

# Publication list Pieter Desmet

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## Academic profile

H-Index 49 (Google Scholar, April 2026)  
citations 16,509 (Google Scholar, April 2026)  
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## Publications – journal

- 2026 Desmet, P.M.A. & Fokkinga S.F. (2026). Micro emotions: Capturing the fine-grained texture of product experience. *Advanced Design Research*, 3, 146–158.
- 2025 Xue, H., Van Kooten, K., & Desmet, P.M.A. (2025). A consent for myself / ourselves: Designing for responsible use of autoethnography. *CoDesign, International Journal of CoCreation in Design and the Arts*.
- 2025 Samavati, S., Desmet, P.M.A., & Ranjbar, E. (2025). Happy urban public spaces: a systematic review of the key factors affecting citizen happiness in public environments. *Cities & Health*, 9(1), 112–128.
- 2025 Rodríguez-Parada, L., de la Rosa, S., Salado, J. S., Desmet, P.M.A., & Pardo-Vicente, M. A. (2025). Edible innovations: Testing the WOW impact of 3D printed chocolate packaging. *Food Quality and Preference*, 123, 105337.
- 2025 Peng, Z., Lin, Q., Hu, J., Xu, H., & Desmet, P.M.A. (2025). Design considerations for mood-regulation interventions: Insights from a case study on the “Sunday blues”. *Projecta56, an Industrial Design Journal*, 5(1), 8–22.
- 2025 Johnson, M.K.P., Desmet, P.M.A., Xue, H., Hekkert, P., & Pohlmeier, A.E. (2025). Orchestrating acts of kindness: An exploratory framework for designing beneficial kindness interventions. *Advanced Design Research*, 3, 79–90.
- 2025 Huang, S., Desmet, P.M.A., & Mugge, R. (2025). Introducing the Fundamental User Needs (FUN) Scales: Assessing Need Satisfaction and Frustration in Design-Mediated Interactions. *International Journal of Human–Computer Interaction*, 1–18.
- 2024 Xue, H., Desmet, P.M.A., & Yoon, J.K. (2024). On the Cultivation of Designers’ Emotional Connoisseurship (Part 1): A Theoretical Positioning. *Shi Ji: The Journal of Design, Economics, and Innovation*, 10(1), 9–31.
- 2024 Xue, H., Desmet, P.M.A., & Yoon, J.K. (2024). On the cultivation of designers’ emotional connoisseurship (Part 2): A pedagogical initiative. *She Ji: The Journal of Design, Economics, and Innovation*, 10(2), 143–168.
- 2024 Siriaraya, P., Tanaka, R., She, W. J., Jain, R., Schok, M., de Rooter, M., Desmet, P.M.A. & Nakajima, S. (2024) Happy Click!: Investigating the use of a tangible interface to facilitate the three good things positive psychology intervention. *Interacting with Computers*, 36(4), 240–254.
- 2024 Samavati, S., Desmet, P.M.A. & Ranjbar E. (2024): Happy urban public spaces: a systematic review of the key factors affecting citizen happiness in public environments. *Cities & Health*, 1–17.
- 2024 Lucía Rodríguez-Parada, L., de la Rosa, S., Sánchez Salado, J., Desmet, P.M.A., & Pardo-Vicente, M.A. (2024). Edible innovations: Testing the WOW impact of 3D printed

