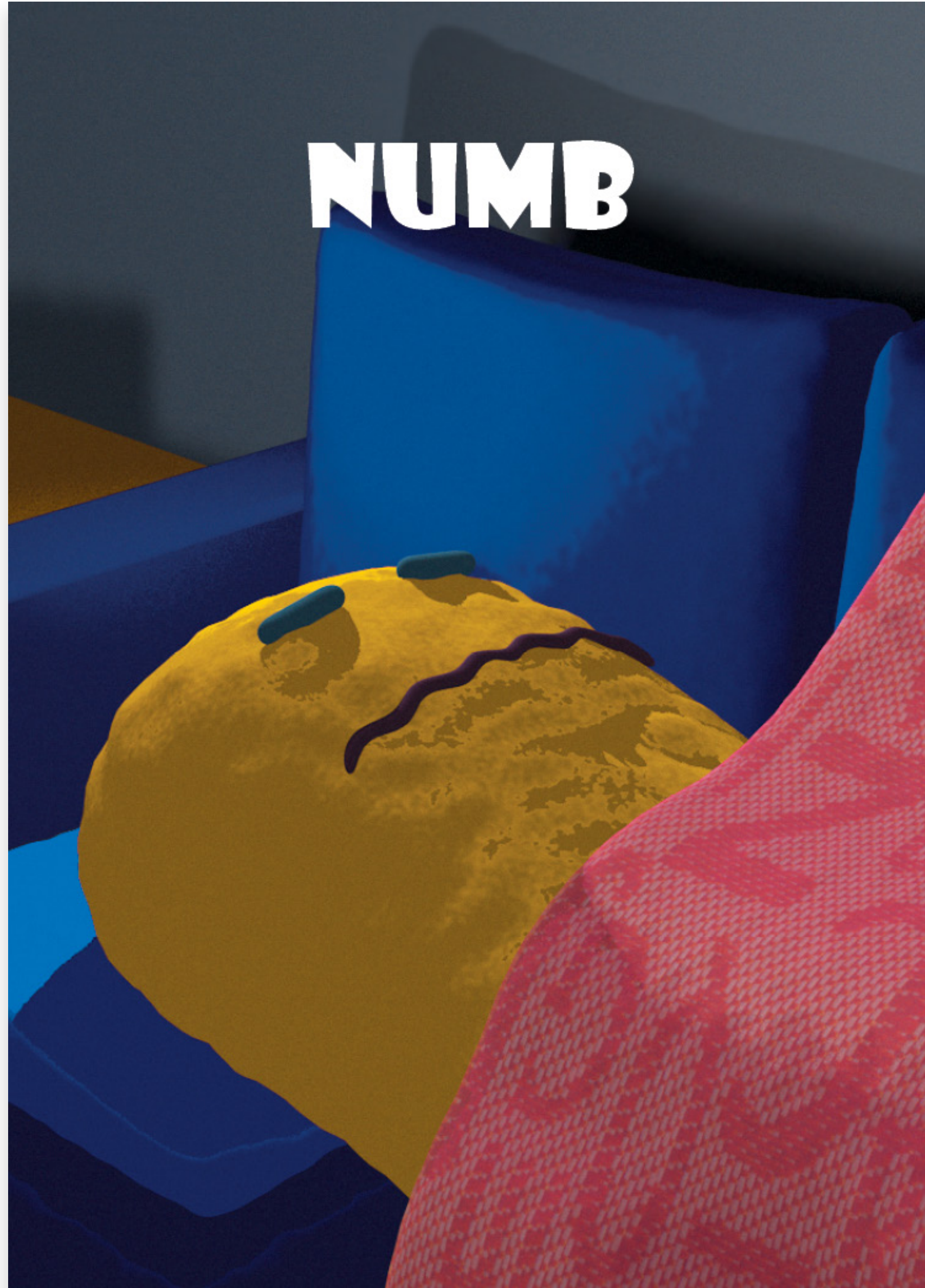


# Final Designs





# NUMB



**Numb** is when you feel as if you need to hide yourself emotionally.

“When the world feels dark I may just hide away like a **couch potato**”



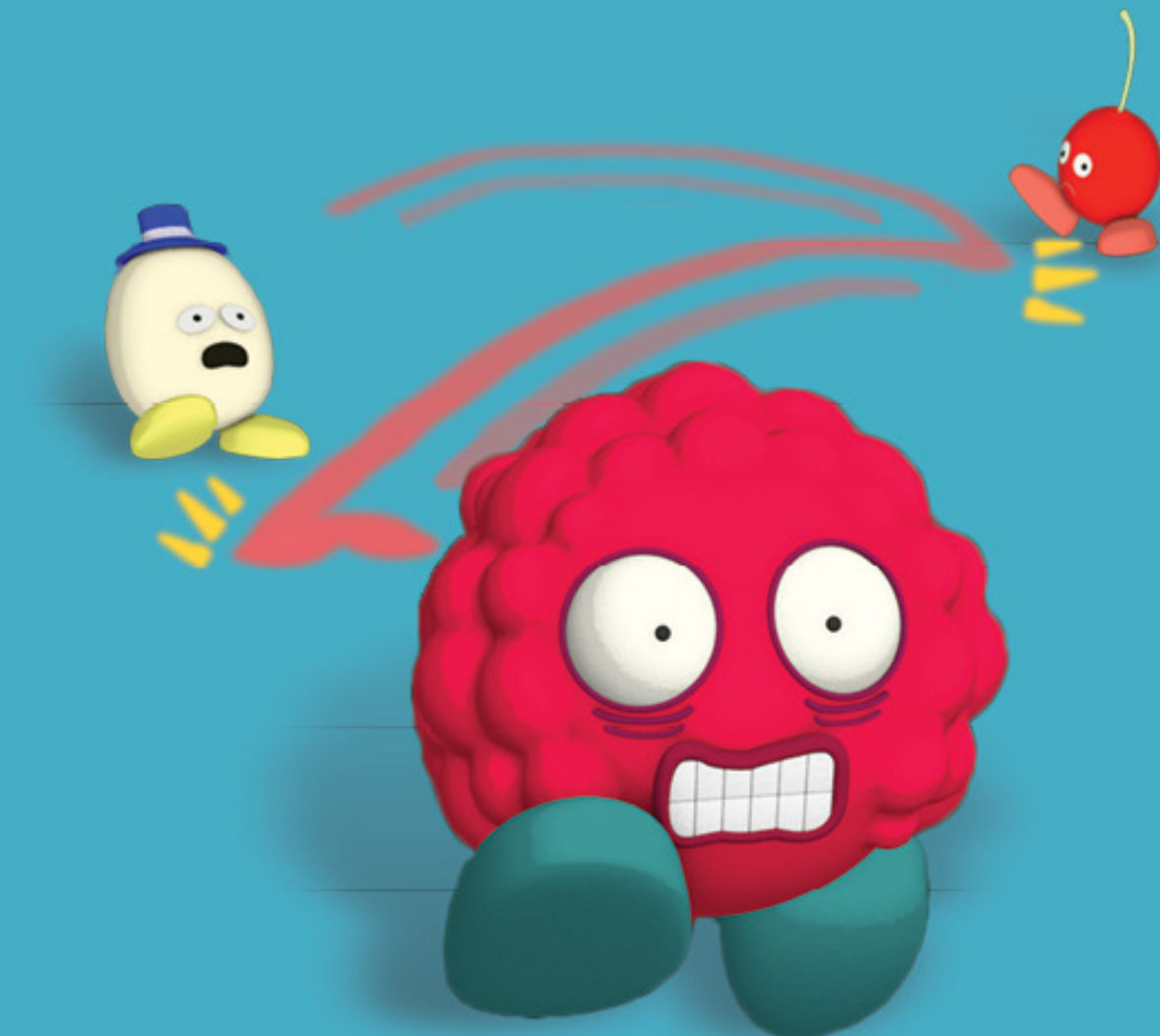


# ***RESTLESSNESS***



Restlessness is  
when you have so  
much energy that it  
is hard to sit still.

