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I. Introduction

It has been suggested for decades that persuasive messages evoke multiple emotions, but their influence has only recently started to be understood [1], [2]. According to [3], narratives are ideal in increasing message persuasiveness because they allow for a diverse number of emotions to be elicited, instead of just one emotion varying in intensity. The emotional experience that the audience might experience during exposure to a media message also tends to be marked by a series of emotional shifts which can be relevant to understand given their potential role in influencing decision-making processes, and changing beliefs, attitudes and behaviors [4]. However, the literature on why, how and what emotional shifts occur during exposure to persuasive messages is very limited. One reason is the lack of instruments to properly assess the emotional flow during exposure to persuasive messages [3], [5]. Many studies record physiological indicators of Sign in to Continue Reading emotions (e.g. skin conductance, heart rate); however, the emotional the individuals subjectively experience is usually assessed after exposure to the message. Some programs have been developed to collect continuous ratings while the individual is exposed to audio or video files, such as EmuJoy [6] Feeltrace [7], or Carma [8], but those systems only allow individuals to report a maximum of two dimensions of emotions. To capture how the message affects the individual, an assessment of other potential specific emotions as they arise and change during exposure is needed. For this purpose, we developed a multi-sensory system, entitled FLOWSENSE, to capture a range of emotions and their correspondent intensities, allowing individuals to subjectively report their feelings through a touch panel HMI and appropriate software developed in LabVIEW. At the same time a biomedical module included in the system mades it caoable to acauire non-invasive nhysioloaical resnonses.

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