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ABSTRACT

A person's affective state is a critical component of his/her experience and must be considered in HCI research. In fact, one's feelings are a necessary component of his/her rational thoughts and actions. Because, IS behavioral models assume rational actors, including affect in such models result in a more complete understanding of user behavior. Since so much HCI research is focused on user behavior, it is important that affect be considered. This paper identifies the extent to which affect has been included in prior HCI research and to encourage its continued use given its significant impact on behavior. It begins by defining the general meaning of affect. It then presents recent advances in the affect literature and reviews affect work within HCI to date. Besides revealing that affect is a variable of great interest in HCI, the paper provides a theoretical and practical justification for including affect in HCI future research.

KEYWORDS: affect, mood, review.