

Human E-Motion Sensing Using Keystroke Dynamics: A Proposed Model and Preliminary Research

Abstract

It is possible that someone may acquire all the knowledge you have so far, but your emotions are still yours. It goes without say that each individual has a unique emotional behavior or has a unique way of dealing with emotions. The title defined by human as for human computer interaction, E-Motion means electronic motion (e-motion) and emotions sensing means capturing, analyzing and manipulating emotions dynamically which means it is changing by Using Keystroke Dynamics that in terms keystrokes are changing dynamically according to the current users emotions. Human emotions have been a great concern for sales activities, since salespersons ever existed. Studies are trying to capture and understand the buyer's state and characteristics in order to sell better. Nowadays with the presence of e-commerce, consumers are becoming more knowledgeable about the product they are buying or selling and their actions are limited to what can be transmitted through the web. With the use of the web, face to face interactions are being eliminated and personal needs and demands couldn't anymore being analyzed psychologically. Until the end of the 20th century where the notion of human computer interaction arise, and theorists started to find solutions for better performance, in terms of selling and interacting with consumers with use of diverse multimedia and interactive systems.

Major points tackled in this thesis will include a general definition about Human Computer Interaction with methods of emotions therapy. Ways of Emotions Capture and Entrapment while stating the best way to be used. Methods to Analyze the Emotion use in E-Business and how the market will accept it done with Project Management planning to come up with conclusion and state some future work to be done, such as directing this thesis to investigating the same human emotion sensing models using the Natural Interaction Wall or publicly launched as Microsoft Surface its integration with the web business and how we can benefit from Emotion while shopping on an E-Commerce website for clothes using the Natural Interaction Wall as a virtual mirror.

The objective of this thesis is to investigate the best combination between the modules used in "Keystroke Dynamics" and the studies of human state defined by "Human Computer Interaction" in an electronic business environment to come up, later on when the resources become available, with the key to what might become the solution we are waiting for in the cyber world.

E-Motion Sensing System will not only contribute to E-Business but to other fields as well such as E-Motion Therapy, by getting to know how to cure a certain illness with colors, forms and shapes that is now used in major psychiatric clinics.