

Mood Therapy and Software Design

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Abstract: In this study the focus was on the impact of mood on the software development, especially the impact on the psychological treatment of the user from the negative impact of these mood and get rid of it during work. Of the formulas used to determine the requirements and functions of building software is to determine the user requirements without the knowledge and stand on the user's mood. The success of the software design is to take into account the user mood and how to arise and discourse the disaster to reach precision work. While this paper presents a number of concrete design and engineering ideas, the larger resolved is to introduce an information software design, and provide motivation and way for advanced designers.

Keywords: Software development interaction mood user's requirements

I. Introduction

Definition of Mood

Mood is a generalized, internal state of feeling. It is closely related to the concepts of affect and emotion [1].

The term refers to mood in psychology, to those aspects of the personality of the individual, such as introverted or openness, which is often of the things that there are not innately human learn. Many large taxonomic special programs to mood has evolved; in spite of the lack of a general consensus between academia

Affect is your outward expression of emotions and mood. It refers to how others think you feel as evidenced by your behaviors, like crying or laughing.

Moreover, mood is how you really feel and is inside. An individual's affect is not always consistent with their mood. An individual can express you that they are miserable but prompt themselves in ways that do not show unhappiness, like smiling. Notice that when persons speak of moods, they tend to classify them as either a good or bad mood.

The mood is directly connected to your health and your health is openly associated to your mood. If you think about it you'll find out that when you're unwell don't you also feel junky? If you're experiencing headache aren't you more likely to be complaining? If you're angry all the time you're rising your blood pressure. If you're sad all the time your immune system isn't going to be as strong.

Moods are an extension of emotions. This less defined sort of feeling often falls into the category of good or bad and last for longer periods of time than a specific emotion. Moods can change based on events, environmental factors or even by viewing something, but mood is primarily a feeling that just happens and is less intense than a specific emotion. It can impact how a person thinks about everything he or she comes in contact with.

What makes mood especially interesting and important for designers is that research has shown mood influences advertising and brand attitudes. One common finding is that almost everyone surveyed, regardless of gender or expressed mood, preferred to view information that's presented in a happy way.

When you think about mood, two extremes come to mind – good and bad (or positive and negative). These moods often emerge from emotional influences such as anger, fear, disgust, happiness, sadness and surprise. Mood can also happen for a group or crowd, resulting in a common mood that creates a shared emotional experience [1].

So how does all of this impact design? Mood establishes how users will connect to a project. Will they view it in a positive or negative way? How will they process the information presented? Does the mood of the project establish a connection with the mood of users in a way that creates a commonality or group feeling?

We have trouble understanding the requirements that we do acquire from the customer. We often record requirements in a disorganized manner spend far too little time verifying what we do record.

Building software is so compelling that we want to jump right in (before having a clear understanding of what is needed), things will become clear as we build the software. Project stakeholders will be able to better understand what they need only after examining early iterations of the software [2].

Research Hypothesis:

User's mood can be modified through an emotionally-adaptive software requirements phase.

Related Works

Apple wants to measure customer mood, then send you targeted ads, Apple wants to know more about its users specifically how they are feeling. Apple describes a few ways to collect mood-associated data [6]:

- Physical characteristics: the use of body sensors to monitor heart rate, blood pressure, adrenaline level, perspiration rate, body temperature, and/or vocal expression.
- Behavioral characteristics: how users interact with their devices, such as the applications they launch and when, social networking activity, interaction with the device's interface, and pressure applied to a touchscreen.
- Spatial-temporal characteristics: location, date, day, time, and data consumed. The last can include music genre as well as movie and video game ratings. Hardware and software can also be used to collect more information, with the application mentioning a terminal that uses a camera and facial recognition software.
- The patent application says there are a number of information sources that can be used to derive consumers' characteristics. Apple notes that it could also tap into iTunes and unique user identifier (UUID) databases to gather more information. [3]. Figure [1]

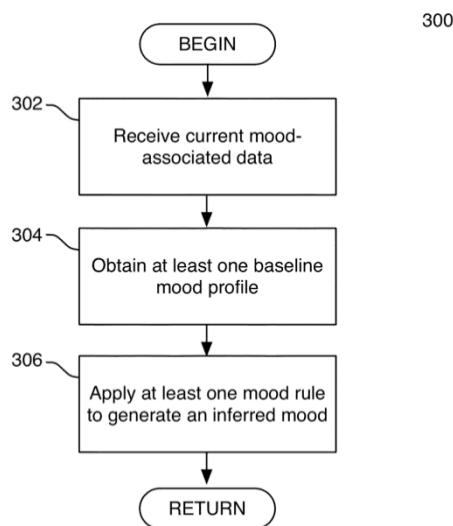


Figure 1 Apple Mood Model

Software Quality Attribute

Quality means that a product satisfies the demands of its specifications. It also means achieving a high level of customer satisfaction with the product. In software systems this is difficult

