



# AIS SIGHCI Newsletter

Association for Information Systems  
Special Interest Group on Human Computer Interaction

Volume 22 Issue 1

December 2025

## Inside

|                                                                 |    |
|-----------------------------------------------------------------|----|
| A Message from the Chair                                        | 1  |
| Review: Pre-ICIS HCI Workshop 2024                              | 2  |
| Review: Human Computer / Robot Interaction Track at ICIS 2025   | 2  |
| Future Activities Sponsored by AIS SIGHCI                       | 2  |
| Recent Publications in AIS Transactions on HCI (THCI)           | 3  |
| Call for Papers: AIS Transactions on Human-Computer Interaction | 11 |
| Call for Items: AIS SIGHCI Newsletter Volume 22, Issue 2        | 12 |
| Save the Dates                                                  | 12 |
| SIGHCI Sponsors                                                 | 13 |
| SIGHCI Advisory Board and Officers                              | 14 |

## A Message from the Chair

Dear fellow SIGHCI members and friends,

It is my distinct honor to welcome you to our annual newsletter. As Chair of the Special Interest Group on Human-Computer Interaction (SIGHCI), I am continuously inspired by the vibrant, rigorous, and impactful work happening across our global community. Over the past few years, human-computer interaction in information systems has evolved at an unprecedented pace. The rapid integration of generative AI, context-aware autonomous systems, and novel decision-support interfaces has reshaped how individuals, organizations, and societies interact with technology, making our community's human-centered perspective more vital than ever.

Our collective success relies on the dedication of our members, officers, workshop organizers, reviewers, and student volunteers. SIGHCI has maintained a strong, vibrant presence across major AIS conferences, including AMCIS, ICIS, ECIS, and PACIS, where our annual workshops brought together seasoned scholars and doctoral candidates for high-impact discussions. Our members continue to publish groundbreaking research in top-tier journals while expanding mentorship initiatives to help early-career researchers navigate academic publishing and professional growth.

As we look to the upcoming year, SIGHCI remains committed to expanding our interdisciplinary reach and deepening global collaboration. We are actively cultivating tracks and special issues around emerging themes, including human-AI collaboration, interaction ethics, immersive technology, and digital well-being. We also aim to foster greater engagement across international regions through hybrid workshops and virtual networking events while continuing to celebrate scholarship through our best paper awards.

Our community thrives because of your active participation and passion. I encourage each of you to submit your latest research to SIGHCI-sponsored tracks, volunteer as reviewers or session chairs, and stay connected through our community portal. Thank you for your dedicated service and contributions to SIGHCI, and I look forward to seeing many of you at our upcoming conferences.

Sameh Al Natour  
SIGHCI Chair



# Review: Human Technology Interaction Track of ICIS 2025

## Human Technology Interaction Track at the International Conference on Information Systems (ICIS 2025)

Nashville, United States  
December 14 – 16, 2025

### Track Co-Chairs:

Lena Hylving, Ph.D., University of Oslo  
Hua Jonathan Ye, Ph.D., University of Oklahoma  
Dongwon Lee, Ph.D., Hong Kong University of Science and Technology

The ICIS 2025 Human Technology Interaction Track has attracted high-quality submissions in the areas of IS, technology usage behaviors and psychology, understanding and fostering trust in human-robotic interactions, and robotic interface designs. Overall, the track received 46 Completed Research submissions and 50 Short-paper submissions. We accepted 18 Completed Research submissions and 18 Short-paper submissions (37.5% acceptance rate). The sessions were well-attended and there was lively, thoughtful discussion.