“Too much sugar!  
Too much caffeine!  
I need to run **NOW!**”





# YEARNING



**Yearning** is a strong  
desire for something.

I have no candy and  
“I **want** that big tasty  
bowl over there”





# IPad Interaction





## IPad Interaction

When we were deciding how to make the interaction organized, we also planned out options on how to organize the emotions. At first, we planned on organizing them by what kind of feeling they were. But we went with alphabetical order as the project was based on the alphabet. From there, we made a scroll down option with selectable thumbnails to lead the user to the game associated with that emotion.





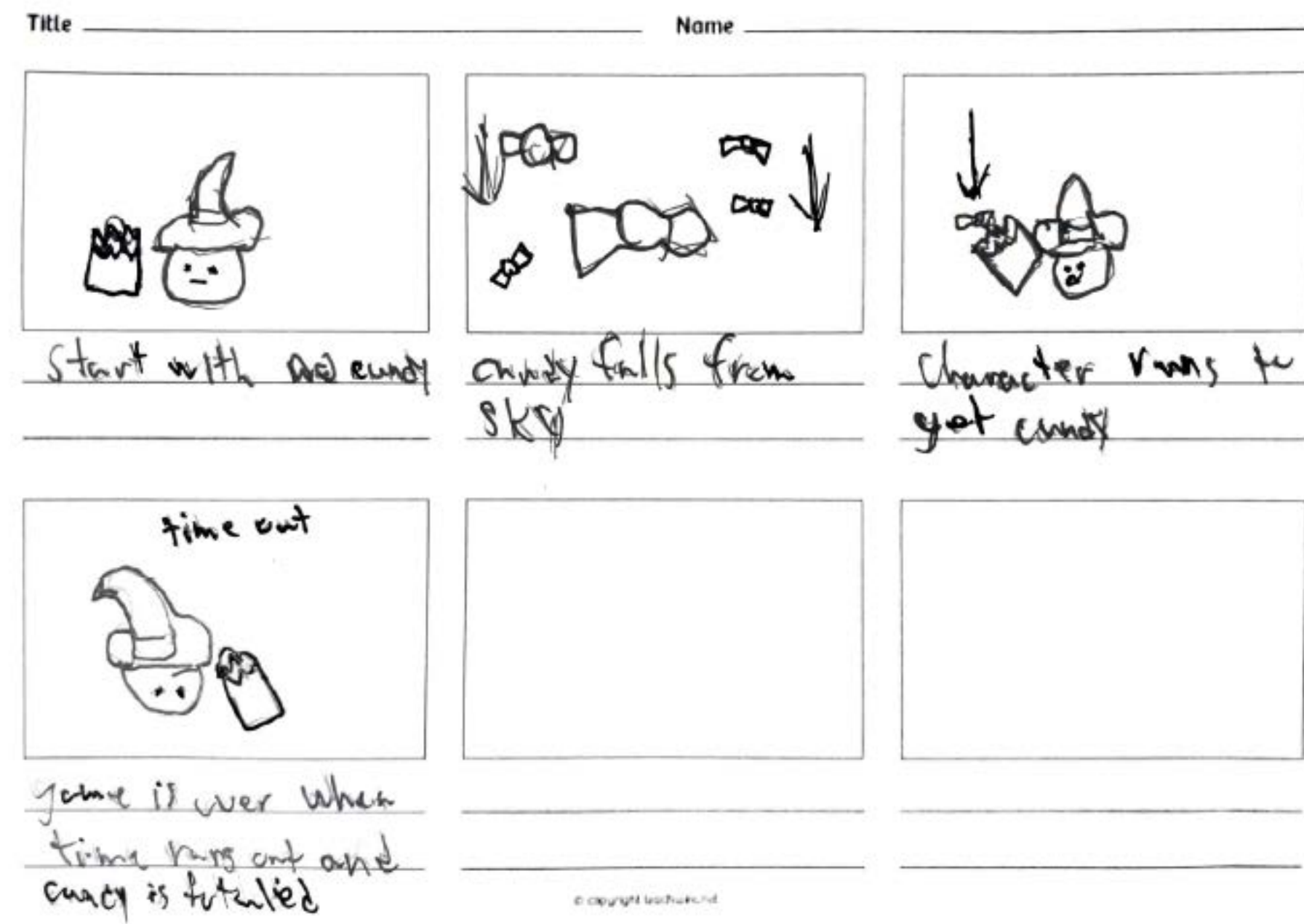
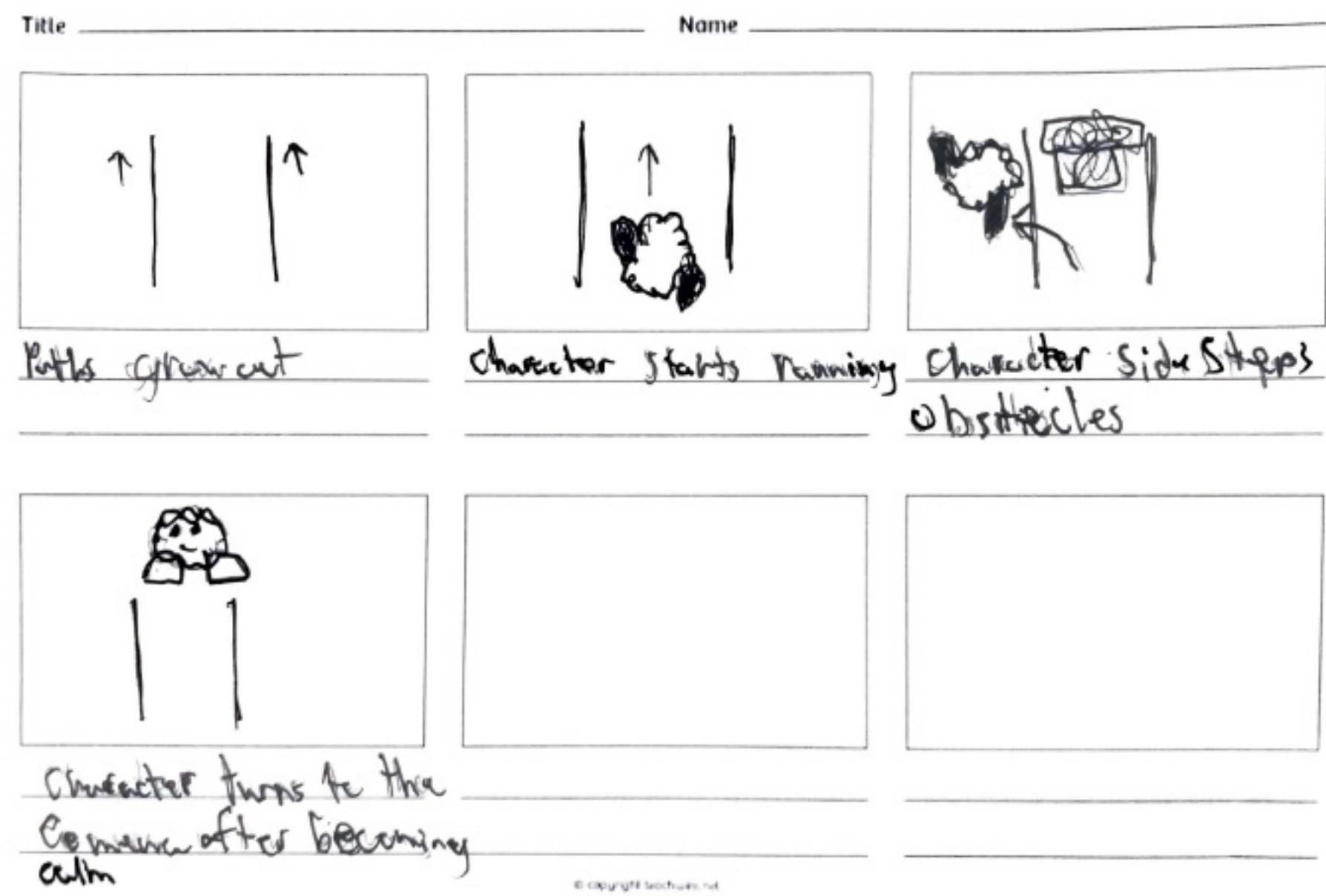
## IPad Interaction

When I was learning about designing for children I learned that at the 6 to 8 age range many kids struggle with complicated interactions with a touch screen device. When I was designing my apps I needed to use simple touch interactions that used only one finger. The most complicated interaction I could use was a drag down. As part of my goal, I had help children understand how to work with their emotions. I designed each of my games around this objective.