- chocolate packaging. *Food Quality and Preference*, 123, 1–8.
- 2024 Lomas, J.D., van der Maden, W., Bandyopadhyay, S., Lion, G., Patel, N., Jain, G., Litowsky, Y., Xue, H., & Desmet, P.M.A. (2024). Improved Emotional Alignment of AI and Humans: Human Ratings of Emotions Expressed by Stable Diffusion v1, DALL-E 2, and DALL-E 3. *arXiv*, <https://doi.org/10.48550/arXiv.2405.18510>
- 2024 Lomas, J.D., van der Maden, W., Bandyopadhyay, S., Lion, G., Patel, N., Jain, G., Litowsky, Y., Xue, H., & Desmet, P.M.A. (2024). Evaluating the alignment of AI with human emotions. *Advanced Design Research*, 2(2), 88–97.
- 2024 Kermavnar, T., Avsec, A., Huang, S., & Desmet, P. M.A. (2024). Assessing basic/fundamental psychological need fulfillment: Systematic mapping and review of existing scales to foster cumulative science. *Frontiers in Psychology*, 15, 1427478.
- 2024 Kermavnar T. & Desmet P.M.A. (2024). Technology and Meditation: Exploring the Challenges and Benefits of a Physical Device to Support Meditation Routine. *Multimodal Technologies and Interaction*, 8(2):9.
- 2023 Desmet, P.M.A., Xue, H., Xin, X., & Liu, W. (2023). Demystifying emotion for designers: A five-day course based on seven fundamental principles. *Advanced Design Research*, 1(1), 50–62.
- 2023 Peng, Z., Desmet, P.M.A., & Xue, H. (2023). Mood in experience design: A scoping review. *SheJi*, 9(3), 330–378.
- 2023 Liedgren, J., Desmet P.M.A., & Gaggioli, A. (2023) Liminal design: A conceptual framework and three-step approach for developing technology that delivers transcendence and deeper experiences. *Frontiers in Psychology*. 14:1043170.
- 2023 Kermavnar T, Visch V.T., Desmet P.M.A. (2023). Games in Times of a Pandemic: Structured Overview of COVID-19 Serious Games. *JMIR Serious Games*, 11: e41766.
- 2022 Esnaf Uslu, P., Desmet, P.M.A, & Schifferstein, N.J. (2022). The Eye Inward and the Eye Outward: Introducing a Framework for Mood-Sensitive Service Encounters. *She Ji: The Journal of Design, Economics, and Innovation*, 8(1), 118–146.
- 2022 Sönmez, A., Desmet, P.M.A., & Romero Herrera, N. (2022). Chill, Fiery, Slack, and Five Other Vibes: A Phenomenological Inquiry into Group Mood. *She Ji: The Journal of Design, Economics, and Innovation*, 8(1), 93–117.
- 2022 Orcun, E., & Desmet, P.M.A. (2022). Positive design during a pandemic: Rediscovering enjoyment through daily activities. *Base Diseño E Innovación*, 7(6), 12–29.
- 2022 Kermavnar, T., & Desmet, P.M.A. (2022). Games for COVID-19: A need-based exploration of gamified interventions. *Base Diseño E Innovación*, 7(6), 30–48.
- 2020 Xue, H., Desmet, P. M. A., & Fokkinga, S. F. (2020). Mood granularity for design: Introducing a holistic typology of 20 mood states. *International Journal of Design*, 14(1), 1–18.
- 2020 Thoring, K., Mueller, R.M., Desmet, P.M.A., & Badke-Schaub, P. (2020). Spatial design factors associated with creative work: A systematic literature review. *Artificial Intelligence for Engineering Design, Analysis and Manufacturing*, 1–15.
- 2020 Desmet, P.M.A., & Fokkinga, S.F. (2020). Beyond Maslow’s pyramid: Introducing a typology of thirteen fundamental needs for human-centered design. *Multimodal Technologies and Interactions*, 4(3), 38.
- 2019 Xue, H., & Desmet, P.M.A. (2019). Researcher introspection for experience-driven design research. *Design Studies*, 63, 37–64.
- 2019 Desmet, P.M.A., Xue, H., & Fokkinga, S.F. (2019). The same person is never the same: Introducing mood-stimulated thought/action tendencies for user-centered design. *She Ji: The Journal of Design, Economics, and Innovation*, 5 (3), 167–187.
- 2018 Thoring, K., Mueller, R.M., Luippold, C., Desmet, P.M.A., & Badke-Schaub, P. (2018). Co-creating an idea lab: lessons learned from a longitudinal case study. *CERN IdeaSquare Journal of Experimental Innovation*, 2(1), 30–37.
- 2018 Thoring, K., Desmet, P.M.A., & Badke-Schaub, P. (2018). Creative environments for

