

CS472

Human Computer Interaction

Final Presentation (Dec 20th)

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Motivation

How many of you have used a



?

snapchat

Motivation

67.5%

of American teenagers

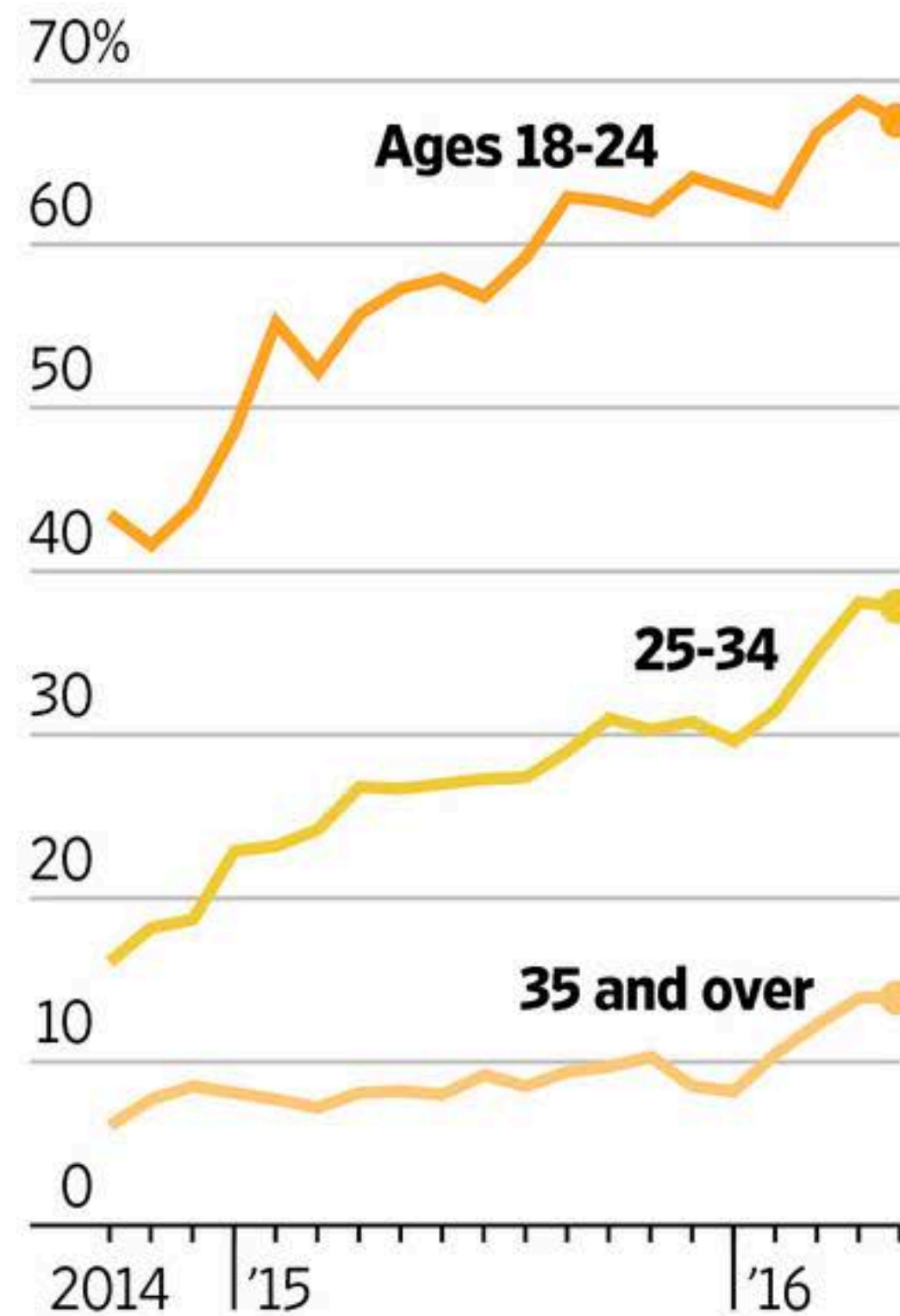
Motivation

Growing Up

Older people are starting to join Snapchat, an important age demographic for the hot startup to broaden its reach.

Share of U.S. smartphone users...