# IPad Interaction





## IPad Interaction

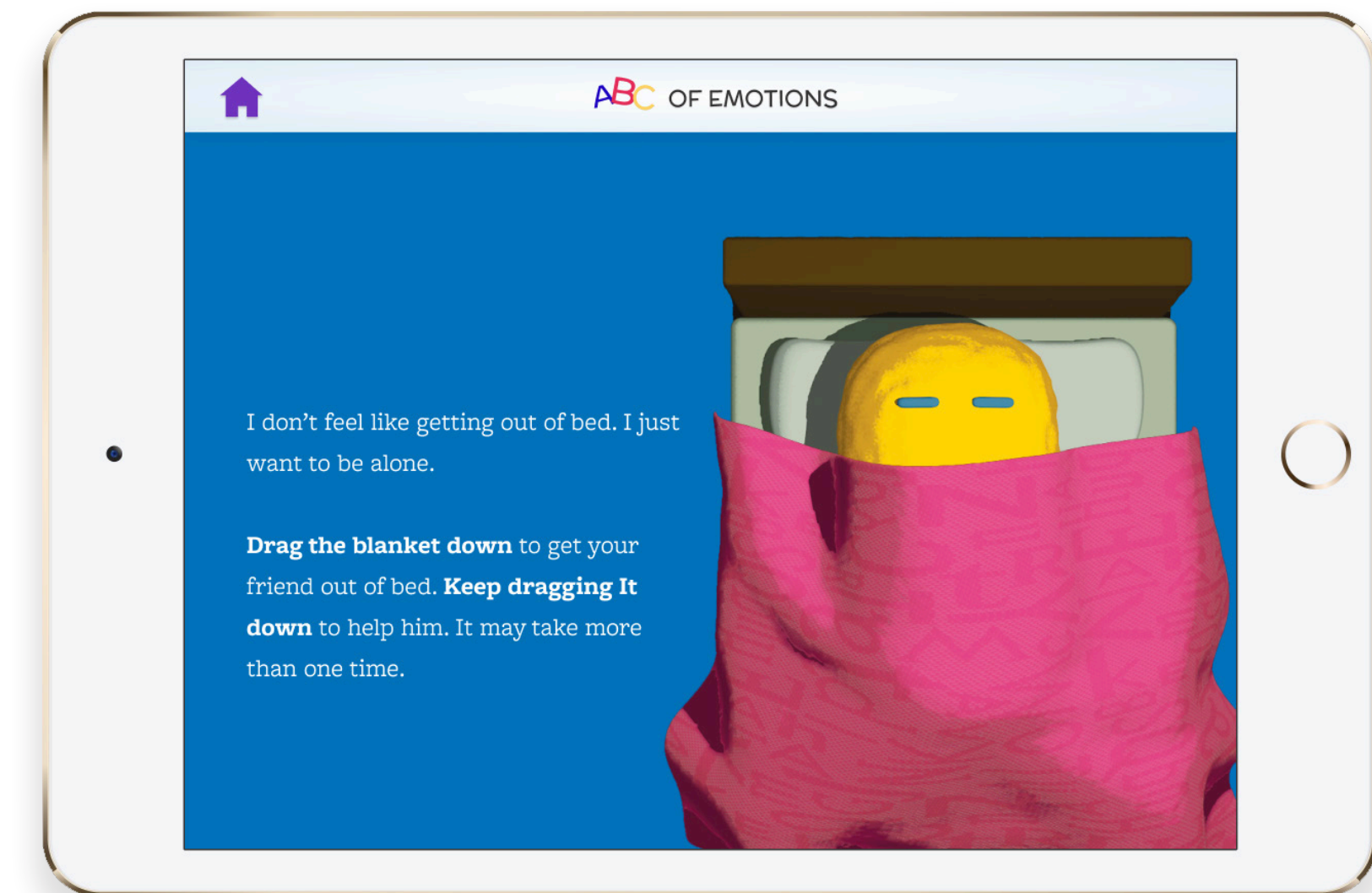
Vimeo Link

**<https://vimeo.com/378185966>**

For my numb interaction, I made the user take the role of a friend of Spudnic (The Emotionally Numb Potato). Your goal is to drag Spudnic's blanket off of him to get him out of bed. The task is meant to be repetitive to relay to the user that it takes more than one attempt for most people to get over their numbness.

Prototype Link

**<https://www.figma.com/file/5ENrKUS85bUPuVUIJ0V0jK/Numb?node-id=1%3A104>**





## IPad Interaction

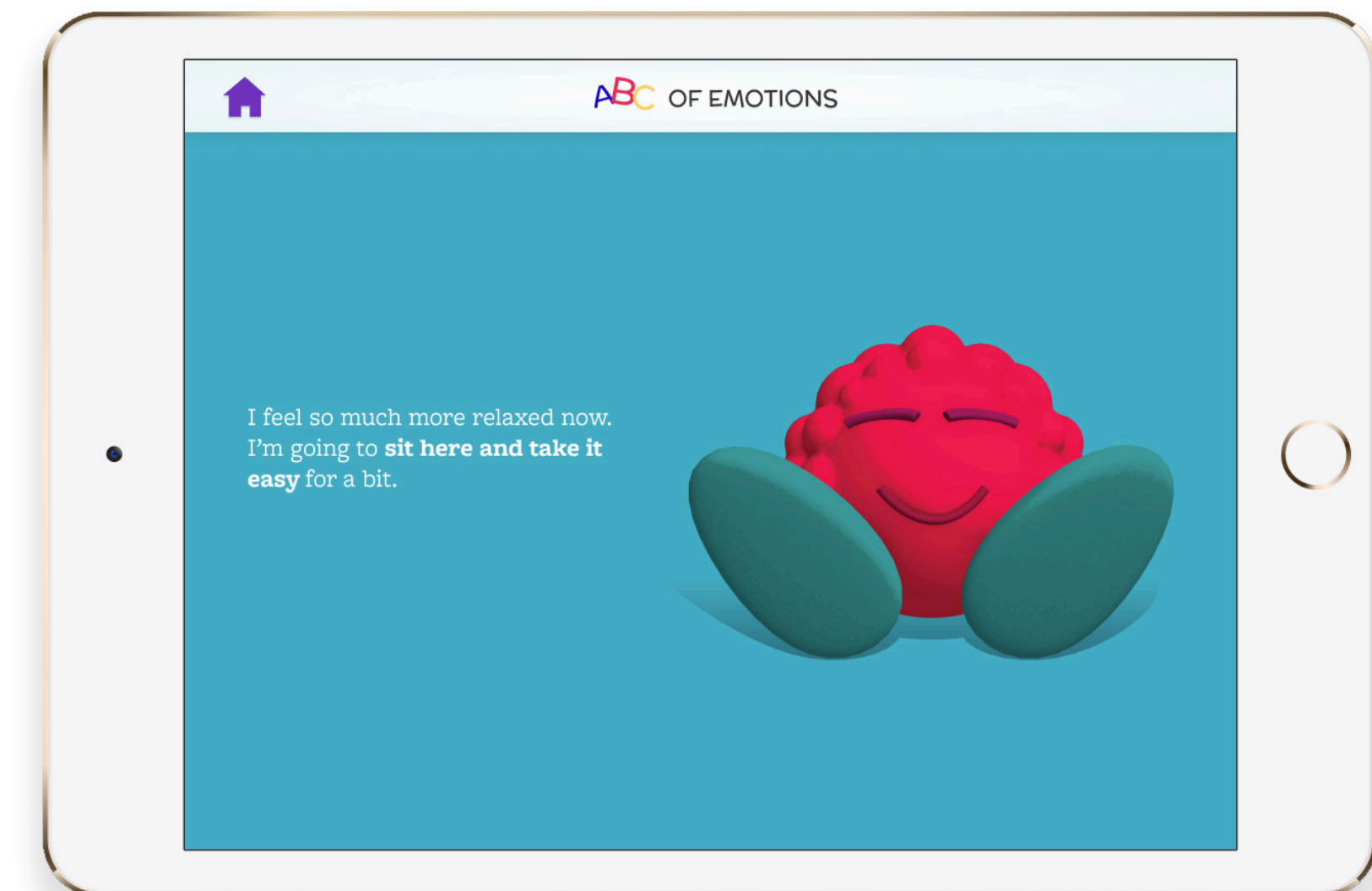
Vimeo Link

**<https://vimeo.com/379671242>**

Calming down is a gradual process. In the Restlessness game, users need to take the steps to slow down and realize that they may have too much energy. To help with this, the user needs to breathe to calm oneself down with Bo-Bo (The Big Red Restless Cotton-Candy).

