Visualizing Emotional Requirements
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• RE Aspect:
  – B3 (see Copper et al.)
  – Unusual NFR for unusual stakeholder interface (game designer/production team)

• Visualization Approach:
  – Quantitative/Metaphorical Visual (see Copper et al.)
  – Use of emoticons, intensity maps

• Status:
  – Piloted in real product, tho’ more evaluation data needed for generalizable results.

• Benefits:
  – Enhanced ways of communicating between stakeholders with distinct responsibilities and skills

• Costs/Issues:
  – Costs seem low. Developed for game design problem - could field of application be wider?
Initial Questions

- Utility of Parrott’s categorization (primary/secondary/tertiary emotions) not clear in the paper. How are they useful to a games designer?
- How do games design teams verify that the desired emotions are being stimulated, and that the gradient/timing of the transitions between emotions are as desired?
- Are their analogues that could have wider application?
  - Delight and surprise at my new mobile phone?
  - Trust and confidence in my banking application?
  - Inducement of fear in reckless drivers?
  - ...