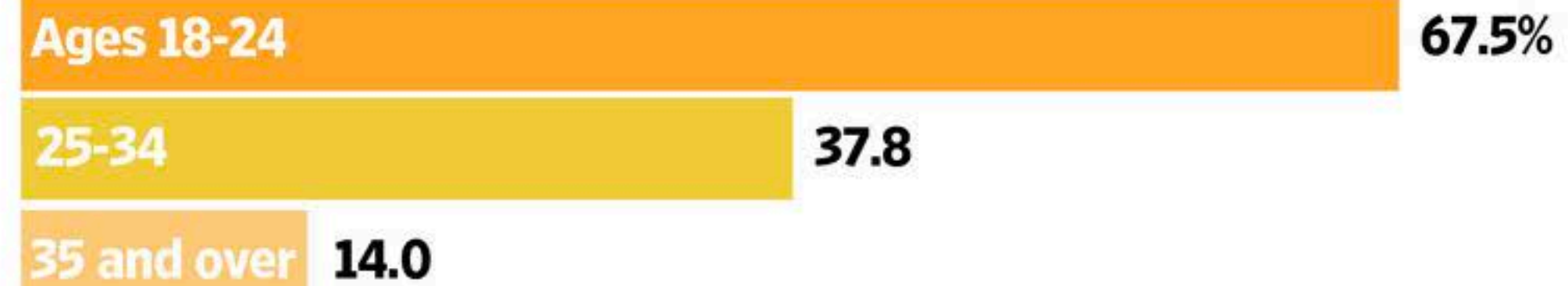
Using Snapchat



Source: comScore

Using the following in May 2016

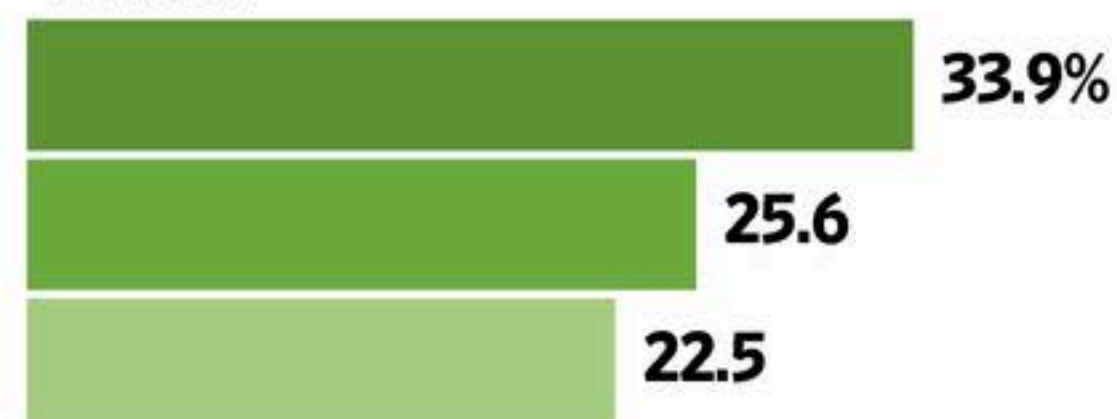
Snapchat



Facebook

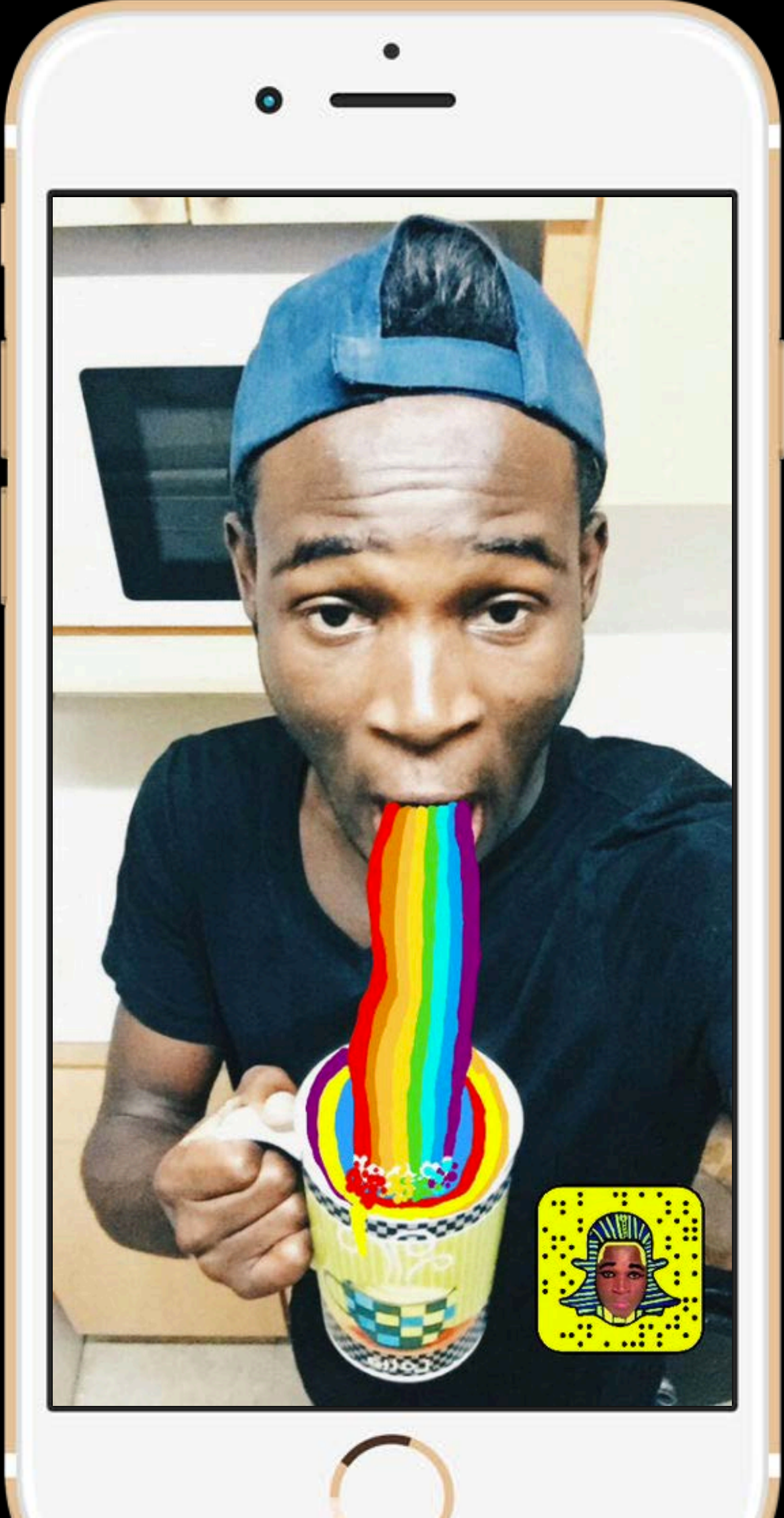
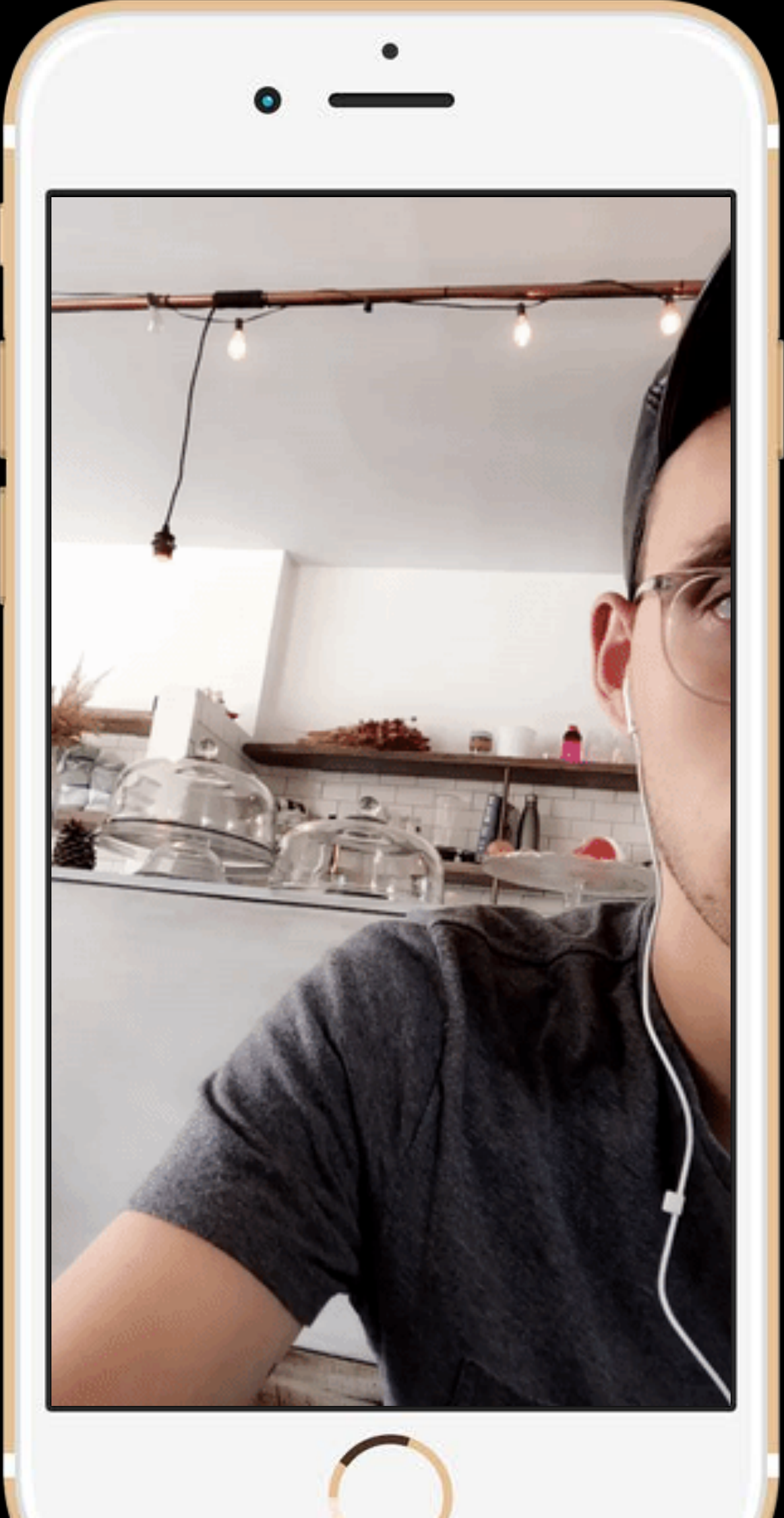
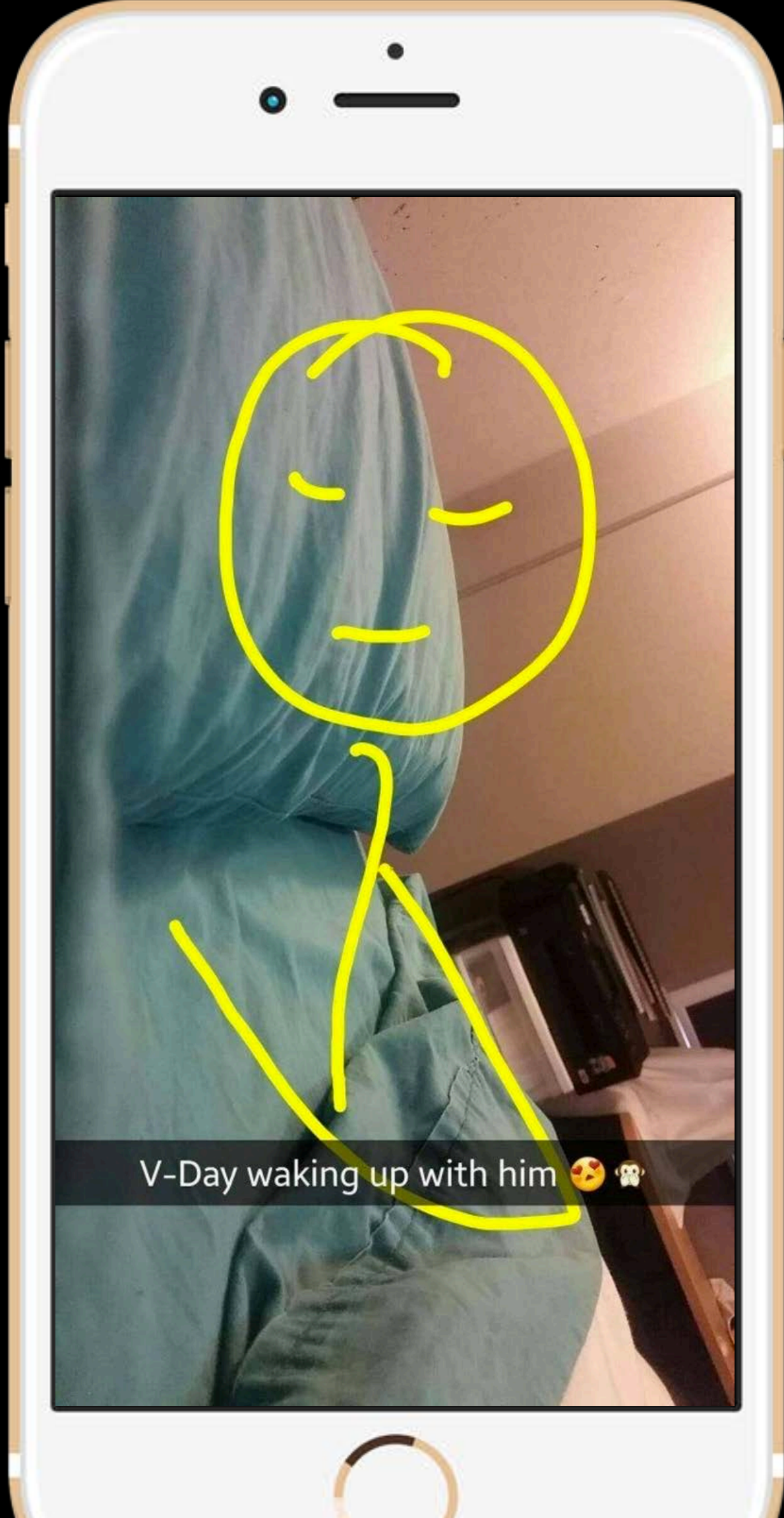