Prototype Link

**<https://www.figma.com/file/G4P9wNrb27vS4BliCegSzV/Restlessness?node-id=1%3A2>**





## IPad Interaction

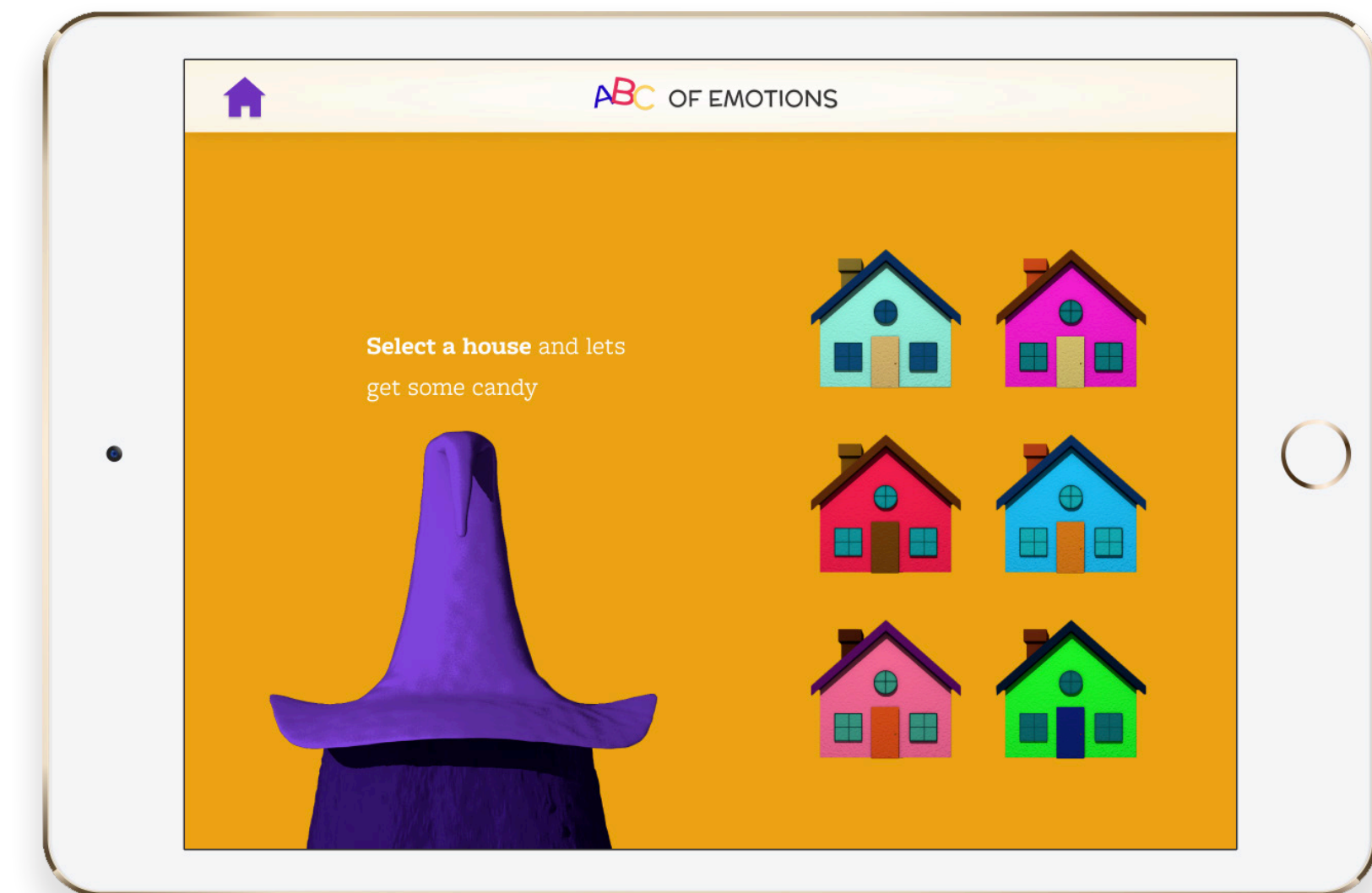
Vimeo Link

**<https://vimeo.com/378186042>**

My last interaction with Gummo (The Yearning Gumdrops) is a game where you help her get her Halloween candy. The user solves their yearning for tasty treats by going out house to house to get their goodies. The build-up and suspense of learning what house has what candy has the effect of getting a lot of energy out in the excitement.

