

ISO/IEC TR 30150-2:2024-02 (E)

Information technology - Affective computing user interface (AUI) - Part 2: Affective characteristics

Contents		Page
Foreword		iv
Introduction		v
1	Scope	1
2	Normative reference	1
3	Terms and definitions	1
4	Organizing affective characteristics	2
5	Universal affective characteristics	2
5.1	General	2
5.2	Hierarchy of human needs	2
5.3	Human needs and application designs	3
5.3.1	General	3
5.3.2	Application designs for each level of needs	3
5.4	Applying hierarchy of needs	3
6	Cultural affective characteristics	3
6.1	General	3
6.2	Cultures as a source of belief and action	4
6.3	Recognizing the effects of cultures	4
6.4	Cultures and designs for user interfaces	4
6.5	Group characteristics related to cultures	5
6.5.1	General	5
6.5.2	Characteristics of groups and application designs	5
6.5.3	Trade-offs of characteristics	5
7	Individual affective characteristics	6
7.1	General	6
7.2	Personality	6
7.3	Attitudes	6
7.4	Beliefs	6
7.5	Achievement motivation	6
7.6	Risk taking/aversion	7
8	Situational affective characteristics	7
8.1	General	7
8.2	Transient nature of emotions	7
8.3	Emotions, satisfaction and user experience	7
8.4	Emotions and context of use	7
9	Identification of affective characteristics	8
9.1	General	8
9.2	Time frame of identification	8
9.3	Methods of identification	8
9.3.1	General	8
9.3.2	Physiological identification of affect	8
9.3.3	Questions to the user	8

9.3.4	Inferring from user customizations	9
9.3.5	Inferring from user actions	9
9.3.6	Inferring from user vocabulary	9
9.3.7	Inferring by association	9
Annex A (informative) Affective and cognitive domain		10
Bibliography		13