Twitter



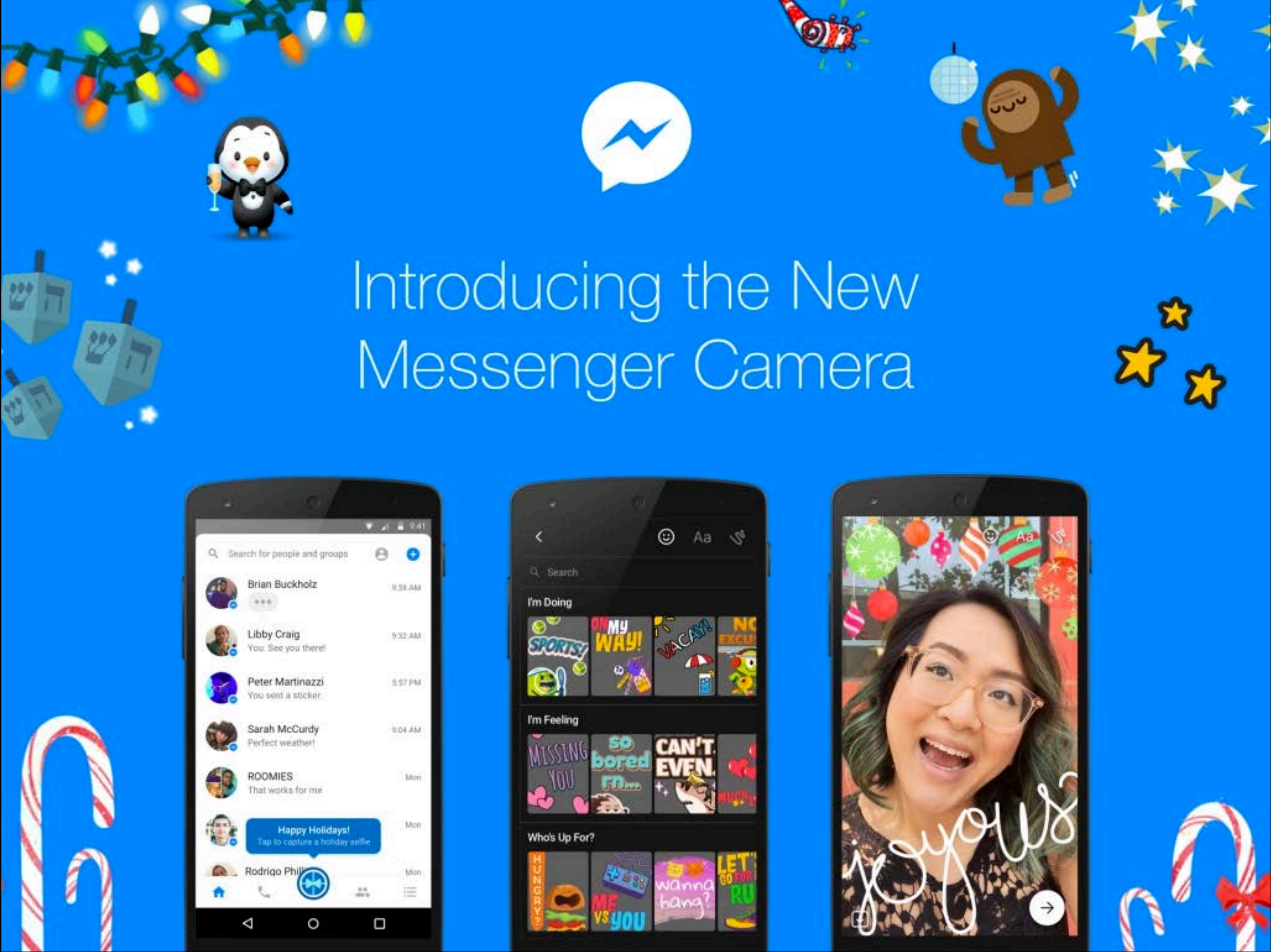
THE WALL STREET JOURNAL.

Motivation



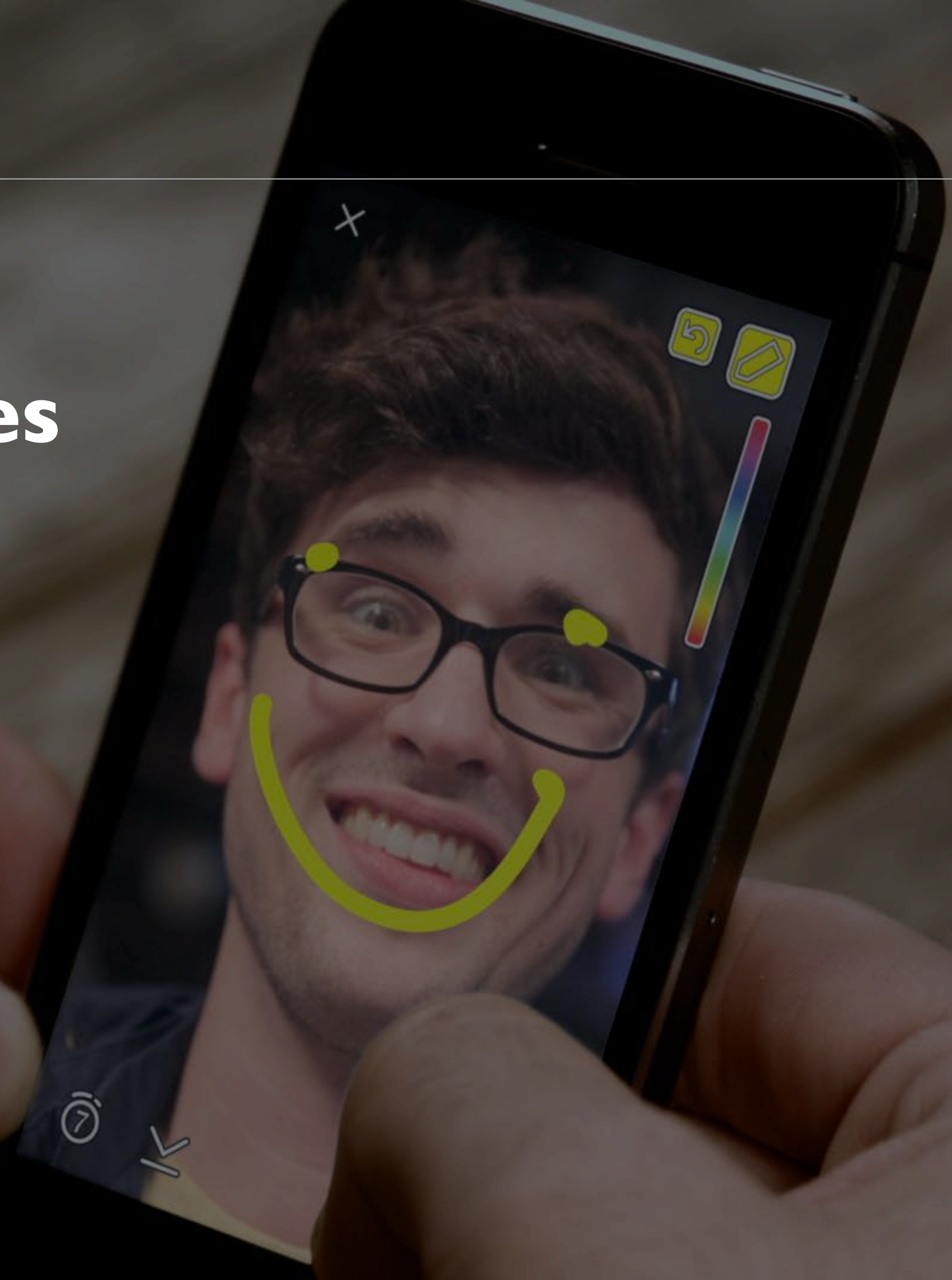
Motivation

5 days ago...