Prototype Link

**<https://www.figma.com/file/Ix7MHMQdaO4e7Xns0DvPG6/Untitled?node-id=0%3A1>**





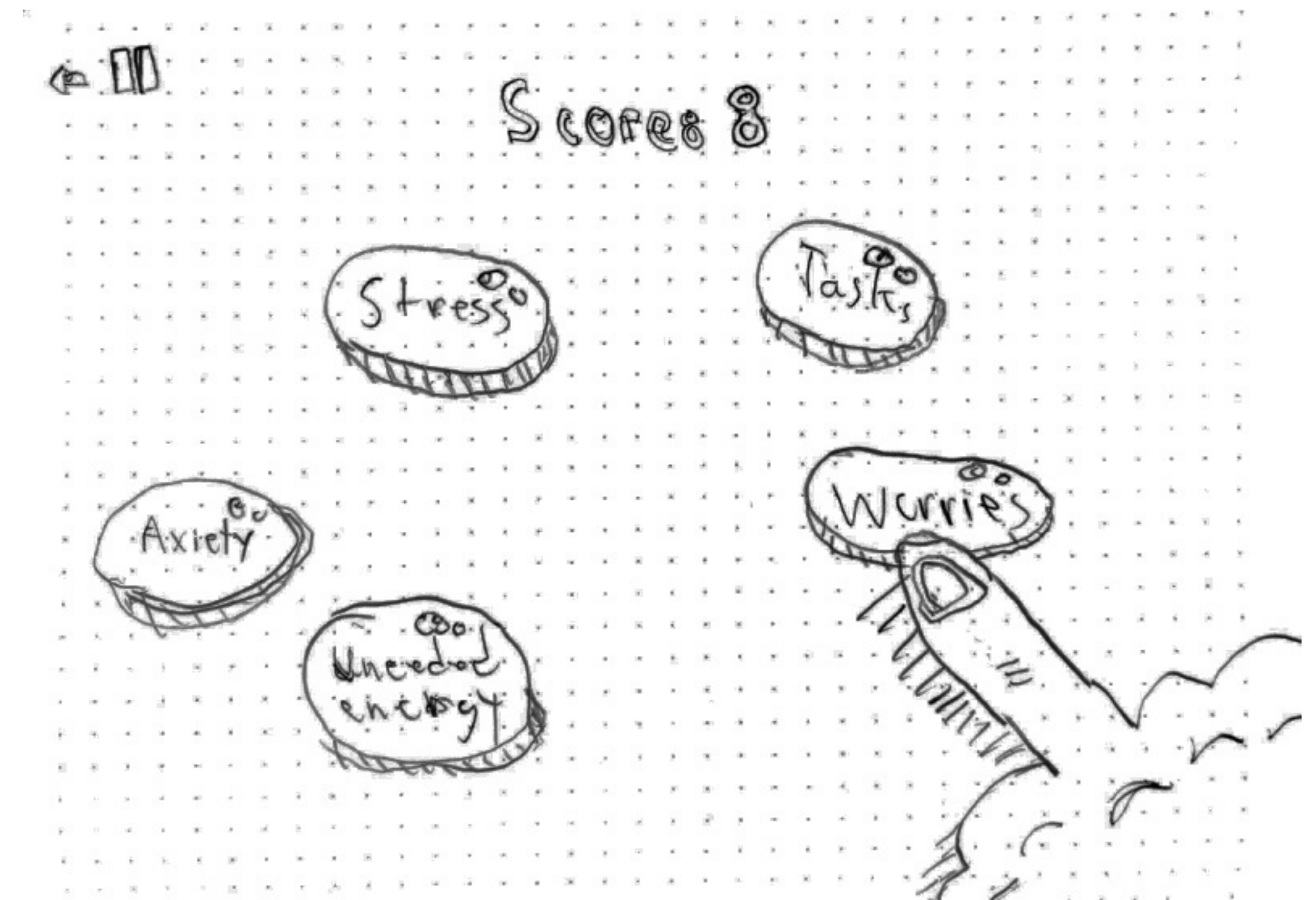
# Augmented Reality





## Augmented Reality

Since the users will be of a young age they will need to have interactions that are easy to understand. For this idea, I made a wack-a-mole style game where the user will settle the restlessness in their head down by swating away the thoughts in their head. This game idea could be used to help the user understand what might be causing their restlessness.

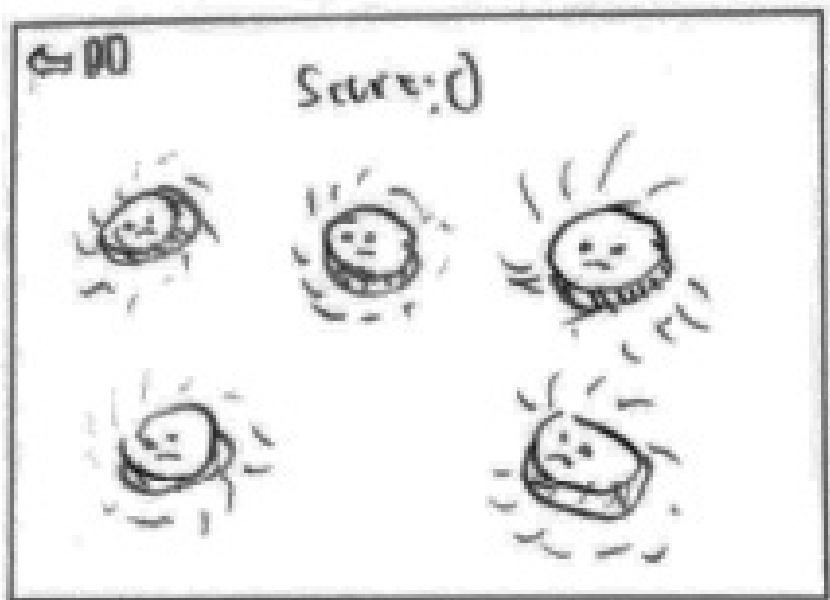




# Augmented Reality

PERSONA:

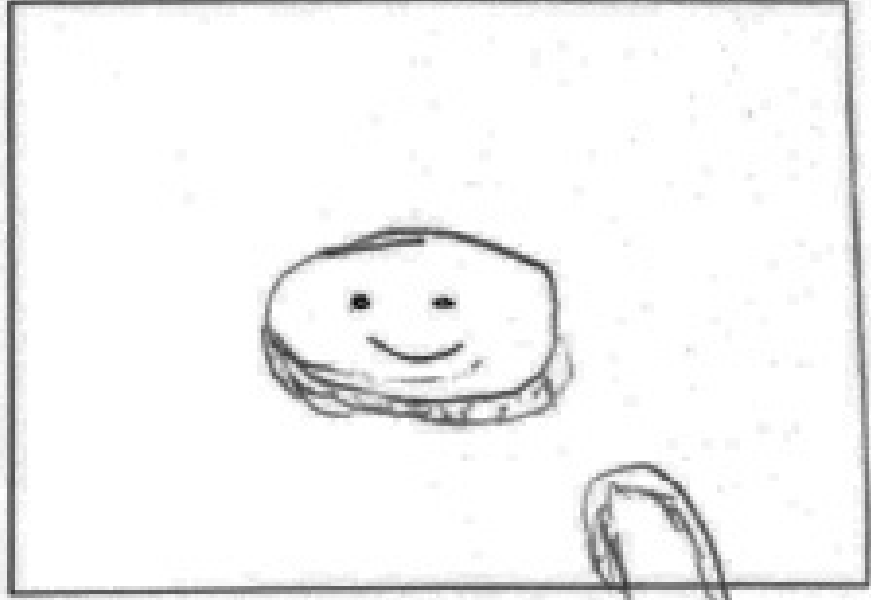
USER STORY/SCENARIO:



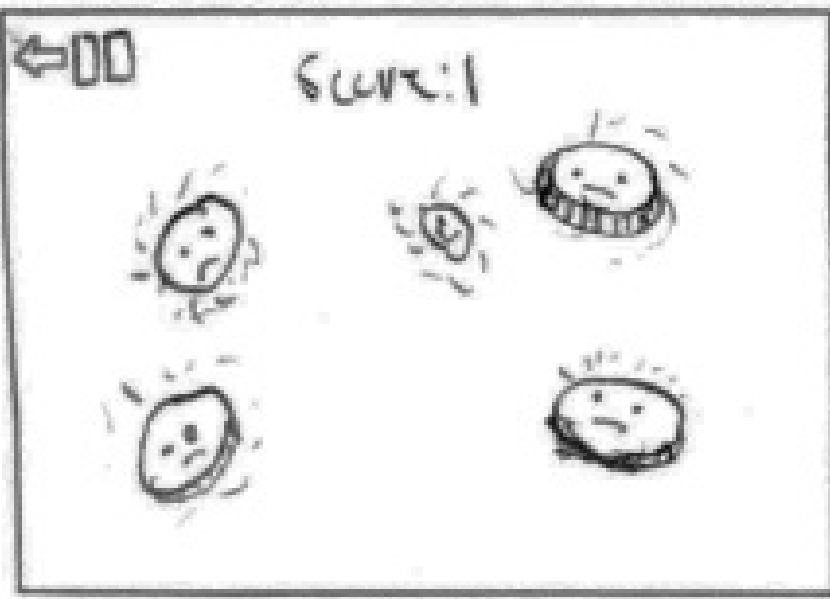
negative grumpy emotion  
appear



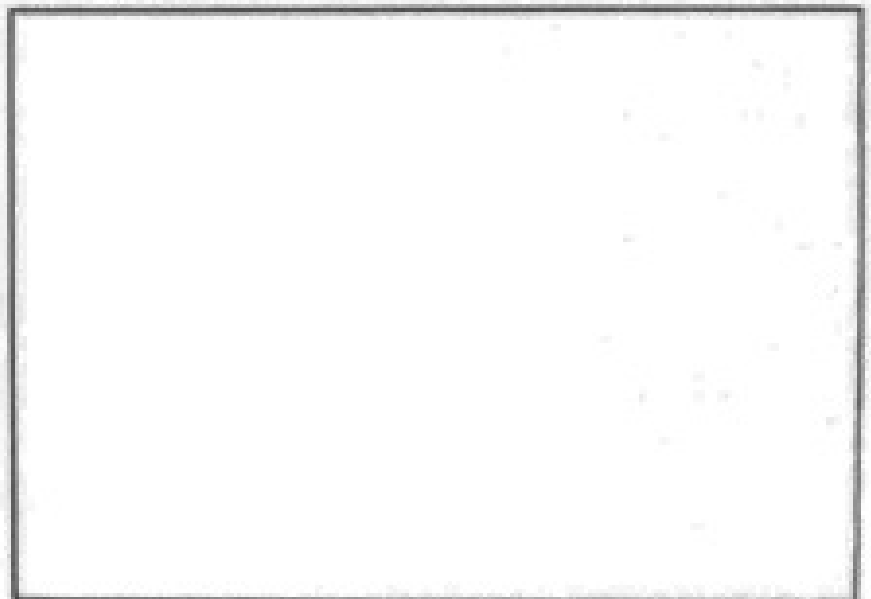
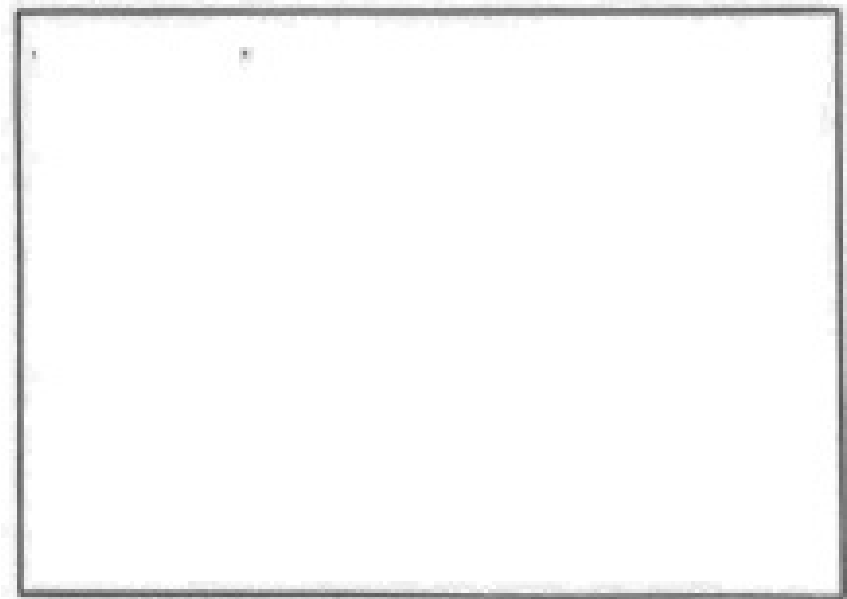
The user reaches to tap  
the negative emotion



