

Visualizing Emotional Requirements

David Callele, Eric Neufeld and Kevin Schneider

- 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?
 - ...