Motivation

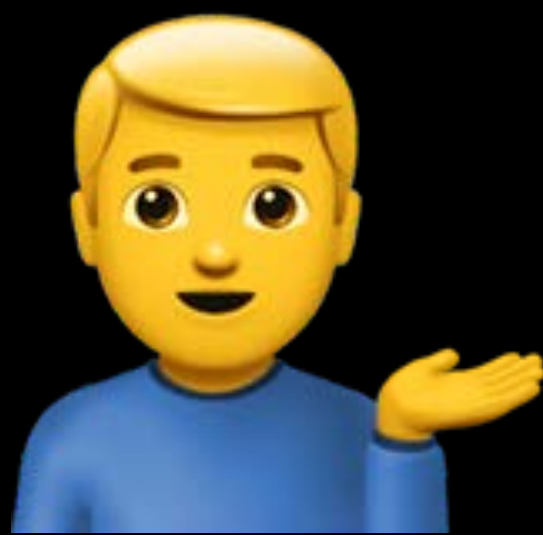
How are these doodles conveying emotions?



Goal

1. How they doodle emotions?

2. How people comprehend doodles?



encode



decode

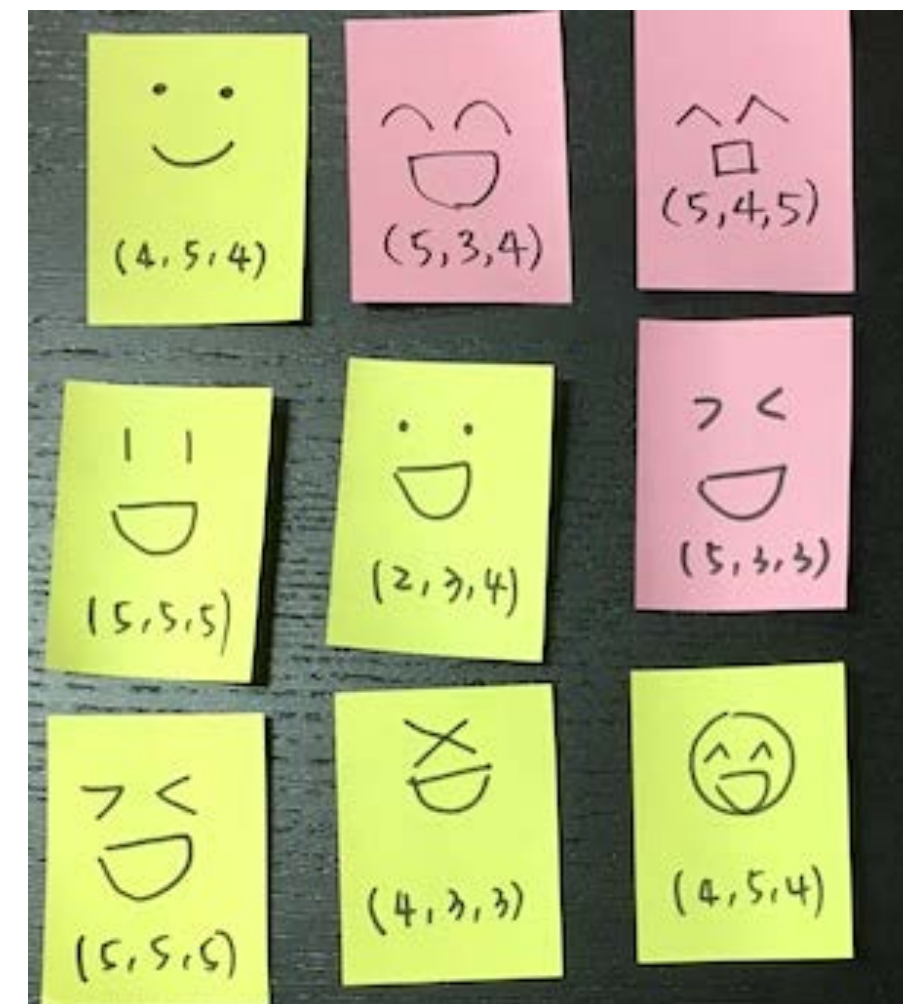




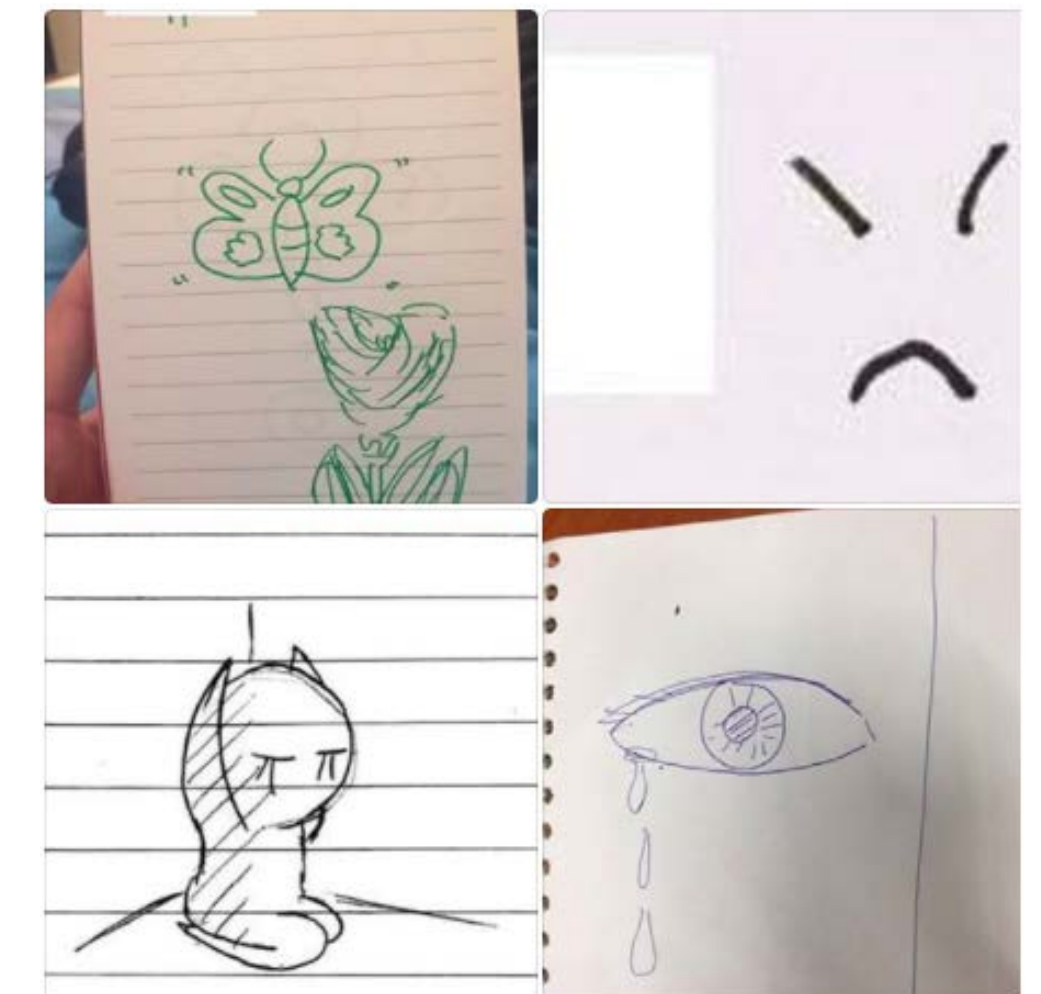
Drawmoji

An Analysis on Emotion-depicting Doodles

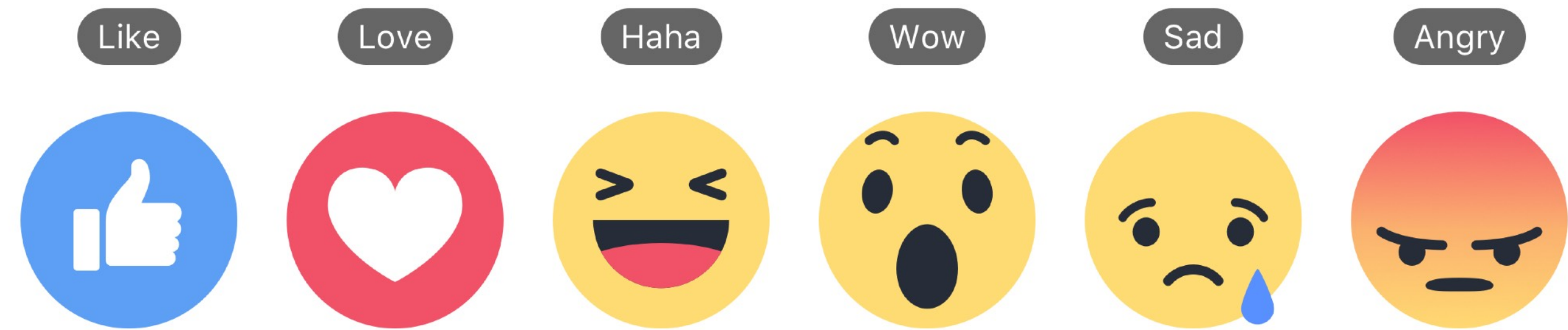
1. Gesture Elicitation



2. Embedding Emotion into Doodles



I. Gesture Elicitation



6 emoticons
x
12 participants
x
2 gesture designs

I. Gesture Elicitation

5-point Likert Scale

Metaphorically logical toward functionality

Users can easily see what the gestures are for.

