

Exploring the design space for emotive dialogues

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Abstract. In this paper we will look at the design of rich media through the perspective of persuasion. From this viewpoint, dialogues, in the form of text in balloons are added to different media support, such as streaming video or virtual 3D words. Adding dialogues to existing applications can modify the persuasive intent of the communication and, consequently, it can affect the effectiveness of messages or the emotional involvement of viewers. In the paper we will explore the design space of adding dialogues to rich media presentations, including the authoring and programming issues involved. A number of examples will be discussed to illustrate our approach. We will further briefly discuss the system requirements for adding dialogues to rich media presentations in a flexible manner.