- design education and practice: A typology of creative spaces. *Design Studies*, 56, 54–83.
- 2018 Casais, M., Mugge, R. and Desmet, P.M.A. (2018) Objects with symbolic meaning: 16 directions to inspire design for well-being, *Journal of Design Research*, 16(3/4), 247–281.
- 2017 Ozkaramanli, D., Özcan, E., & Desmet, P.M.A. (2017). Long-term goals or immediate Desires? Introducing a toolset for designing with self-control dilemmas. *The Design Journal*, 20(2), 219–238.
- 2017 Yoon, J., Pohlmeier, A.E., & Desmet, P.M.A. (2017). EmotionPrism: a design tool that communicates 25 pleasurable human-product interactions. *Journal of Design Research*, 15(3/4), 174–196.
- 2017 Sääksjärvi, M., Hellén, K., & Desmet, P.M.A. (2017). The “you and I” of happiness: Investigating the long-term impact of self- and other-focused happiness-enhancing activities. *Psychology & Marketing*, 34(6), 623–630.
- 2017 Ozkaramanli, D., Desmet, P.M.A., & Özcan, E. (2017): From teatime cookies to rain-pants: resolving dilemmas through design using concerns at three abstraction levels, *International Journal of Design Creativity and Innovation*, DOI: 10.1080/21650349.2017.1381042
- 2017 Ozkaramanli, D., Desmet, P.M.A., & Özcan, E. (2017) Is this a design-worthy dilemma? Identifying relevant and inspiring concern conflicts as input for user-centred design. *Journal of Design Research*, 15(1), 17–42.
- 2017 Laurans, G. & Desmet, P.M.A. (2017). Developing 14 animated characters for non-verbal self-report of categorical emotions. *Journal of Design Research*, 15(3/4), 214–233.
- 2016 Desmet, P.M.A., & Sääksjärvi, M.C. (2016). Form Matters: Design Creativity in Positive Psychological Interventions. *Psychology of Well-Being: Theory, Research and Practice*, 6:7.
- 2016 Yoon, J., Pohlmeier, A. E., & Desmet, P. M. A. (2016). When ‘feeling good’ is not good enough: Seven key opportunities for emotional granularity in product development. *International Journal of Design*, 10(3), 1–15.
- 2016 Yoon, J., Desmet, P.M.A., & Pohlmeier, A. (2016). Developing usage guidelines for a card-based design tool: A case of the positive emotional granularity cards. *Archives of Design Research*, 29(4), 5–19.
- 2016 Tonetto, L., & Desmet, P.M.A. (2016). Why we love or hate our cars: A qualitative approach to the development of a quantitative user experience survey. *Applied ergonomics*, 56, 68–74.
- 2016 Sääksjärvi, M., Hellén, K., & Desmet, P.M.A. (2016). The effects of the experience recommendation on short- and long-term happiness. *Marketing Letters*, 27, 675–686.
- 2016 Ozkaramanli, D., Desmet, P.M.A., & Özcan, E. (2016). Beyond Resolving Dilemmas: Three Design Directions for Addressing Intrapersonal Concern Conflicts. *Design Issues*, 32(3), 78–91.
- 2016 Desmet, P.M.A., Vastenburger, M.H., & Romero Herrera, N. (2016). Mood Measurement with Pick-A-Mood; Review of current methods and design of a pictorial self-report scale. *Journal of Design Research*, 14 (3), 241–279.
- 2016 Calvo, R.A., Vella Brodrick, D., Desmet, P.M.A., & Ryan, R.M. (2016). Positive computing: A new partnership between psychology, social sciences and technologists (editorial introduction). *Psychology of Well-Being: Theory, Research and Practice*, 6:10.
- 2015 Desmet, P.M.A. (2015). Design for mood: Twenty activity-based opportunities to design for mood regulation. *International Journal of Design*, 9(2), 1–19.
- 2014 Sääksjärvi, M., Hellén, K., & Desmet, P.M.A. (2014). The effects of the experience recommendation on short- and long-term happiness. *Marketing Letters*, DOI: 10.1007/s11002-015-9382-x
- 2014 Pohlmeier, A.E., & Desmet, P.M.A. (2014). Designing the road of happiness. *Creative Industry Scientific Platform (CRISP)*, 4, 1–4.