Easy to remember without hesitation

Users focus on their tasks rather than on the interface.

Ergonomically easy to draw

Not physically stressful when used often.

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5-point Likert Scale

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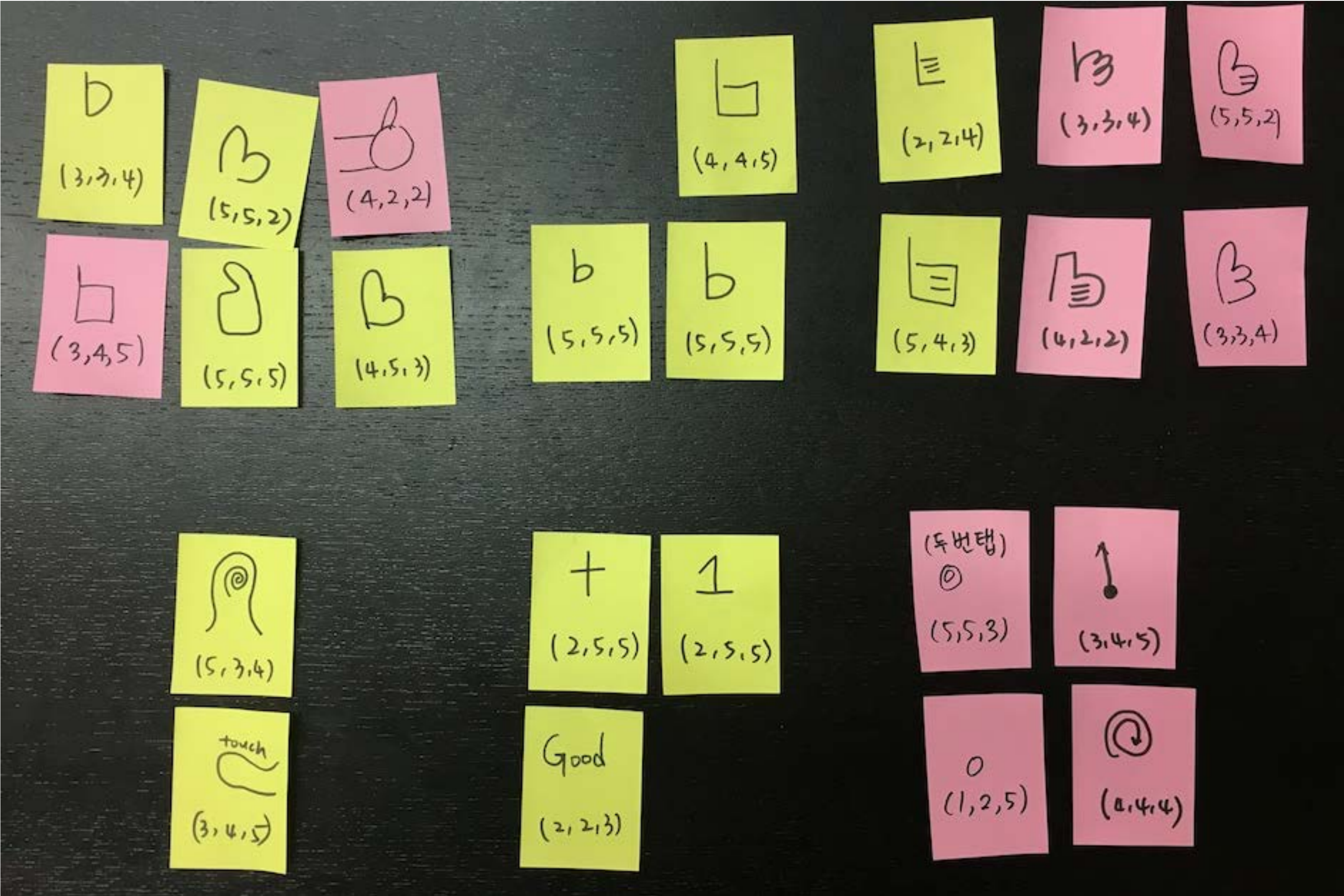
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I. Gesture Elicitation



I. Gesture Elicitation

Bottom-up classification

Converge to 6 main categories

- 1. Facial Expression / Shape*
- 2. Simplify the shape*
- 3. Internet culture (ex. XD)*
- 4. Abstract feeling*
- 5. Text*
- 6. Movement*

I. Gesture

- ▶ Face Expression & Mimic
Shape Dominate
- ▶ How about sending the
gestures directly to others?

Description → Drawing

2. Doodle

- ▶ Transfer the emotion by
doodling
- ▶ Receive the emotion from
doodle

Emotion → Drawing → Emotion

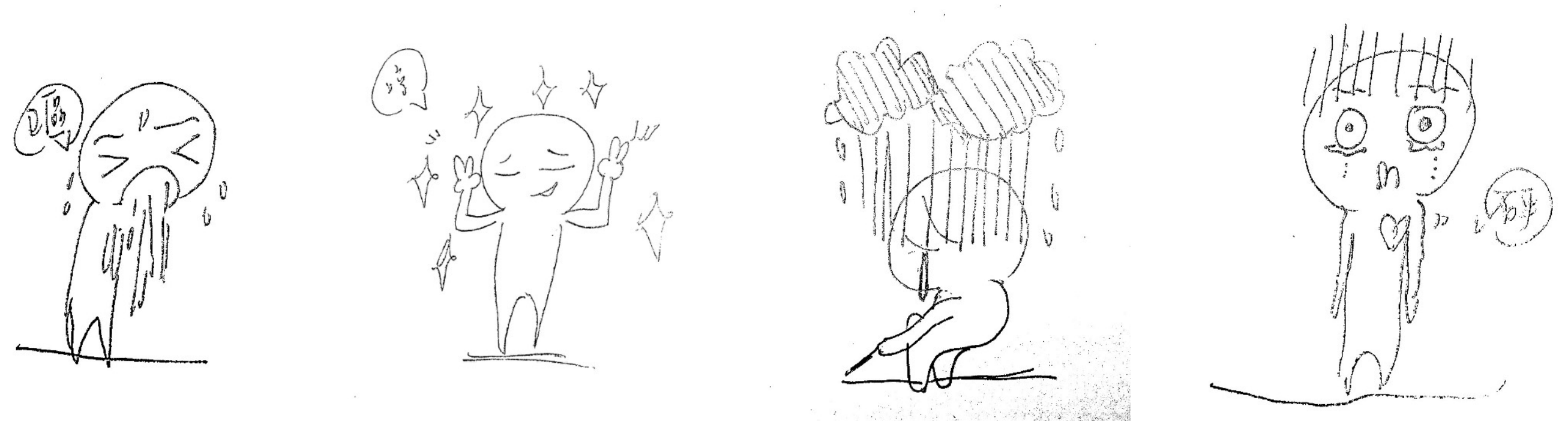
2. Embedding Emotion into Doodles

UC Davis Set of Emotion Expressions (UCDSEE)

- 1. Anger*
- 2. Disgust*
- 3. Embarrassment*
- 4. Fear*
- 5. Happiness*
- 6. Neutral*
- 7. Pride*
- 8. Sadness*
- 9. Shame*
- 10. Surprise*



2. Embedding Emotion into Doodles



20 participants
x
randomly chosen 4 emotions

Encode

- What do you consider when you draw the doodle?
- What are the most important indicators to transfer the emotion?
- What do you expect other will interpret your doodle?