After the tap the emotion  
becomes positive



The emotion disappears  
and points are  
added to the score



PAGE #

PROJECT/TEAM:

DATE:

STORYBOARD NNGROUP.COM

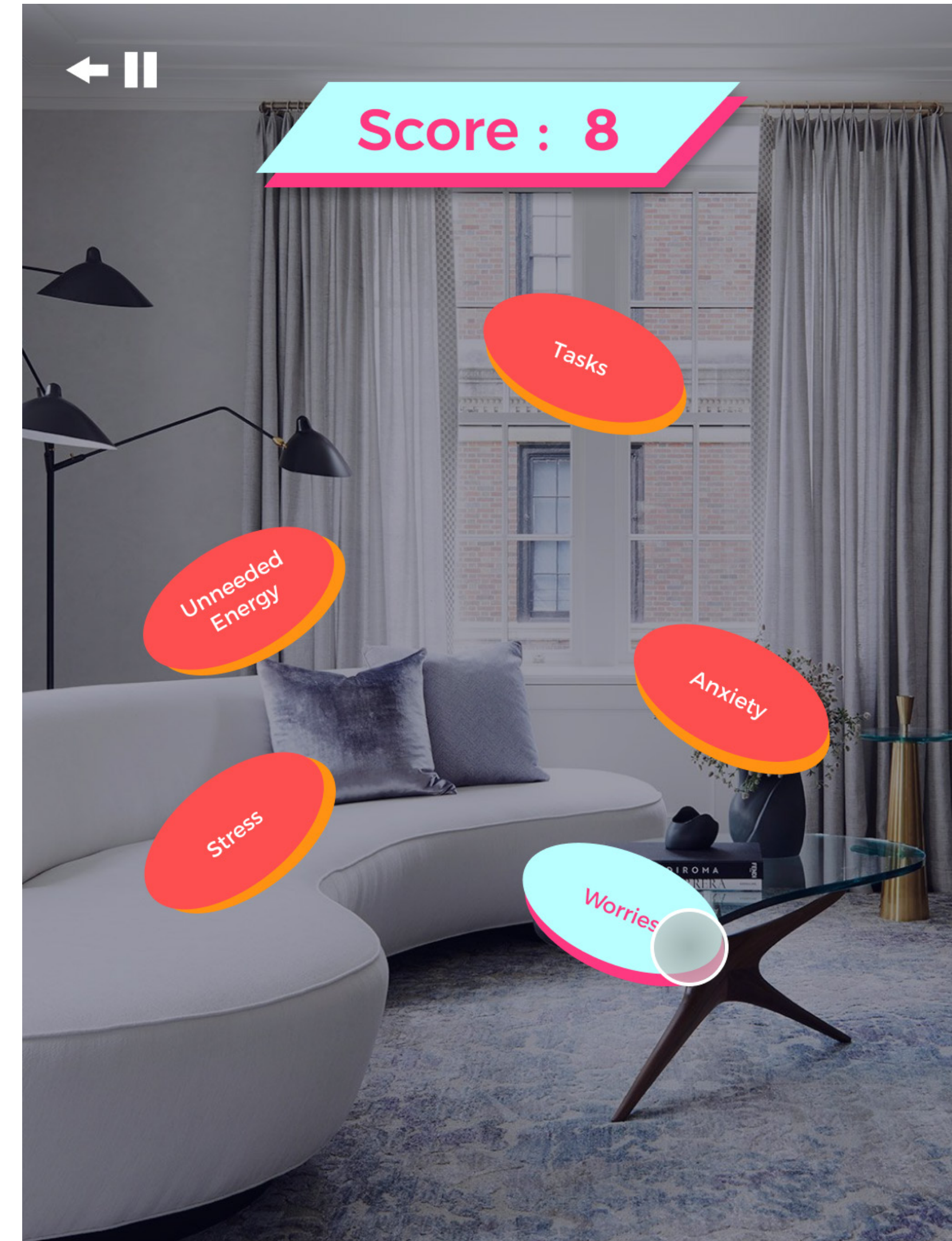


## Augmented Reality

Interaction Test Round 1

**<https://vimeo.com/362850455>**

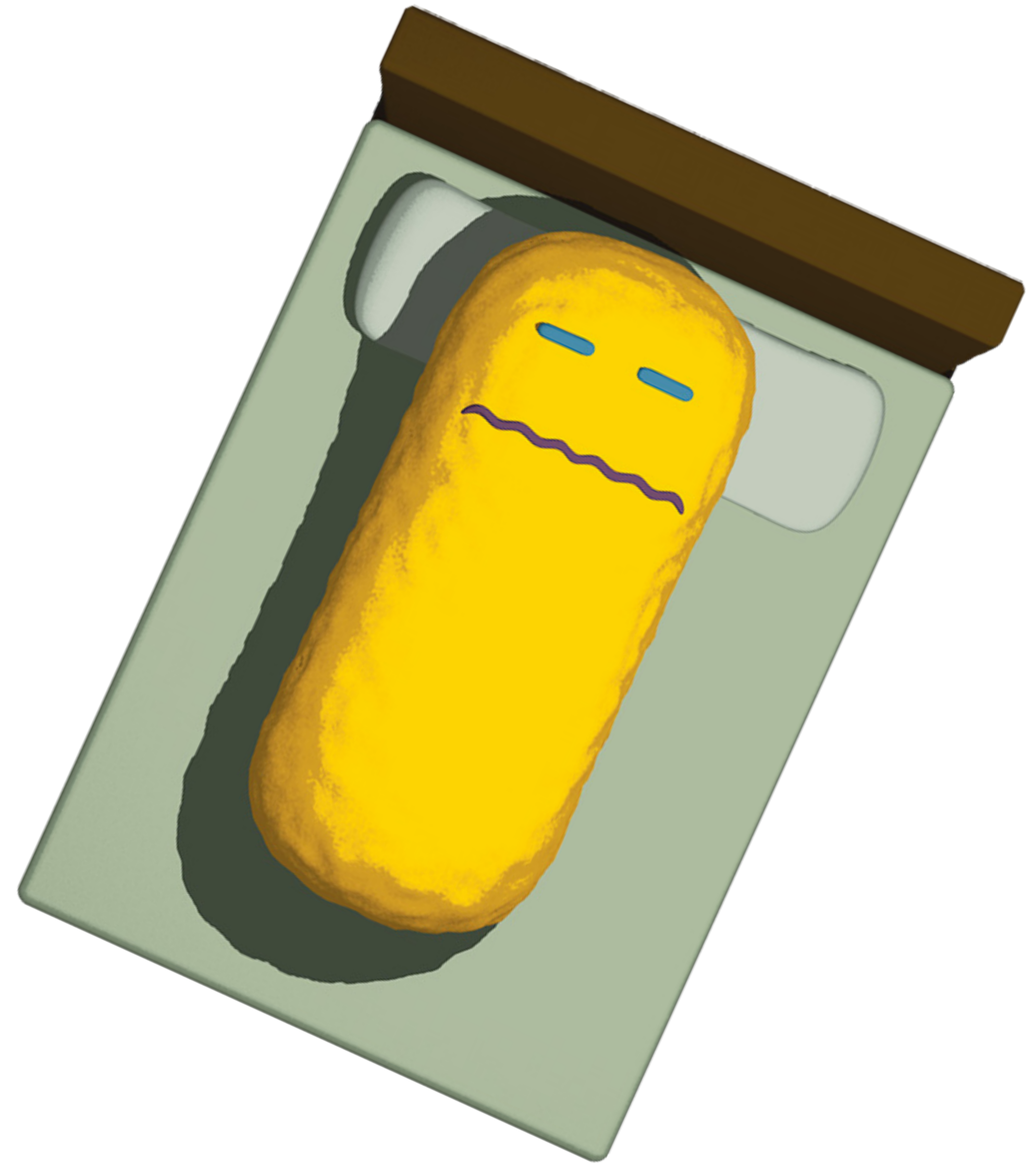
As part of this project, we were tasked to come up with an AR component to the deck of card to be used with an Ipad. Using AR I can also teach younger users that one's environment can also affect one's emotions in a situation. In this state, placeholder images are being used to show negative emotions that are being changed. This was the last step I did before the character designs changed.