- customer quality requirements (e.g. efficiency or reliability) often conflict with developer quality requirements (e.g. maintainability or reusability)
- software specifications are often incomplete, inconsistent, or ambiguous

Designers need to analyze preference between multiple inconsistent attributes to fulfill user requirements. The final goal is the ability to quantitatively evaluate and preference multiple quality attributes to reach at a well complete system. We should not look at one universal scale, but also to assessment the structures of one, and a preference between these different scales, ranging from the explanation of the software engineering. The Process-Based Quality Activities [7]. Figure [2]

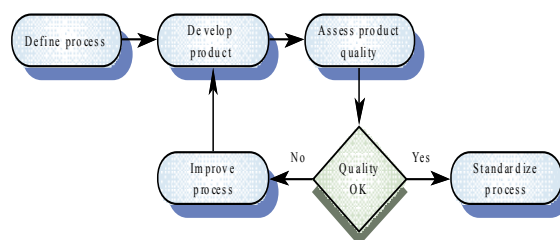
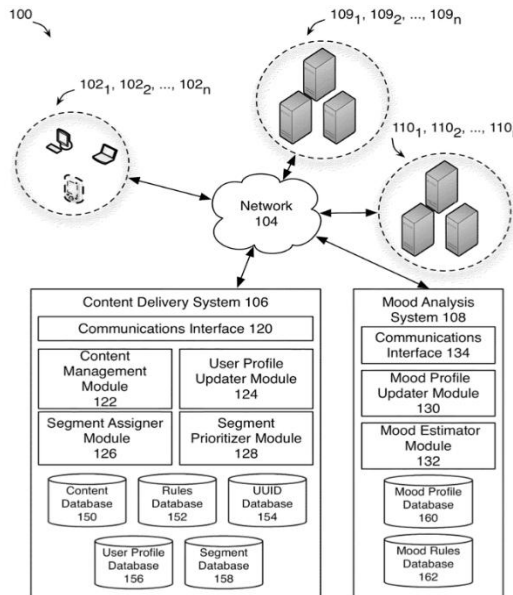


Figure 2 Process-Based Quality Activities



Managing the Project

A project is a temporary attempt designed to produce an exclusive product, service or result with a distinct beginning and end, assumed to meet unique goals and objectives, normally to bring about beneficial change or added value. The temporary nature of projects stands in distinction with commercial as which are repetitive, stable, or semi-stable functional activities to produce products or services. In training, the management of these two systems is frequently fairly different, and as such requires the development of different technical skills and management strategies [8]. The key competition of project management is to attain all of the project goals.

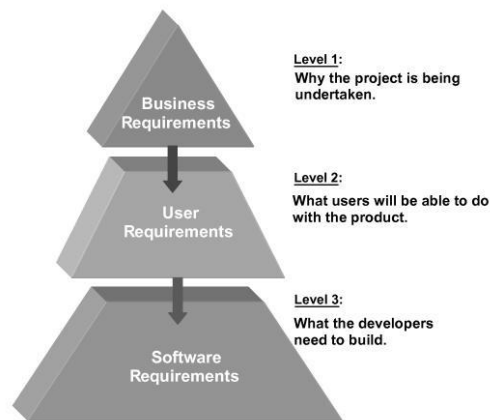


Figure 3 Process business requirements

Current classification schemes are based on the prime pattern of mood depression, the intensity of mood, and the rate of cycling from one mood to another [4].

During the period of good mood, three (or more) of the following symptoms have persisted and have been present to a significant degree:

- More talkative than usual or pressure to keep talking
- Flight of ideas or subjective experience that thoughts are racing
- Increase in goal-directed activity
- Involvement in satisfying activities that have a high potential requirements

We have to assess and understand how the customers are feeling *right now*—and then do whatever it takes to make them feel better.

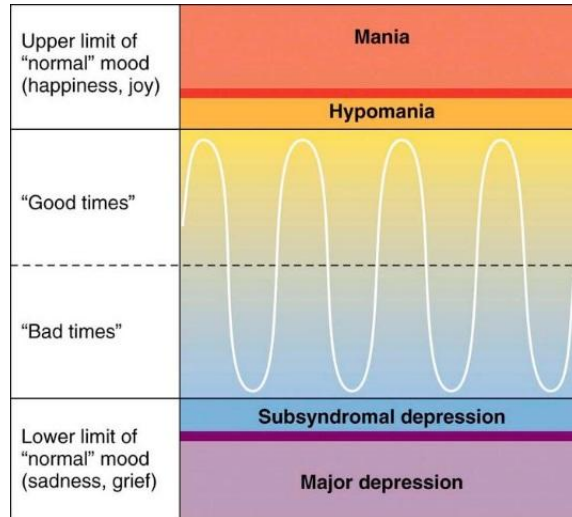
As developer software staff members work together to elevate mood ratings, they develop a wonderful confidence in their ability to handle difficult situations as a team.