- 2014 Fokkinga, S.F., & Desmet, P.M.A. (2014). Reversal theory from a design perspective. *Journal of Motivation, Emotion, and Personality*, 2(2), 12–26.
- 2014 Fokkinga, S.F., & Desmet, P.M.A. (2014). Introduction to The Design Issue. *Journal of Motivation, Emotion, and Personality*, 2(2), 1–2.
- 2013 Fokkinga, S.F., & Desmet, P.M.A. (2013). Ten ways to design for disgust, sadness, and other enjoyments: A design approach to enrich product experiences with negative emotions. *International Journal of Design*, 7(1), 19–36.
- 2013 Desmet, P.M.A., Pohlmeier, A. E., & Forlizzi, J. (2013). Special issue editorial: Design for subjective well-being. *International Journal of Design*, 7(3), 1–3.
- 2013 Desmet, P.M.A., & Pohlmeier, A.E. (2013). Positive design: An introduction to design for subjective well-being. *International Journal of Design*, 7(3), 5–19.
- 2012 Schifferstein, H.N.J., Fenko, A., Desmet, P.M.A., Labbe, D., & Martin, N. (2012). Influence of package design on the dynamics of multisensory and emotional food experience. *Food Quality and Preference*, 27(1), 18–25.
- 2012 Yoon J., Desmet P.M.A., & van der Helm, A. (2012). Design for interest: exploratory study on a distinct positive emotion in human-product interaction. *International Journal of Design*, 6(2), 67-80.
- 2012 Ozkaramanli, D., & Desmet, P.M.A. (2012). I know I shouldn't, yet I did it again! Emotion-driven design as a means to subjective well-being. *International Journal of Design*, 6(1), 27–39.
- 2012 Laurans, G.F.G, Desmet, P.M.A., & Hekkert, P. (2012). Assessing emotion in human-product interaction: an overview of available methods and a new approach. *International Journal of Product Development*, 16(3/4), 225–242.
- 2012 Franz, M., Durt, A., Zenk, A., & Desmet, P.M.A. (2012). Comfort Effects of a new car headrest with neck support. *Journal of Applied Ergonomics*, 43(2), 336–343.
- 2012 Fokkinga, S.F., & Desmet, P.M.A. (2012). Darker shades of joy: The role of negative emotion in rich product experiences. *Design Issues*, 28(4), 42–56.
- 2012 Desmet, P.M.A. (2012). Faces of Product Pleasure; 25 Positive Emotions in Human-Product Interactions. *International Journal of Design*, 6(2), 1–29.
- 2011 Desmet, P.M.A., & Stappers, P.J. (2011). Emotions and CoDesign (editorial introduction). *CoDesign, International Journal of CoCreation in Design and the Arts*, 7(2), 61–64.
- 2010 Schifferstein, H.N.J., & Desmet, P.M.A. (2010). Hedonic asymmetry in emotional responses to consumer products. *Food Quality and Preference*, 21(8), 1100–1104.
- 2009 Desmet, P.M.A., & Hekkert, P. (2009). A decade of design and emotion. *International Journal of Design*, 3(2), 1–6.
- 2009 Demir, E., Desmet, P.M.A. & Hekkert, P. (2009). Appraisal patterns of emotions in user-product interaction. *International Journal of Design*, 3(2), 41–51.
- 2008 Schifferstein, H.N.J., & Desmet, P.M.A. (2008). Tools facilitating multisensory product design. *The Design Journal*, 11(2), 137–158.
- 2008 Desmet, P.M.A., Ortiz Nicolas, J.C., & Schoormans, J.P.L. (2008). Product personality in physical interaction. *Design Studies*, 29(5), 458–477.
- 2008 Desmet, P.M.A., & Schifferstein, H.N.J. (2008). Sources of positive and negative emotions in food experience. *Appetite*, 50(2–3), 290–301.
- 2007 Schifferstein, H.N.J, & Desmet, P.M.A. (2007). The effects of sensory impairments on product experience and personal well-being. *Ergonomics*, 50, 2026–2048.
- 2007 Desmet, P.M.A., Porcelijn, R., & van Dijk, M. (2007). Emotional design; application of a research based design approach. *Journal of Knowledge, Technology & Policy*, 20(3), 141– 155.
- 2007 Desmet, P.M.A., & Hekkert, P. (2007). Framework of product experience. *International Journal of Design*, 1(1), 57–66.