## Augmented Reality

When the character designs changed, I knew that the interactions had to change as well. From here on out I worked on creating interactions that would be more designed around moving on a flat surface instead of objects floating around in the space.

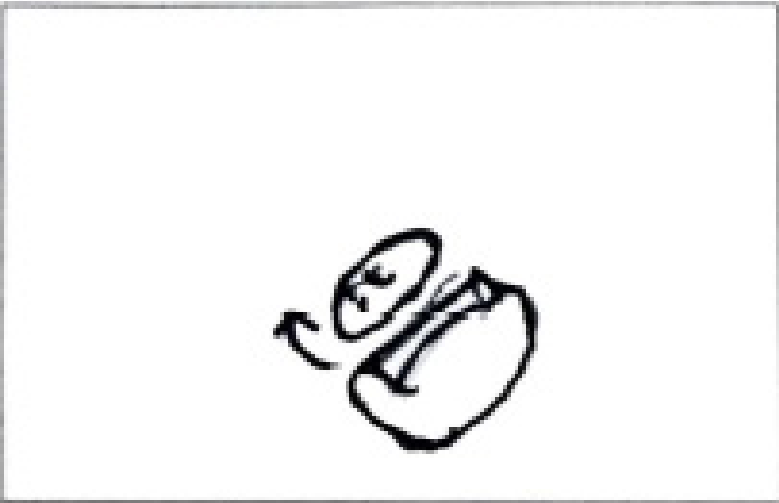
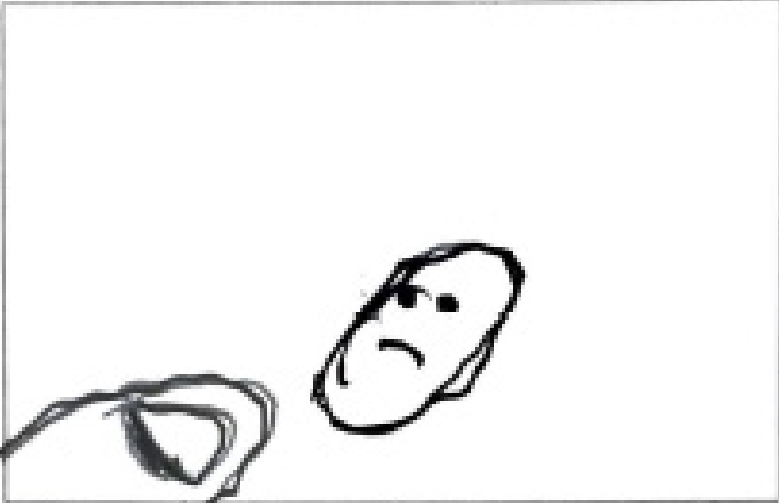
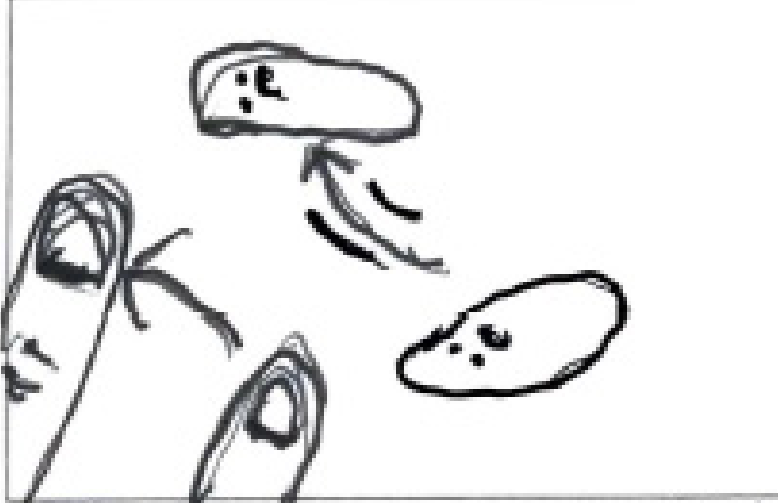
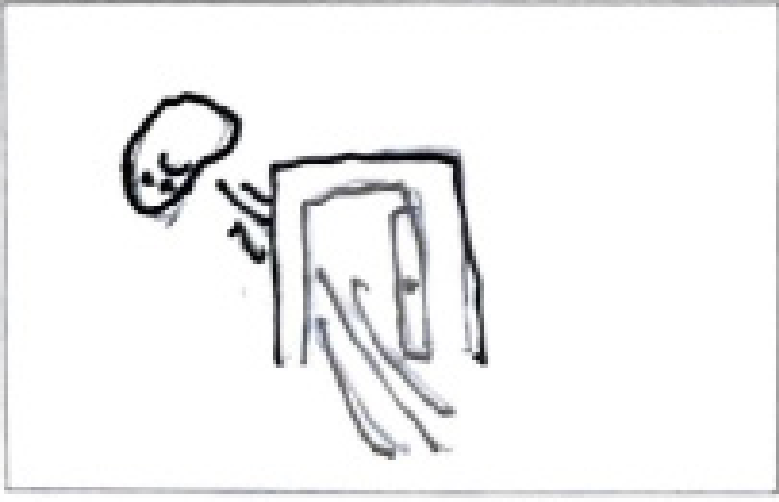