Decoder

- How do you feel when seeing this doodle?
- What did you see in this doodle?
- What are the most important indicators to sense the emotion?
- Choose emotions from the emotion set match to the doodle



User Study Results

Encoding

Strategy

- ▶ Type
 - Facial Expression
 - Action
 - Metaphor
- ▶ Simplicity
- ▶ Accuracy

Indicator

- ▶ Well-know cue
- ▶ Eye & Mouth
- ▶ Gaze
- ▶ Movement
- ▶ Metaphor to objects

Expectation

- ▶ Success / Fail
- ▶ Direct / Indirect
- ▶ Humorous attitude

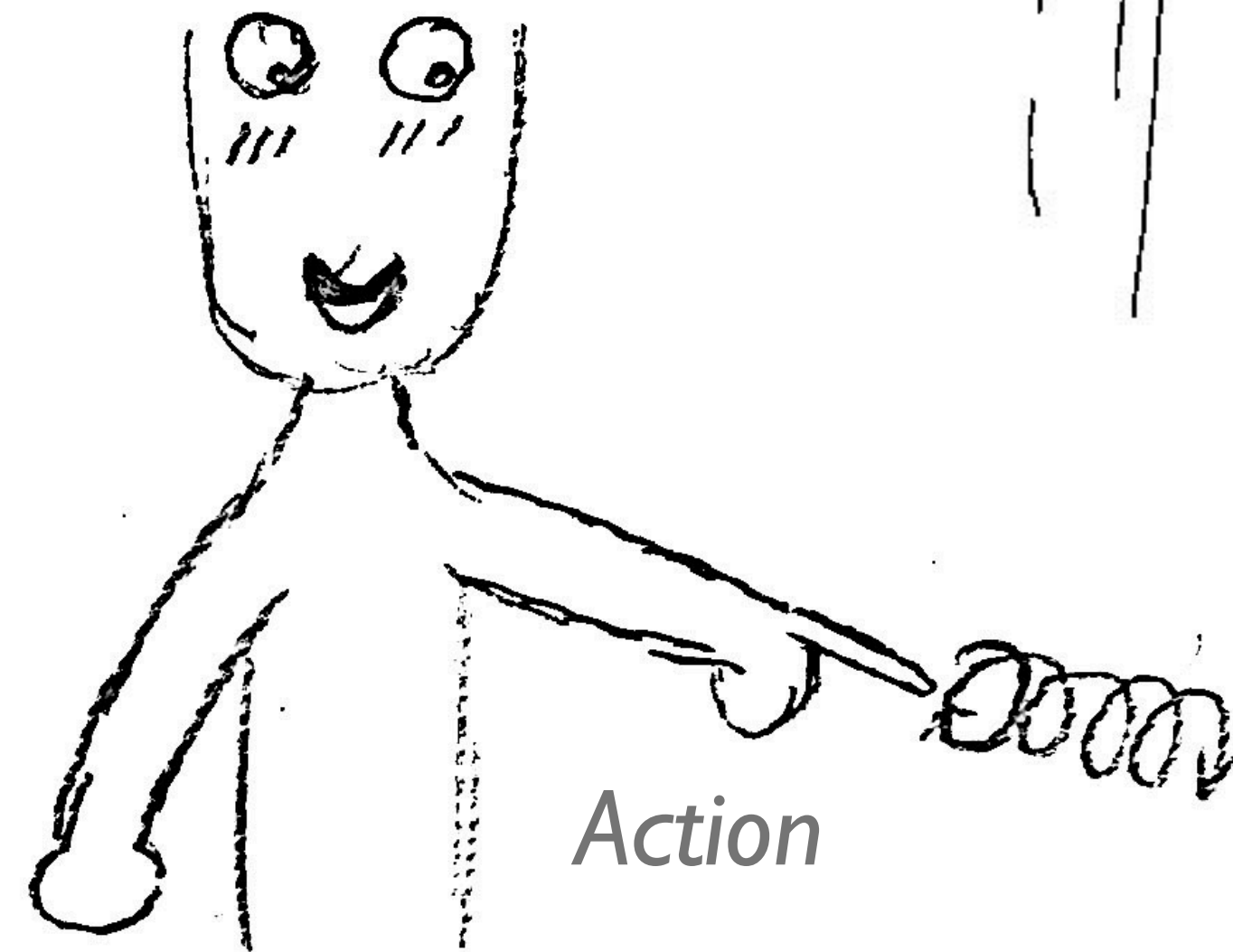
Encoding

Strategy

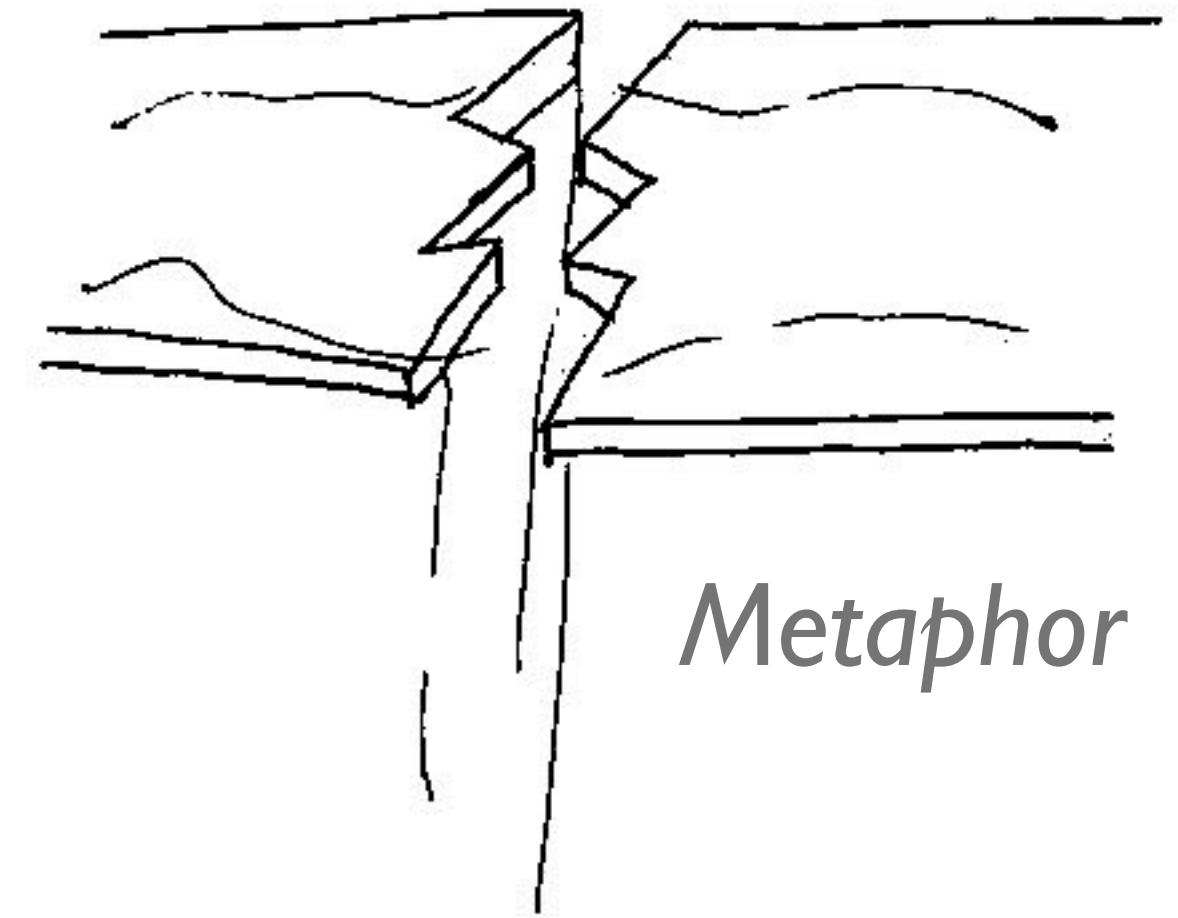
- ▶ Type
 - Facial Expression
 - Action
 - Metaphor
- ▶ Simplicity
- ▶ Accuracy