- 2007 Desmet, P.M.A., & Hekkert, P. (2007) Design for emotion: ready for the next decade? *uiGarden*, 1–5.
- 2005 Weerdesteijn, J.M.W., Desmet, P.M.A., & Gielen, M.A. (2005). Moving design; to design emotion through movement. *The Design Journal* 8(1), 28–40.
- 2003 Desmet, P.M.A. (2003). Multi-layered model of product emotions. *The Design Journal*, 6(2), 4–11.
- 2001 Desmet, P.M.A., Overbeeke, C.J., & Tax, S.J.E.T. (2001). Designing products with added emotional value: development and application of an approach for research through design. *The Design Journal*, 4(1), 32–47.
- 2000 Desmet, P.M.A., Hekkert, P., & Jacobs, J.J. (2000). When a car makes you smile: Development and application of an instrument to measure product emotions. In: S.J. Hoch and R.J. Meyer (Eds.), *Advances in Consumer Research*, 27, 111–117.
- 2000 Desmet, P.M.A. (2000). Emotion through expression; designing mobile telephones with an emotional fit. *Modelling the Evaluation Structure of KANSEI*, 3, 103–110.

### Publications – journal guest editorships

- 2016 Calvo, R. A., Vella-Brodrick, D., Desmet, P., & Ryan, R. (2016). Editorial for “Positive Computing: A New Partnership Between Psychology, Social Sciences and Technologists”. *Psychology of Well-Being*, 6(1), 1
- 2014 Fokkinga, S.F., & Desmet, P.M.A. (2014). (Eds.). The design issue. *Journal of Motivation, Emotion, and Personality*, 2(2)
- 2014 Pohlmeier, A.E., & Desmet, P.M.A., (2014). (Eds.). Well Well Well.... Design for Well-Being. *CRISP; Creative Industry Scientific Platform*, 4
- 2013 Desmet, P.M.A., Pohlmeier, A.E., & Forlizzi J. (2013). (Eds.). Special issue on design for subjective well-being. *International Journal of Design*, 7(3)
- 2011 Desmet, P.M.A., & Stappers, P.J. (2011). (Eds.). Special issue on design & emotion. *CoDesign, International Journal of CoCreation in Design and the Arts*, 7(2)
- 2009 Desmet, P.M.A., & Hekkert, P. (2009). (Eds.) Special issue on design & emotion research. *International Journal of Design*, 3(2)

### Publications – books & proceedings

- 2025 Desmet, P.M.A. & Fokkinga, S.F. (2025). *Emotions by design: Using the science of emotions to create beloved products and services*. BIS Publishers
- 2024 Desmet, P.M.A. (2024). *Positive design: Delft students design for our well-being (volume 3)*. TU Delft
- 2020 Desmet, P.M.A. (2020). *Wake Up and Smell the Coffee: 16 alarm clock designs and the fundamental needs they satisfy (first edition)*. TU Delft. ISBN: ISBN: 978-94-6384-132-0
- 2020 Desmet, P.M.A., Xue, H., & Fokkinga, S.F. (2020). *Twenty moods: Holistic typology of human mood states (first edition)*. TU Delft. ISBN: 978-94- 6384-013-2
- 2019 Desmet, P.M.A., Vastenburger, M.H., & Romero, N. (2019). *Pick-A-Mood user manual: Pictorial self-report scale for measuring mood states*. TU Delft. ISBN: 978-94-6384-061-3
- 2019 Chen, D., Desmet, P.M.A., Xue, H., & Zhang, H. (2019) (Eds.). *Heritage & Vision: Proceedings of the 2019 International Conference on Design for Experience and Well-Being*, Xi’an, September 23-25, 2019. Xi’an: Northwestern Polytechnical University. ISBN/EAN: 978-94-6384-100-9
- 2018 Wormgoor, R., & Desmet, P.M.A. (2018). *Collage for Designers: Invent, Involve, Inspire*. TU Delft. ISBN: 978-94-6187-928-9
- 2018 Desmet, P.M.A., & Fokkinga, S.F. (2018) *Human experience catalog: Five typologies of human experiences*. TU Delft. ISBN: 978-94-6186-955-5