## Recent Publications in AIS Transactions on HCI (THCI)

THCI is ranked “A” in the Australian Business Deans Council (ABDC) Journal Quality List

(<https://abdc.edu.au/research/abdc-journal-list/>)

THCI is ranked “B” in the VHB Journal Qual List

([https://www.vhbonline.org/fileadmin/user\\_upload/VHB\\_Rating\\_2024\\_Area\\_rating\\_W1.pdf](https://www.vhbonline.org/fileadmin/user_upload/VHB_Rating_2024_Area_rating_W1.pdf))

THCI has been accepted in SCOPUS

THCI passed the editorial triage of CLARIVATE in its first application (i.e., final outcome is pending upon full evaluation)

### Publication of Volume 16 Issue 3 of AIS Transactions on Human-Computer Interaction (THCI)

#### In this issue (Volume 16, Issue 3)

#### Paper 1 (Research Paper): Promoting Male Online Gamers’ Positive User Experience: A Hierarchical Approach

Guo, Z., Peng, J. J., Cahalane, M., & Li, Y. (2024). Promoting male online gamers’ positive user experience: A hierarchical approach. AIS Transactions on Human-Computer Interaction, 16(3), pp. 272-308. DOI: 10.17705/1thci.00207

Available at: <https://aisel.aisnet.org/thci/vol16/iss3/1/>

#### Abstract:

Exploring the intricate online gaming landscape, we employ the means-end chain theory to investigate male players’ positive user experience to understand how specific game attributes fulfill male players’ psychological needs and lead to positive experiences. We conducted in-depth interviews with 15 male participants with experience in multiplayer online games. We designed these interviews to explore the participants’ gaming experiences. In particular, the interviews focused on the game attributes they valued, the psychological needs they sought to fulfill, and the positive experiences they derived from gaming. We analyzed the interview data using a laddering technique, a qualitative research method that identifies the linkages between product attributes, benefits, and values. Our findings reveal that male players in our study primarily sought to fulfill six psychological needs through online gaming: autonomy, competence, personal growth, player engagement, pride, and relatedness. We found a link between specific game attributes and their realization, which leads to positive user experiences characterized by enjoyment, satisfaction, and fulfilment. This study contributes to the literature by explaining male players’ positive user experience in a nuanced manner. It offers valuable insights for game designers and companies to create more customized engaging and satisfying gaming experiences.

#### Paper 2 (Research Paper): Taking a Break from Social Media? A Multi-method Investigation of Social Media Abstinence Duration

Vaghefi, I. A. & Turel, O. (2024). Taking a break from social media? A multi-method investigation of social media abstinence duration, 16(3), pp. 309-338. DOI: 10.17705/1thci.00208

Available at: <https://aisel.aisnet.org/thci/vol16/iss3/2/>

#### Abstract:



The rise in compulsive media use has led to adverse outcomes for individuals, such as reduced life satisfaction and deteriorated performance. As a result, many people have chosen to abstain (take breaks) from social media use to mitigate these negative effects. While prior research has examined drivers of decisions to abstain versus not, we still need to understand what happens after people make abstinence decisions (e.g., to address how long people can abstain or what makes some people abstain longer than others). To address this need, we first propose a research model that includes compulsive use, attitude toward abstinence, and mood during abstinence as predictors for how long people will abstain from social media. We conducted two studies. In the first study, we conducted a variable-centered analysis to examine data from volunteers who agreed to take up to a one-week break from social media. In the second study, we conducted a person-centered analysis along with the validated factors and a new dataset to develop a typology that delineates four user profiles: challenged strivers, moderate strugglers, successful maintainers, and steadfast controllers. Each profile exhibits unique characteristics and experiences distinct outcomes with regard to social media abstinence. Findings from the second study complement the first and contribute to explaining social media abstinence in a more nuanced way.

