## **UNIVERSITI TEKNOLOGI MARA**

# APPLYING TIGER'S PLEASURE FRAMEWORK (SOCIO-PLEASURE) TO EXAMINING USER EXPERIENCE IN FACEBOOK

## NOOR DURANI BINTI JAMALUDDIN

IT project submitted in partial fulfilment of the requirements for the degree of

Master of Science (Information Technology)

**Faculty of Computer and Mathematical Sciences** 

**July 2012** 

#### ABSTRACT

The purpose of this project is to analyse the relationship between hedonic attributes and social network, Facebook by applying socio-pleasure framework from the Tiger's Pleasure Framework. A total of thirty two respondents and twenty six questions were answered by respondents through the online survey in SurveyMonkey. The relationships between hedonic attributes and Facebook in the perspective of socio-pleasure were analysed in order to look at the respondents satisfactions and pleasure. The results were determined and analysed using Pearson's Correlation Coefficient in SPSS and from it, it is clearly proven that user experience (UX) is an important aspect of our lives and society that should not been neglected. It can be concluded that Facebook is a product that brings community closer that works as a central point of communication that provides satisfaction to its' users. Thus, it is confirmed that socio-pleasure framework can be used to look at the level of satisfactions and pleasure of someone through Facebook. This project also act as a preliminary study for researchers in the future work.

Keyword: Tiger's Pleasure Framework, User Experience (UX), Hedonic Attributes.

#### ACKNOWLEDGEMENT

Praise to Allah SWT, because with His mercy I am able to complete my project paper and fulfiled the requirements of the IT Project (SYS 798) course. I would like to acknowledge Dr. Wan Adilah Wan Adnan for her supervision, guidance, asistance and many useful advice during completing this project. My special thanks and acknowledgement also to my dearest family and friends, my husband Lokman, my two daughters Hana and Sara for accompanying me throughout the project, Marlina and Juniza for their assistance, useful knowledge and experience. Without their supports and guidance, I would have not completed this project. Thank you.

Noor Durani Binti Jamaluddin

June 14, 2012 Faculty of Computer Science and Mathematics Universiti Teknologi MARA

### TABLE OF CONTENTS

#### Page

ABSTRACT	ij
ACKNOWLEDGEMENT	ili
TABLE OF CONTENTS	iv
LIST OF TABLES	vii
LIST OF FIGURES	iii
ABBREVIATIONS	ix

### **CHAPTER ONE: INTRODUCTION**

1.1 Introduction		1
1.2 Research Background		1
1.3 Statement of Problem		3
1.4 Research Questions		4
1.5 Research Objectives		4
1.6 Scope of Research		5
1.7 Significance of Research	j	5
1.8 Report Outline		6

#### CHAPTER TWO: LITERATURE REVIEW

2.1	Introduction	8
2.2	Tiger's Pleasure Framework	8
2.3	User Experience Key Attributes and Social Network, Facebook	12
	2.3.1 Product character: Pragmatic attributes: Manipulation	14
	2.3.2 Hedonic attributes: stimulation, identification and evocation	14
	2.3.3 Situation : Goal and action mode	16
	2.3.4 Consequences : Satisfaction, pleasure and appealingness	17
2.4	Hedonic attributes in Facebook using Socio-Pleasure framework	19
	2.4.1 Stimulation based on satisfaction	20

2.4.2 Identification based on satisfaction and pleasure	
2.4.3 Evocation based on satisfaction and pleasure	22
2.5 Summary	23
CHAPTER THREE: METHODOLOGY	
3.1 Introduction	24
3.2 Research Method	24
3.2.1 Problem Identification	27
3.2.2 Conceptual Study	27
3.2.2.1 Qualitative Research	28
3.2.2.2 Identify The Key Elements in Tiger's Pleasure Framework Determine The Key Attributes in User Experience	28
3.2.2.3 Determine The Key Attributes in User Experience Regarding on Social Network, Facebook	29
3.2.2.4 Hedonic Attributes in Facebook in the Perspective of Socio-Pleasure	31
3.2.2.4.1 Stimulation Based on Satisfaction	32
3.2.2.4.2 Identification based on satisfaction and pleasure	32
3.2.2.4.3 Evocation based on satisfaction and pleasure	33
3.2.3 Survey	33
3.2.3.1 Questionnaires	34
3.2.4 Data Analysis and Results	40
3.2.4.1 Descriptive Analysis	41
3.2.4.2 Quantitative Research	41
3.3 Summary	43
CHAPTER FOUR: ANALYSIS AND RESULTS	
4.1 Section A: User's Background	45
4.1.1 Demographic Data	45
4.1.1.1 Gender	45
4.1.1.2 Age	46
4.1.1.3 Education Level	46
4.1.1.4 Area of Employment	47