- 2018 Desmet, P.M.A. (2018). *Positive design: Delft students design for our well-being*. TU Delft. ISBN: 978-94-6186-912-8
- 2018 Desmet, P.M.A. (2018). *700+ Product Emotions*. TU Delft ISBN: 978-94-92516-85-5
- 2017 Desmet, P.M.A. (2017). *600+ Product Emotions*. TU Delft. ISBN: 978-94-92516-85-5
- 2016 Jimenez, S., Pohlmeier, A.E., & Desmet, P.M.A. (2016). *Diseño Positivo. Guía de Referencia*. Universidad de los Andes
- 2016 Desmet, P.M.A., Fokkinga S.F., Ludden, G.D.S., Cila, N., & Van Zuthem, H. (2016) (Eds.) *Celebration & Contemplation: Proceedings of the tenth international conference on design and emotion*, Amsterdam, September 27-30, 2016. International Design & Emotion Society. ISBN: 978-94-6186-725-4
- 2016 Desmet, P.M.A. (2016). *400+ Product Emotions*. TU Delft ISBN: 978-94-6186-755-1
- 2015 Jimenez, S., Pohlmeier, A.E., & Desmet, P.M.A. (2015). *Positive Design Reference Guide*. TU Delft
- 2014 Salamanca, J., Desmet, P.M.A., Burbano, A., Ludden, G., & Maya, J., (2014). (Eds.). *The Colors Of Care; Proceedings Of The 9th International Conference On Design And Emotion*, October 6-10, 2014, Bogota, Colombia. Ediciones Uninades.
- 2013 Desmet, P.M.A. (2013). *Positive Design* (written version of inaugural lecture). TU Delft
- 2011 Desmet, P.M.A., & Schifferstein, H.N.J. (2011). (Eds.). *From Floating Wheelchairs to Mobile Car Parks: a Collection of 35 Experience-Driven Design Projects*. Eleven Publishers
- 2010 Sato, K., Desmet, P.M.A., Hekkert, P., Ludden, G., & Mathew, A. (2010). (Eds.). *Blatantly Blues; proceedings of the 7th International Conference on Design & Emotion*, October 4-7, 2010. The Institute of Design, IIT
- 2008 Desmet, P.M.A., van Erp, J., & Karlsson, M.A. (2008). (Eds.). *Design & Emotion Moves*. Cambridge Scholar Press
- 2008 Desmet, P.M.A., van Erp, J., & Hu, C. (2008). (Eds.). *Enriching Experiences*. Veenman Publishers
- 2008 Desmet, P.M.A., Justice, L., Hekkert, P., & Tsvetanova, S. (2008). (Eds.). *Dare to Desire; proceedings of the 6th International Conference on Design and Emotion*, October 6-9. Polytechnic University of Technology
- 2006 Desmet, P.M.A., Karlsson, M.A., & van Erp, J. (2006). (Eds.). *Design & Emotion 2006; proceedings of the 5th International Conference on Design and Emotion*, September 27-29. Gothenburg. Chalmers University of Technology
- 2002 Desmet, P.M.A. (2002). *Designing Emotions* (doctoral thesis). TU Delft

