Feelings and Influence in Human Factors Human-PC Communication

Jeffrey A Dressel*

Department of psychology, University of Kansas, Washington, USA

DESCRIPTION

The four approaches to Affective Sciences in HF/HCI that are presented and compared in this chapter are Emotional Design, Hedonomics, Kansei Engineering, and Affective Computing. Theoretical and practical issues, as well as future work in this field, are discussed after a discussion of the advantages and disadvantages of affect induction and detection methodologies.

The book examines the neural processes that underpin affective phenomena, as well as representative approaches to Affective Computing, Kansei Engineering, Hedonomics, and Emotional Design. The methodologies section covers methods for inducing affect, measurement techniques, detection and recognition techniques, and regulatory models and strategies. Several H/F and H/F applications are available. Transportation, behavioral health, and game design are all topics that need to be addressed. To explain their affective study, engineers and designers should learn and apply psychological theories and processes, as well as develop their own domain-specific theory. This handbook's approach aims to bridge the gap between traditional affect research and the new field of affective design and affective computing.

Contains information on sensing technologies such as brain-computer interfaces, facial expression detection, and more. Deals with cutting-edge interdisciplinary topics like Positive Technology, Subliminal Perception, Physiological Computing, and Aesthetics. Addresses emerging interdisciplinary areas such as Positive Technology and includes case studies and applied examples in a variety of H/F and HCI application areas.

Emotional health is influenced by a variety of factors including the environment, relationships, physical health, self-awareness, and stress. Indeed, someone who appears to be devoid of negative emotions may be suppressing them. Both positive and negative emotional responses may be appropriate depending on the situation. Emotion plays a major role in our day-to-day relationships with people and computers. As a result of this recent affective awareness, designers and HCI researchers are trying to comprehend the nuances of emotion and its effect on our behaviour. Emotional valence has a significant impact on memory, with negative valence suppressing explicit memory, according to the researchers. The findings showed that emotion has a significant impact on memory performance, and that both positive and negative emotions have an impact.

Human interaction

Human-computer interaction is the study of how computers are designed and used, with a focus on how people communicate with them. Human-computer interaction (HCI) researchers study how people interact with computers and develop technologies that allow them to do so in new ways.

The aims of HCI are to create systems that are accessible and safe, as well as functional. To create usable computer systems, developers must first try to understand the factors that influence how people use technology. Develop tools and methods to aid in the development of appropriate systems

The relationship between learners and teachers, as well as between students themselves, during the learning process, which can take place in synchronous and asynchronous modes, as well as face-to-face and electronic modes.

It will brighten your mood and make you feel happier if you have better mental health. Reduce your chances of developing dementia. Social interaction is beneficial to your mental health. Promotes a sense of belonging, security, and safety. Allows you to share your secrets with others while also allowing them to share their secrets with you. Interaction is defined as an action that is affected by other actions. When you have a conversation, this is an example of interaction.

Correspondence to: Jeffrey A Dressel, Department of Psychology, University of Kansas, Washington, USA, E-mail: dresselJ@gmail.com