However, the good news is that it is easy to create a moral circle of niceness and positive feeling. That positive behavior initiated by employees towards customers leads to more positive behavior in return and a positive mood in the employee as a result.

What Reasons Mood Inequities?

What causes mood inequities is difficult to pinpoint. Unhappiness is thought to be caused by a combination of environmental, psychological, biological and genetic factors. The most enduring theories involve neurotransmitters, which are chemicals in the brain, causing an imbalance that leads to unhappiness. So far, this theory has been difficult to verify [5]. Figure [4]

Figure 4 Cycling from one mood to another [4]



Model of User Requirements and Software Development

The main problem in the search focuses on the unseent things that have an important effect on the planning and development of software. As an effect-positive if taken into consideration the effects that is affected by the user in defining the requirements after the user to identify the mood during the preparation of the list of requirements and how to deal with the weakness is ignoring psychological and mood effects.

If we look for some time on the form below noticed that the process of construction Model stands at two phases, namely figure [5]:

- 1) Requirements management
- 2) User Acceptance Testing



Figure 5 the software development Cycle

In both cases you must stand on the customer mood before start document all the requirements at first visit. Then model suggest in such cases as [figure 6]:

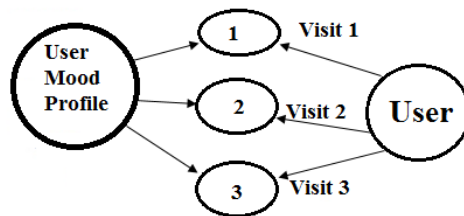


Figure 6 the user mood profile

Implementation

It cannot be easily inferred from the mood and particularly the conversation. So through the data on the user registration and have kept a database at the same time are adjustable mood because the schedule is fixed in humans it varies from time to time and from place to place.

Get to know the mood and expect the process model can be drawn and illustrates the reasoning process and the expectation to find out if the user during the data required description of the system. This is important and delicate to be taken by the developer to access the software provides details. This is important and delicate to be taken by the software developer to access the important details and minutes for each of the cases are making project requirements.

To implement the model broke consideration the mood and its impact in the form of Model user requirements through to get to the high quality of the procedures through processes outlined in the diagram which operates in the form of a full circle of steps to get well finalized model.

From the model [figure 7] we can notice that the developer mood play as a part of the mode for determining the software requirements quality and at the same time the developer when his/her mood estimated status can change the model with performing and review the processes.

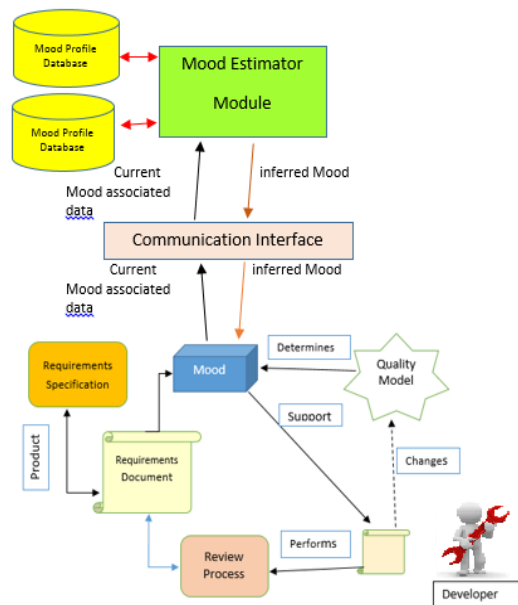


Figure 7 Mood Profile and Requirement Specification Tools

Conclusion and Recommendations

The results of this paper not only support most of the models and outcomes of other researchers but also expose the psychological properties and effects on the moods of persons. The following recommendations have been made based on the paper research findings and results:

1. More software models do not take into consideration the psychological and psychiatric learning including mood. So through the study and the conclusion. So through the study and the conclusion of these signs are included in the design software
2. Furthermore, technical expertise and software development because it is in the interest of reducing the stages of maintenance and thus the cost of the projects are less economically
3. In other hand the understanding of every aspect of the user and software developer be easy and in the interest of efficiency and accuracy in the design and the results

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