## Publications – book chapters

- 2025 Liedgren, J., Gaggioli, A., & Desmet, P.M.A. (2025). Juxtaposition and the Liminal Exhibit–Inevitable and Surprising, at the Same Time. In *Transformative Museum Experiences* (pp. 27-47). Springer Nature.
- 2020 Stevens, R., & Desmet, P.M.A. (2020). Building Storey/ies: A scenario card game to architecturally design for human flourishing. In: A. Petermans & R. Cain (Eds.), *Design for wellbeing: An applied approach* (pp. 138-153). London: Routledge.
- 2020 Desmet, P.M.A. (2020). It's love, my friend! Some reflections on cultivating the positive design plot. In: A. Petermans & R. Cain (Eds.), *Design for wellbeing: An applied approach* (pp. 218-224). London: Routledge.
- 2018 Desmet, P.M.A. (2018). Measuring Emotion: Development and Application of an Instrument to Measure Emotional Responses to Products. In M. Blythe & A. Monk (Eds.). *Funology 2: From Usability to Enjoyment, 2nd Edition* (pp. 391-404). New York: Springer.
- 2017 Pohlmeier, A. & Desmet, P.M.A. (2017). From good to the greater good. In J. Chapman (Ed.), *Routledge Handbook of Sustainable Product Design* (pp. 469-486). London: Routledge.

- 2016 Desmet, P.M.A., Fokkinga, S.F., Ozkaramanli, D., & Yoon, J. (2016). Emotion-driven product design. In: H.L. Meiselman (Ed.), *Emotion Measurement* (pp. 405-426). Amsterdam: Elsevier.
- 2015 Desmet, P.M.A. & Roeser, S. (2015). Emotions in Design for Values. In: J. van den Hoven, P.E. Vermaas, & I. van de Poel (Eds.). *Handbook of Ethics, Values, and Technological Design; Sources, Theory, Values and Application Domains* (pp. 203-219). Dordrecht: Springer.
- 2012 Desmet, P.M.A. & Hassenzahl, M. (2012). Towards happiness: Possibility-driven design. In M. Zacarias & J.V. Oliveira de (Eds.), *Human-Computer Interaction: The Agency Perspective* (pp. 3-27). New York: Springer.
- 2012 Desmet, P.M.A., & Schifferstein, N.J.H. (2012). Emotion research as input for product design. In J. Beckley, D., Paredes, & K. Lopetcharat (Eds.), *Product Innovation Toolbox: A Field Guide to Consumer Understanding and Research* (pp. 149-175). Hoboken, NJ: John Wiley & Sons.
- 2009 Van Schie, T.N., Schot, M., Schoone-Harmsen, M., Desmet, P.M.A., Rovekamp, A.J.M., & Van Dijk, M.B. (2009). User-centered design of tele-homecare products. In: K. Yogesan, L. Bos, P. Brett, & M.C. Gibbons (Eds.). *Handbook of Digital Homecare* (pp. 221-242). Berlin: Springer-Verlag.
- 2008 Desmet, P.M.A. (2008). Inspire and Desire. In: P.M.A. Desmet, J. van Erp, M.A. Karlsson (Eds.), *Design and Emotion Moves* (pp. 96-113). Cambridge: Cambridge Scholar Press.
- 2008 Desmet, P.M.A. (2008). Product Emotion. In: P. Hekkert, & H.N.J. Schifferstein (Eds.), *Product Experience* (pp. 379-397). Amsterdam: Elsevier.
- 2007 Desmet, P.M.A., & Schermer, W. (2007). Context for Emotion. In: T.R.A. de Rijk (Ed.), *The World According to Concrete* (pp. 260-267). Rotterdam: NAI publishers.
- 2006 Desmet, P.M.A. (2006). The basics of design for emotion. In: D.S. Fellows (Ed.), *Foresight: the predicting power of research* (pp. 575-584). Amsterdam: Esomar.
- 2006 Desmet, P.M.A. (2006). A typology of fragrance emotions. In: D.S. Fellows (Ed). *Excellence 2006; Esomar world research papers* (pp. 309-320). Amsterdam: Esomar.
- 2005 Vink, P., Overbeeke, C.J., & Desmet, P.M.A. (2005). Comfort Experience. In: P. Vink (Ed.) *Comfort and Design* (pp. 1-12). London: CRC Press.
- 2004 Desmet, P.M.A. (2004). From disgust to desire; how products elicit emotions. In: D.C. McDonagh, P. Hekkert, J. van Erp, & Gyi (Eds.), *Design and Emotion: the Experience of Everyday Things* (pp. 8-12). London: Taylor & Francis.
- 2003 Desmet, P.M.A. (2003). Measuring emotion; development and application of an instrument to measure emotional responses to products. In: M.A. Blythe, A.F. Monk, K. Overbeeke, & P.C. Wright (Eds.), *Funology: from Usability to Enjoyment* (pp. 111-123). Dordrecht: Kluwer Academic Publishers.
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## Publications – conference papers

