

- Prof. Dr. Chat Wacharamanotham
- RWTH Aachen
- Winter term 2008/2009

Prof. Dr. Chat Wacharamanotham Chat Wacharamanotham Simon Völker

Media Computing Group RWTH Aachen University Winter term 2011/2012 http://hci.rwth-aachen.de/dis



- Lab Structure Changes
- Themed talks
- Persuasive Technology
- Game design
- Emotional design
- Project coaching

Project Coaching Schedule

Date	Time	Group ID	Group ID
5 Dec 2011	13:45–14:00	9	10
	14:00-14:15	6	5
	14:15–14:30	2	8
	14:30–14:45	16	19
	14:45-15:00	7	15
12 Dec 2011	13:45-14:00	18	17
	14:00-14:15	3	13
	14:15-14:30	12	1
	14:30-14:45	11	14
	14:45-15:00	4	



Using Computers to Change What We Think and Do

B.J. FOGG

DIS 1 - Chat Wacharamanotham

Characteristics of Persuasive Technology

- Persuasion: an attempt to change attitudes or behaviors or both
 - Without using coercion or deception
- HCI not CMC: Change resulted from the interaction between human and computer
 - Not the result from human-human communication via computer
- Intended effect of technology, not side effect
 - Not a persuasive technology, e.g., Email \Rightarrow People go to post office less often
- Endogenous effect: The technology itself persuades
 - Not when people use technology to persuade, e.g., giving an iPhone as a reward for quitting smoking

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Human–Computer Relationship Triad



Strengths of Computer

- Computers are better than other media
 - Interactivity
- Computers are better than human
 - More persistent
 - Greater anonymity
- Manage huge amount of data
- Multiple modalities to influence
- Scale easily
- Ubiquitous

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Computer as a Persuasive Tool

- Reduction: make complex tasks simpler
- Tunneling: persuading in a focused experience
- Tailoring: personalized information can persuade better
- Suggestion: intervene at the right time
- Self-monitoring: allow people to track themselves
- Surveillance: make people aware that they are being tracked
- Conditioning: positive reinforcement for desired behavior

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Tip: Cutting-and-pasting? Save as plain text first. Reduction: CapWiz Simplifying the process of writing to elected officials

Printed Email Letter

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Tunneling: Software Installation Windows 95 persuades with system features during the installation



Petition Letter

About this Petition Why This Is Important

Post Code

Why are you signing? Add a reason (optional)

SIGN

KFC's paper packaging is directly contributing to the destruction of our Southern forests. While other fast food chains are working hard to use less, use more recycled paper, and ensure that their paper packaging is not coming from the world's endangered forests, KFC continues to make its famous buckets from the few remaining special places in our region.

Petition Updates

Reduction: Online Petition Only take single step to sign



Tunneling: Apple Ecosystem Change software distribution practice by starting form music



Self-monitoring: Tanita Jump Rope Tracking self performance helps achieving predetermined goals



Suggestion: Kustom Signal's SMART Opportune suggestion \Rightarrow greater persuasive power



Surveillance: Hygiene Guard Hand Washing Surveillance When people aware that they are monitored, they change the behavior



Bridge the Gap Between Cause and Effect: HIV Roulette Frees users from real-world consequence. Close the space/time gaps between cause and effect.

Computer as Persuasive Media

- Bridge cause/effect gap: Experience it right here, right now
- Virtual rehearsal: A safe place to try dangerous stuff
- Augmenting the real life: Simulating clear impact in the real life





Virtual Rehearsal: Gauging Your Distraction A simulation from NYTimes showing how your reaction time is affected by external distractions



Virtual Rehearsal: Spider and Cockroach Phobia Simulator



Augmenting the Real Life: RealCare Pregnancy Suits and Baby



Virtual Rehearsal: Aphasia Characteristics Emulation Software Use software to distort the language during chatting. [Hailpern et al., CHI'II; ASSETS'II]

Computer as a Persuasive Social Actor

- Physical cues: Attractive on-screen characters are more persuasive
- Psychological cues: humor, personality, feeling
- Language cues: convey social presence, praise
- Social dynamics: turn taking, peer pressure, praise, reciprocity

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• Social roles: authority, teammate





Summary



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- Book: Fogg Persuasive Technology: Using Computers to Change What We Think and Do (2003)
- Papers
- Fogg et al. Motivating, Influencing, and Persuading Users. (2007) http://bjfogg.com/hci.pdf Abridged version of the book
- Oinas-Kukkonen and Harjumaa. A Systematic Framework for Designing and Evaluating Persuasive Systems (2008) http://www.springerlink.com/content/h7n7k22740h6003p/ Table of principles and corresponding examples
- Fogg. Creating Persuasive Technologies: An Eight-Step Design Process (2009) http://dx.doi.org/10.1145/1541948.1542005

Design process