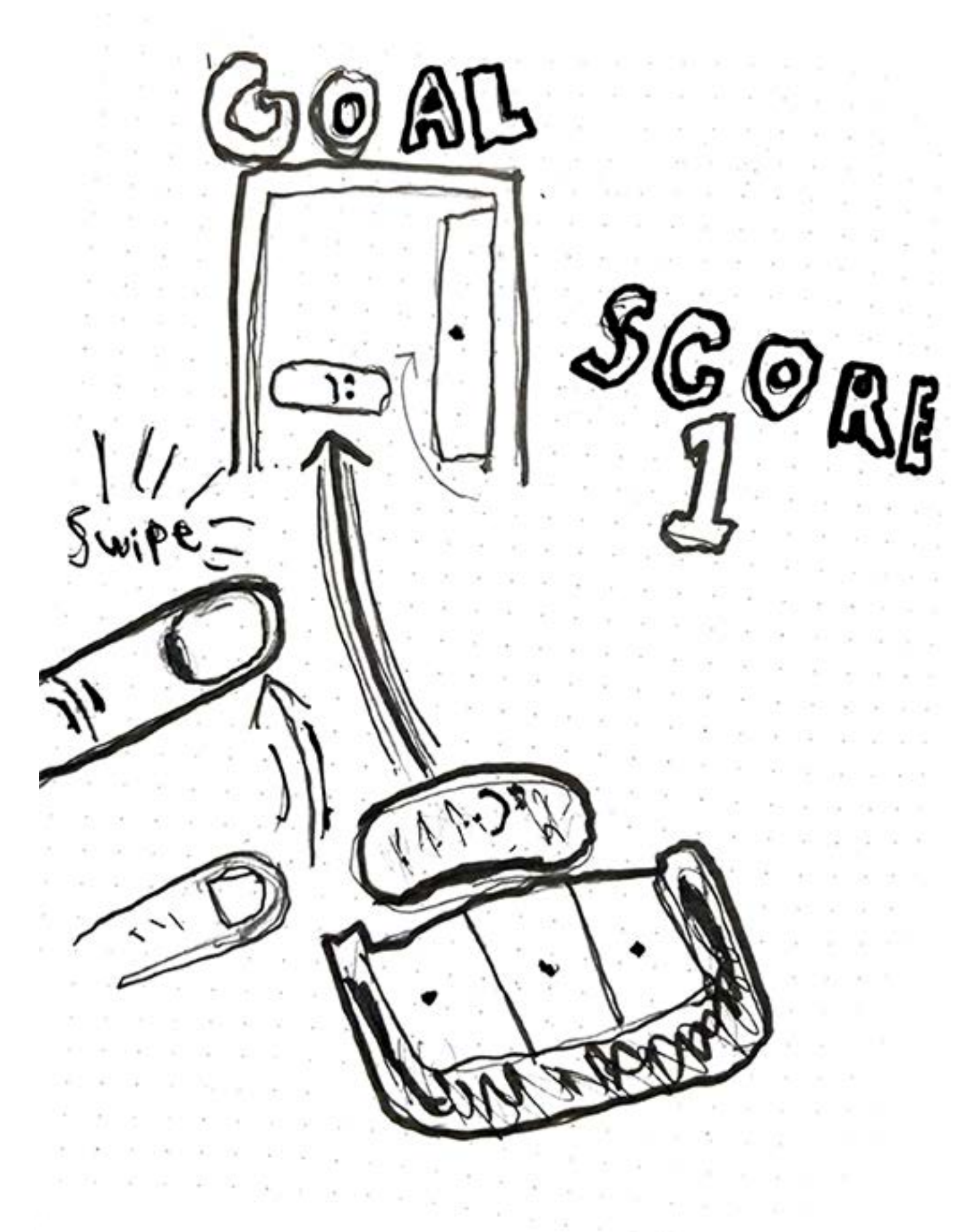
# Augmented Reality

Title \_\_\_\_\_

Name \_\_\_\_\_

 <p>potato rolls off table Crash</p>	 <p>finger ready for swipe</p>	 <p>finger swipes potato</p>
 <p>Game is complete by having potato roll through door</p>		

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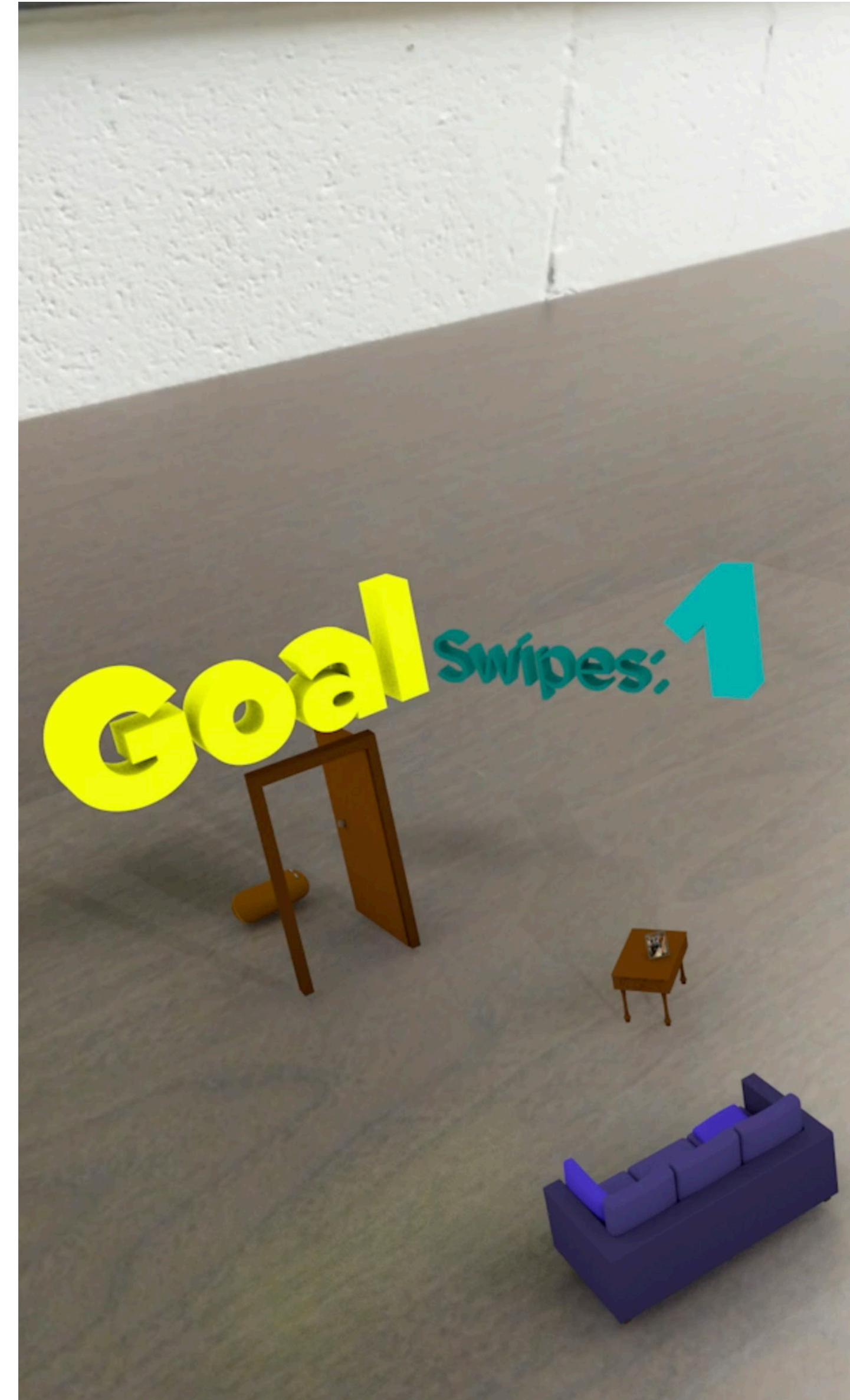


# Augmented Reality

Interaction Test Round 2

**<https://vimeo.com/372811609>**

The idea from here was to have all of the augmented reality to take place on locations such as a table or a desks to help with grounding the projection.





# Augmented Reality

## Interaction Final

**<https://vimeo.com/379900261>**

With the final revision I wanted to show how app could be used as a game. This is done by adding score to the UI. I wanted to show the journey that a user may go on while coming to grips with their emotions.





## Citation

<https://www.rcpsych.ac.uk/mental-health/parents-and-young-people/information-for-parents-and-carers/the-restless-and-excitabile-child-for-parents-and-carers>

[https://onlinelibrary.wiley.com/doi/full/10.1046/j.1460-9592.2002.00868.x?casa\\_token=6IDyFOPK3x8AAAAA%3AKDF\\_eyw-y9wJPZIOhwWQXT9Bp6sj\\_o4ybqn5v-valoTQLnEG3WHy7ub8gFdJ6Cvwq\\_JXEQmIjfWGUf9Q](https://onlinelibrary.wiley.com/doi/full/10.1046/j.1460-9592.2002.00868.x?casa_token=6IDyFOPK3x8AAAAA%3AKDF_eyw-y9wJPZIOhwWQXT9Bp6sj_o4ybqn5v-valoTQLnEG3WHy7ub8gFdJ6Cvwq_JXEQmIjfWGUf9Q)

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# Thank You

