Step 4 – Describe a set of possible non-expressive application events

**Output:** A set of events with a description of each event (minimum of 4 events)

**Description:** Step 4 requires the developer to describe the non-expressive application events. An application event is an experience the user has as a result of using the application that may affect the emotions that were selected in the previous step. The non-expressive part of the event is that you cannot select the exchange of an expressive message (defined in Step 2) between users as an event.

In theory, a developer could encode the entire state of the application as a set of events, but this is not necessary as we are only interested in the parts of the application that may affect the emotions we have selected. For example, the time the user has spent on a current task will most likely affect their emotional status, whereas the time until the application needs to garbage collect its data structures is likely irrelevant.

To help you create an event think about the interactions (direct and indirect) a user can have with your application and how those interactions relate to the set of emotions that you have. Next, think about how you can quantify that interaction. For example, if your program monitored phone calls and the user hadn’t sent or received a call all day then that may affect how they feel. The next step is to make that event quantifiable; below we have show how to represent this event using quantifiable values:

**EVENT: TIME SINCE LAST CALL**
1. The number of minutes since the user last got a call
2. The current time of day

This event can now be used to help determine the user’s emotional state. The addition of current time of day may not make sense at first but it allows us help us better model the user’s emotion. Consider the following two possible instances of this event…

**EVENT 1**
1. 360 minutes
2. 3:00 PM

**EVENT 2**
1. 360 minutes
2. 3:00 AM

By coupling time of day with the time since the user got their last call we can better account for how that makes that event will make the user feel. Even though both events share the same time since the user last spoke on the phone the inclusion of time may drastically effect the user’s emotional response.