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## Measurement instruments

### Developed validated tools for measuring emotion, mood, and psychological needs:

- 2024 **Fundamental User Needs Questionnaire (FUN Scale)** – psychometric scale to assess the degree to which designs fulfil or harm 13 fundamental psychological needs
- 2023 **Micro Emotion Scan** – mobile application that enables participants to capture experience journeys of using products
- 2015 **Design for Well-Being Questionnaire** – method to assess the well-being impact of product design
- 2013 **Remote Emotional Evaluation tool** – mobile application for experience sampling research, developed in collaboration with Veryday; based on PrEmo characters, emotion theory, and emotion- driven design methodology
- 2011 **Pictorial Mood Measurement (Pick-A-Mood)** – non-verbal instrument to measure eight distinct mood states with the use of cartoon characters. Available in a male, female, and robot version
- 2010 **Product Emotion Measurement Instrument (PrEmo; version 02)** – improved version of PrEmo (see below). Includes new character design (both in female and male version), upgraded animations and emotion set
- 2008 **LEM-tool** – non-verbal instrument to measure emotional responses to online media, developed in collaboration with SusaGroup. Available online, or in sticker format for context-mapping applications
- 2002 **Product Emotion Measurement Instrument (PrEmo; version 01)** – non-verbal self-report instrument that measures 14 distinct emotions with the use of animated cartoon characters. PrEmo can be used for both quantitative and qualitative research

- 1997 **EmoCards** – instrument that measures four general affective states with the use of eight cartoon faces (available in male and female version)

## Design & education tools

### Open-access resources for researchers, educators, and practitioners:

- 2025 **Fundamental Need Typology** – online psychological need typology; needtypology.com
- 2024 **Positive Design for Children** – card deck with 23 cards for positive design workshops with children (12-14 years old)
- 2022 **Emotion Typology** – online emotion typology; emotiontypology.com
- 2022 **Happy Public Spaces** – guide with 20 ingredients to design for urban happiness
- 2020 **House of Happiness** – illustrated inspiration poster that visualises 13 fundamental needs
- 2018 **Design for Happiness Deck** – card deck with 72 cards, each representing an ingredient that can be used to design for happiness
- 2016 **Design with Symbolic Meaning Cards (SIM)** – card deck that provides strategies to design for symbolic meaning
- 2015 **Negative Emotion Typology** – database with 36 different negative emotions that enables designers to compare, analyse, and watch movies of 36 different negative emotions
- 2014 **Rich Experience Quality Cards** – card set with 24 cards, each communicating a rich user experience serving as a source of inspiration for experience-driven design
- 2013 **Positive Emotional Granularity Cards** – creative tool that enables designers to develop their positive emotional granularity
- 2013 **Emotion Rainbow** – interactive database of products that evoke 25 different positive emotions. The tool can be used as a general source of inspiration or as a support in understanding how design can evoke various positive emotions
- 2012 **TinyTask** – interactive product-service system that enables and stimulates people to engage in and reflect on new practices. TinyTask was applied to enhance subjective well-being and in qualitative research
- 2002 **The [product & emotion] Navigator** – inspirational anecdotal database of over 250 products that elicit emotions. The database is structured in accordance with a basic model of product emotions and aims to support designers in developing a personal design vision that incorporates the users' emotional concerns