Facial Expression



Action

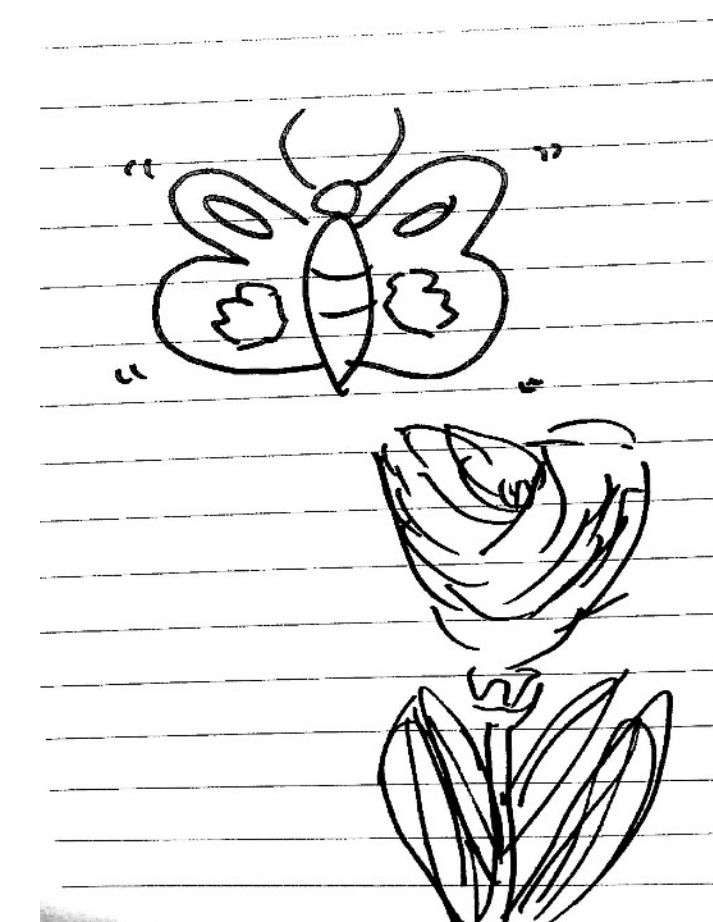
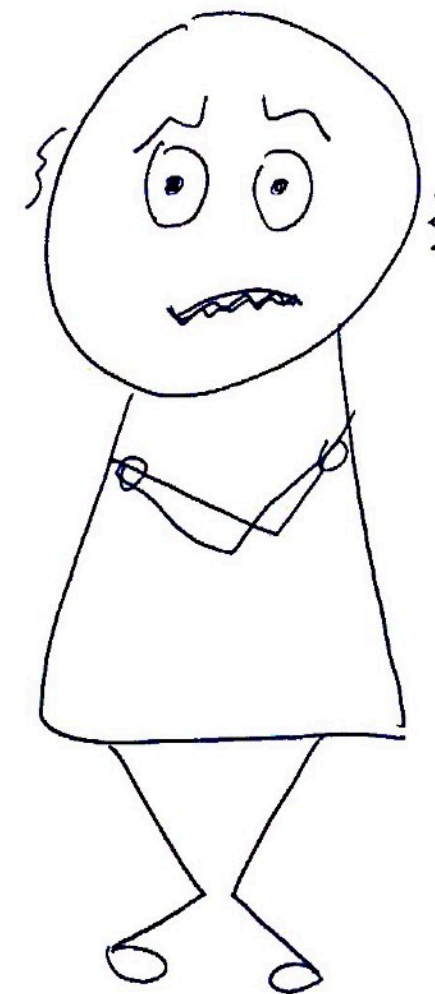
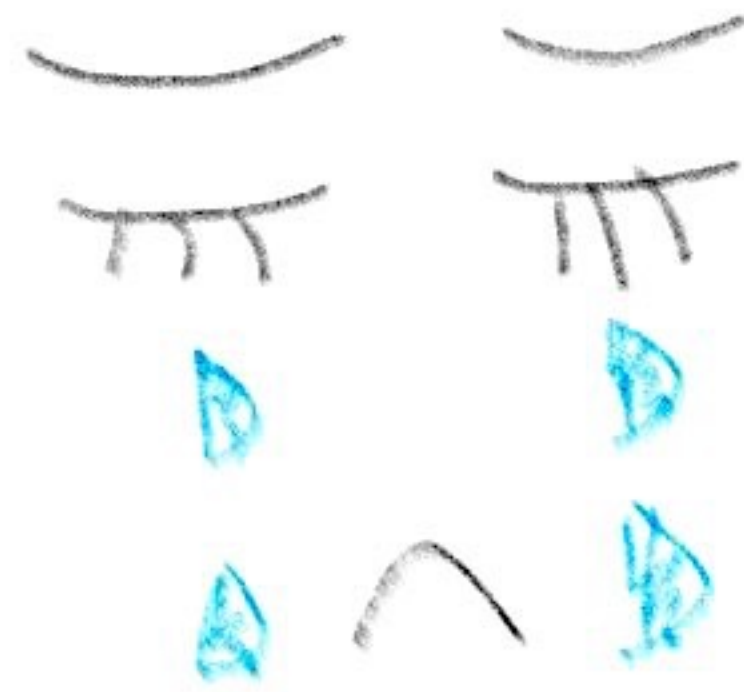


Metaphor

Encoding

Indicator

- ▶ Well-know cue
- ▶ Eye & Mouth
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Encoding

Expectation

- ▶ Success / Fail
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“

Others may interpret it as a completely different emotions!

Encoding

Expectation

- ▶ Success / Fail
- ▶ Direct / Indirect
- ▶ Humorous attitude

“

**Hope others to notice
my feeling without
annoying them...**

Encoding

Expectation

- ▶ Success / Fail
- ▶ Direct / Indirect
- ▶ Humorous attitude



Using doodles make more dramatic effect than simple typed text

Decoding

1. Positive / Negative

- ▶ Identify easily whether the doodle is positive or not

2. Facial Expression

- ▶ Catch the emotion faster especially for facial expression

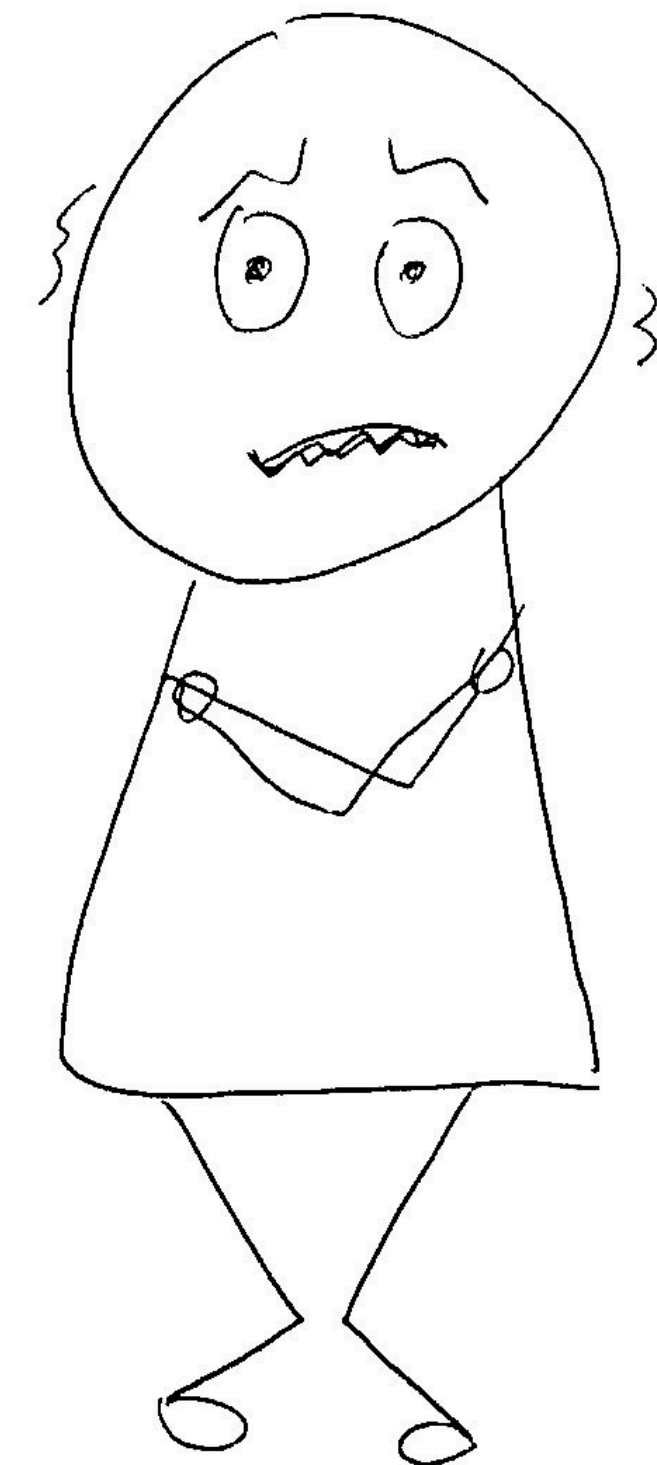
3. Thinking Reasons

- ▶ Process of thinking reason lead to wrong answer.

