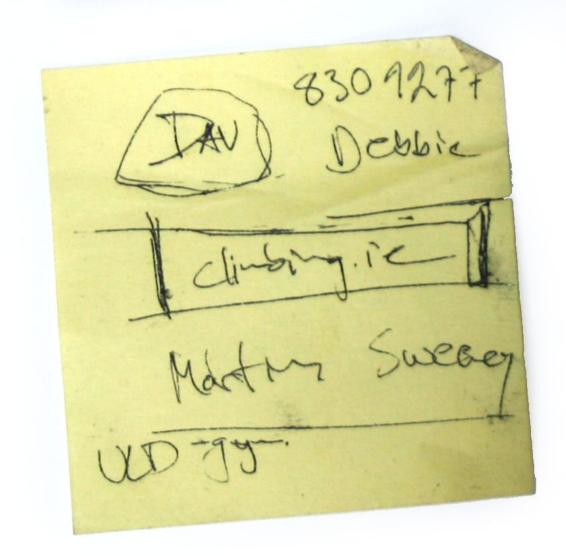
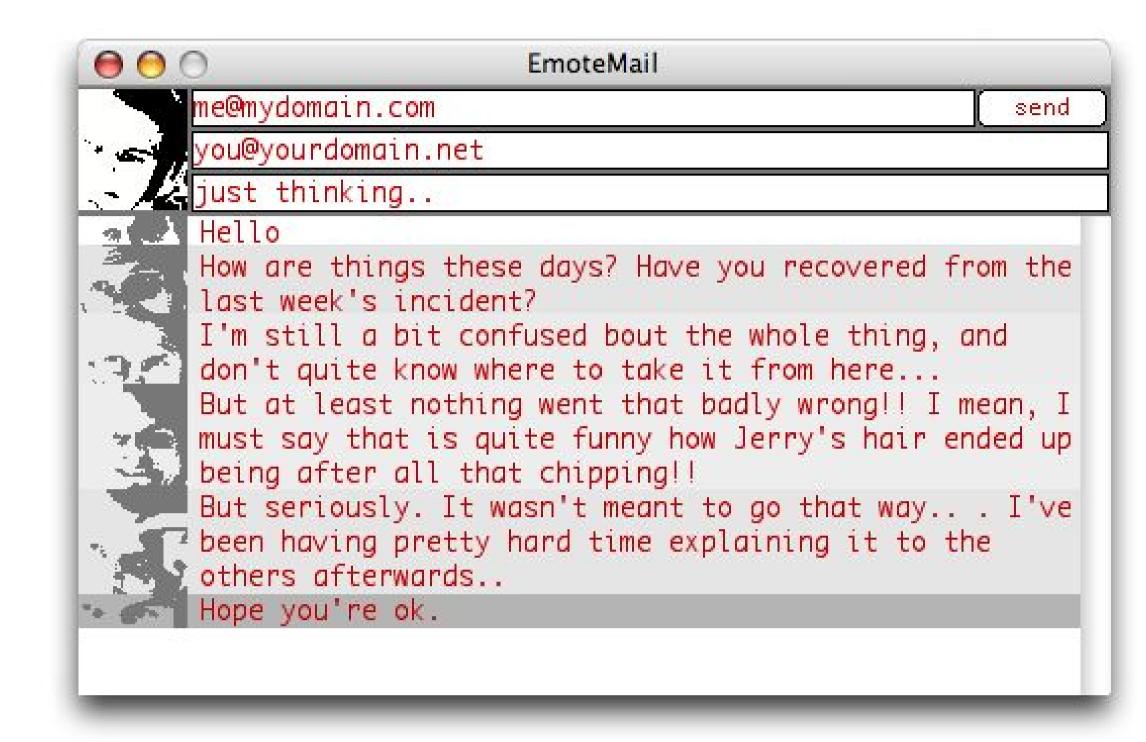
## BScan Realisable M OTEM CIII Spin tue don't Surius Jussi Ängeslevä, Carson Reynolds, Sile O'Modhrain







Emotemail attempts to convey some contextual information when writing email. -Information that is very present in more traditional forms, like writing a little paper note to somebody.



The note contains not only what has been written on it, but also, on what it has been written, if it's been written in a hurry, how long it has spent in somebody's pocket etc.



Emotemail attempts to bring some of these qualities to emailing, leveraging its idiosyncracies. The intensity of the background of a paragraph is defined by the time spent on writing it compared to the time spent on writing the whole message.



Depending on what is being written, this context can suggest that the intensity signifies more thought in a particular chapter over others. Or alternatively, that the text has been copied and pasted from somewhere else. The reflection is left for the recipient.







Every paragraph also gets stamped with a small, iconic thumbnail of the sender's face at the time of writing, attempting to capture some subtle emotional cues. The capture can be done with a gesture recognition system deciding on the most dramatic expression within a paragraph, or simply taking a snapshot when RETURN is pressed.



To summarise, emotemail attempts to use the idiosyncrasies of computer usage as the context for email and conveying them to the recipient. Instead of trying to analyse this context, the attempt is to pass the information through, and leave the analysis for the receiver, maintaining enough ambiguity.