

# PHD

THESIS SERIES

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A Design Methodology for Emotional Interface

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# PhD

1999–2020 THESIS SHOWCASE

Positive emotions can increase creativity which is being increasingly considered in product design as an important attribute of designs. This research aims to develop a design methodology for an emotional interface, where the interface can recognise the user's emotions and respond with changes in its design to support a positive emotional state. This research aims to develop a framework for an adaptive interface, which supports users with positive emotion-eliciting elements. This research combines expertise in graphic design, interaction design, web design, human psychology, and cognition to identify the design model of emotional appraisal in graphic interfaces. The methodology of the thesis combines several design research practices, in which qualitative research is conducted in the form of interviews with design experts. Results are demonstrated and evaluated by visualising emotional scenarios, which shows that users find the interface designed according to the model more acceptable than a user-friendly plain interface.

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