Decoding

I. Positive / Negative

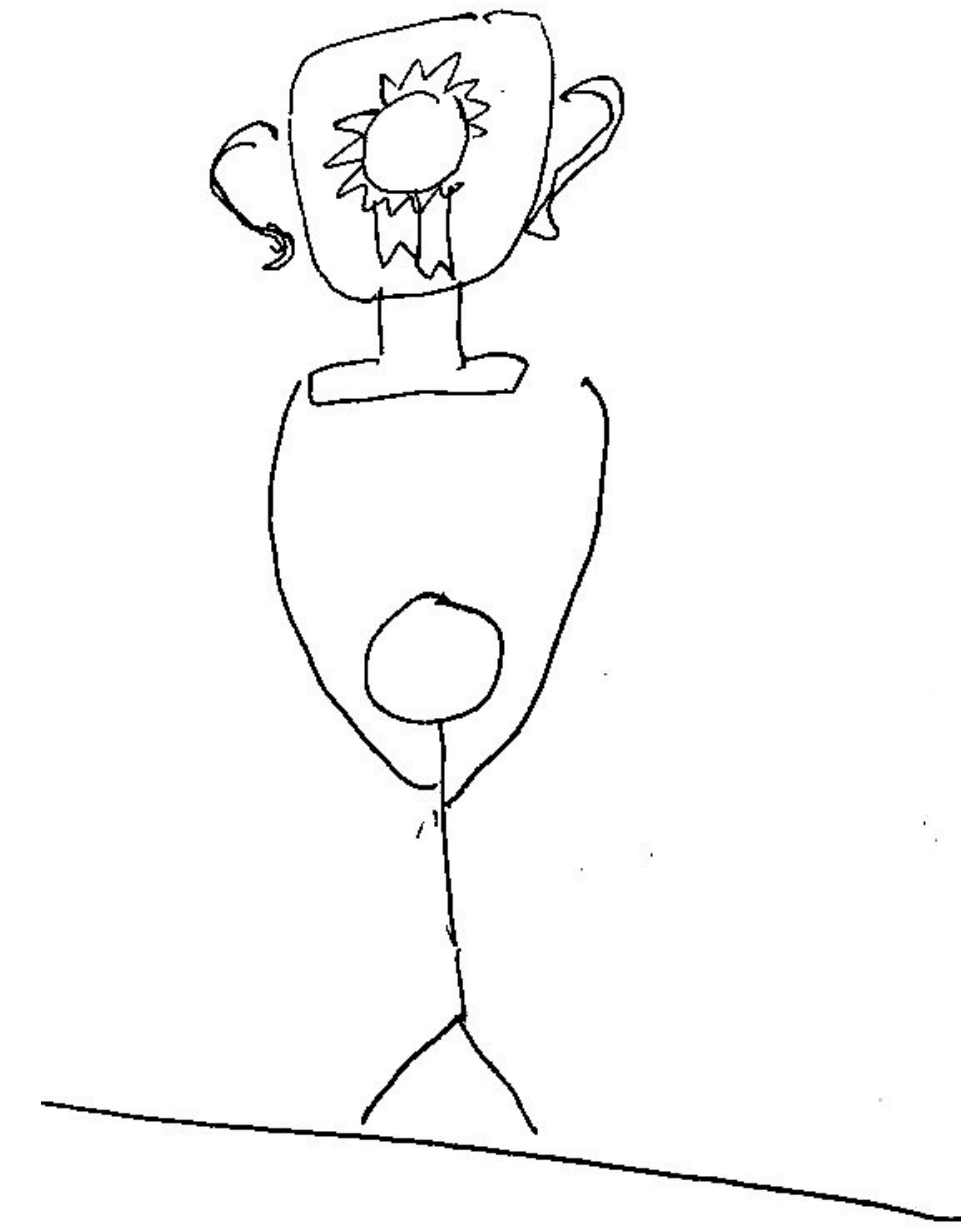
- ▶ Identify easily whether the doodle is positive or not



Decoding

2. Facial Expression

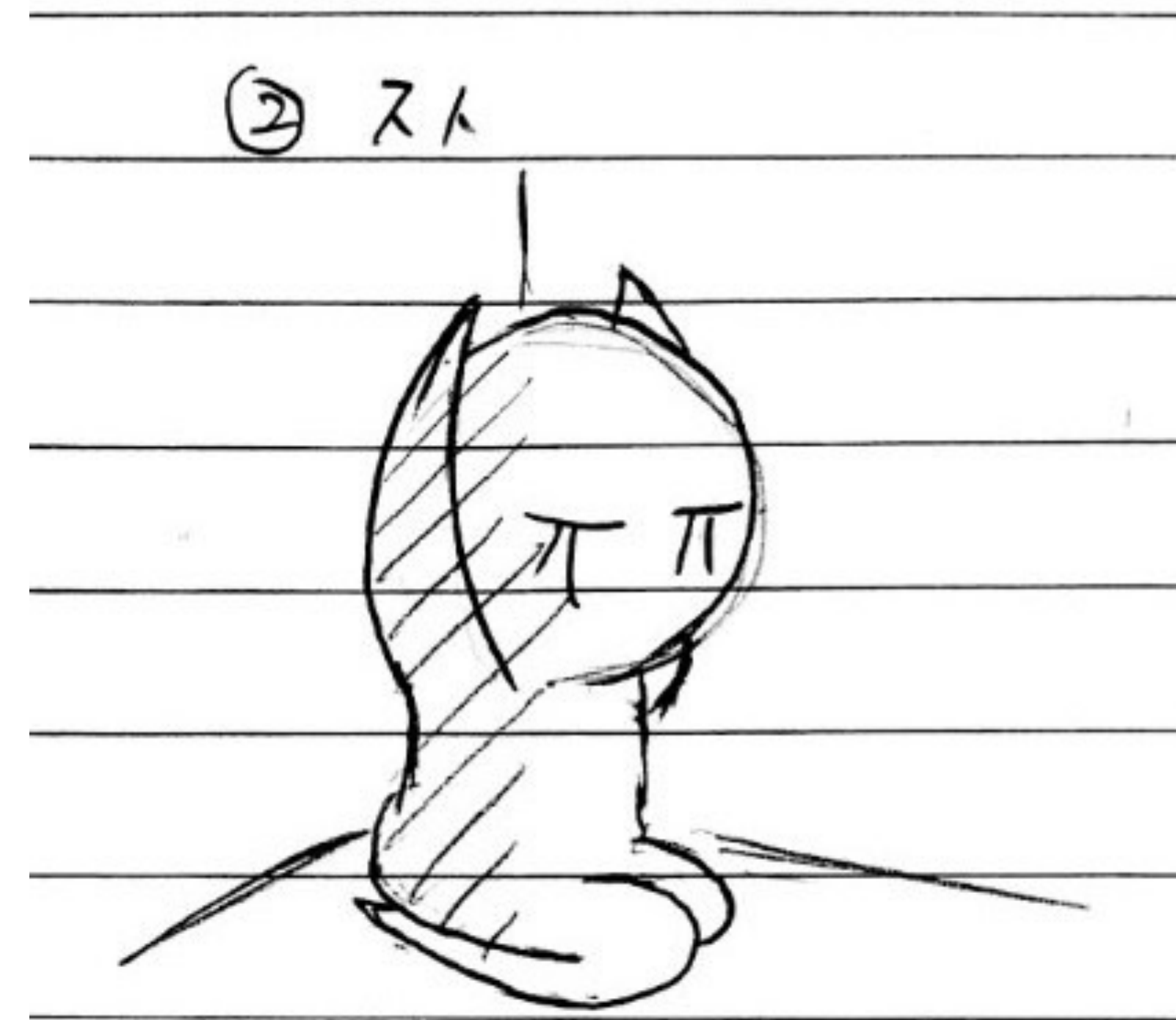
- ▶ Catch the emotion faster especially for facial expression



Decoding

3. Thinking Reasons

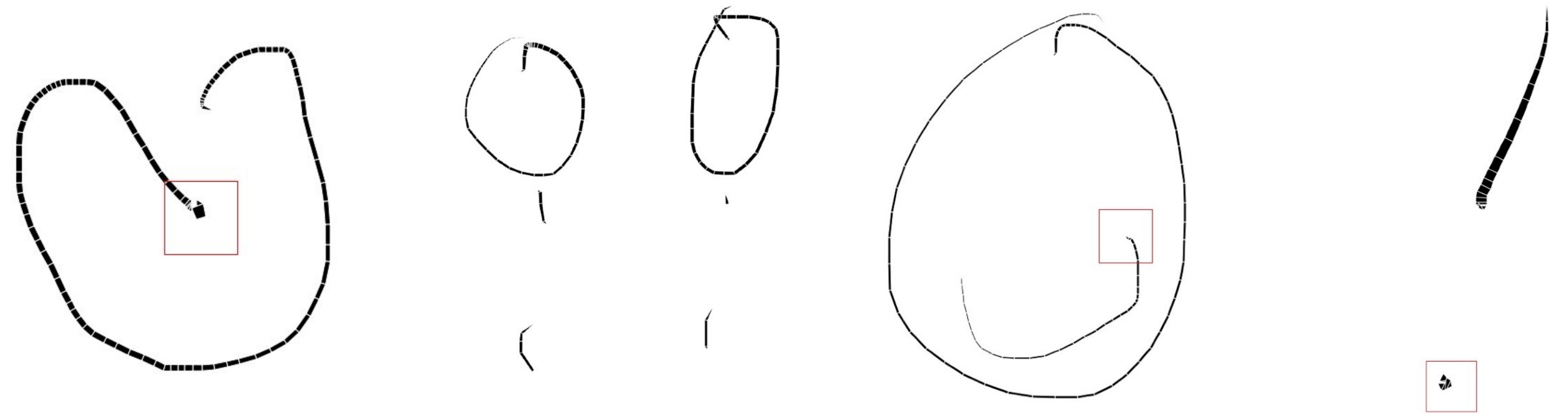
- ▶ Process of thinking reason lead to wrong answer.





any questions?

An unexpected findings



**Compare &
Contrast**

A unexpected findings

