

Santiago de Francisco Vela

Affective technologies. Application of emotional paradoxes to technological artifacts.

Positive technology is a term used to connect positive psychology principles with interactive technology applications. Technology is intended to be functional and efficient, to provide solutions to everyday problems. However, technology is only a tool or a medium to achieve a goal. Some authors have talked about how technologies persuade people's behavior and how persuasion can turn into a positive or negative effect. The use and understanding of technologies are a combination of the technology intent, the device's agency embodied in that technology, and the decisions made by the person using the technology. There are several elements to consider in understanding the effect technology can have on people. Emotional paradoxes were used as a starting point. Design students were challenged to propose new technological products and services. The challenge included the fact that those technologies had to foster human flourishing in any dimension. From a list of 10 projects, we are presenting four that embodied the solution into the concept of affective technologies. This exercise widens the scenario for product and service designers, interested in using emotions to create novel, futuristic and conceptual projects.