### **Paper 3 (Research Paper): Designing Virtual Characters in Digital Health Technologies: A Self-presence Perspective**

Durneva, P., LeRouge, C., & Lisetti, C. (2024). Designing virtual characters in digital health technologies: A self-presence perspective. *AIS Transactions on Human-Computer Interaction*, 16(3), pp. 339-363. DOI: 10.17705/1thci.00209

Available at: <https://aisel.aisnet.org/thci/vol16/iss3/3/>

#### **Abstract:**

Overweight and obesity represent major public health issues that affect more than 12.7 million children and adolescents. Health behavior change plays a critical role in self-managing obesity and overweight and can set the foundation for lifelong health for children and adolescents. Despite the potential of digital health technologies (DHTs) to help children and adolescents self-manage obesity and overweight, user engagement with DHTs, which plays a critical role in driving health behavior changes and improving health outcomes, remains low. One way to enhance user engagement with DHTs involves leveraging virtual characters through inducing self-presence among users. However, it is unclear how one can design virtual characters to achieve self-presence in DHTs to help children and adolescents self-manage obesity and overweight. The current study draws relevant data from a larger user-centered design science project to design a DHT that targets obese and overweight adolescents. We first derived relevant affordances pertinent to designing virtual characters through the self-presence perspective and then constructed design guidelines based on our findings. Further, we reviewed existing studies to determine potential support to further generalize our design guidelines. Based on our evidence, we propose design principles that can inform future efforts to design and assess virtual characters in DHTs. Developers and researchers who want to make DHTs more impactful in fostering healthier lifestyles among the youth should find our results useful.

### **Paper 4 (Research Commentary): Generative AI for Intelligence Augmentation: Categorization and Evaluation Frameworks for Large Language Model Adaptation**

Tao, J., Zhou, L., & Fang, X. (2024). Generative AI for intelligence augmentation: Categorization and evaluation frameworks for large language model adaptation. *AIS Transactions on Human-Computer Interaction*, 16(3), pp. 364-387. DOI: 10.17705/1thci.00210

Available at: <https://aisel.aisnet.org/thci/vol16/iss3/4/>

#### **Abstract:**

Generative AI (GenAI) has transformed how businesses operate and innovate and how individuals learn, live, and work. Large language models (LLMs), a specific type of GenAI, focus on generating human-like text based on user instructions. Like other types of GenAI, LLMs have received wide recognition for their potential to augment human intelligence, but several challenges hinder efforts to realize their full potential in practice. Some notable challenges include not adequately exploring LLM applications beyond chatbots and/or text generation, the difficulty in categorizing various LLM adaptation strategies (particularly regarding human interactions), and the lack of a reference framework for evaluating and selecting LLM adaptation strategies from a human-centered perspective. To address these challenges, we propose a categorization framework for LLM adaptation that features two human-centered dimensions and stage LLM adaptation with respect to when it interacts with human intelligence. Additionally, we introduce an evaluation framework that incorporates a human-centered perspective that goes beyond the common machine-centered measures. Our empirical investigations, in which we use text classification as use cases, not only demonstrate the application of these frameworks but also compare various adaptation strategies. These artifacts and findings provide fresh insights and practical recommendations for selecting effective adaptation strategies to improve the efficacy of LLMs for intelligence augmentation. We further identify future research issues to address current limitations and suggest improvements for the proposed frameworks.

### **Publication of Volume 16 Issue 4 of AIS Transactions on Human-Computer Interaction (THCI)**

#### **In this issue (Volume 16, Issue 4)**

#### **Paper 1 (Editorial): Editorial for the Special Issue of the Metaverse**

Nah, F. F. H., de Vreede, G. J., Goel, L., Lim, E. T. K., Schiller, S., & Tan, C. W. (2024). Editorial for the special issue of the metaverse. *AIS Transactions on Human-Computer Interaction*, 16(4), pp. 388-395. DOI: 10.17705/1thci.00211

Available at: <https://aisel.aisnet.org/thci/vol16/iss4/1/>

**Abstract:**

The metaverse is laying the groundwork for more accessible and immersive experiences by blending the physical and virtual worlds into a unified space where people can interact, create, and connect in entirely new ways. It holds the potential to revolutionize how we work, socialize, and learn, which in turn gives rise to unprecedented opportunities for innovation. In this special issue, we present four articles that depict the current state of research in metaverse, the key themes and theoretical underpinnings within this space, as well as emerging directions for future work. This special issue delivers valuable insights for both researchers and practitioners by advancing our understanding of the metaverse and its evolving potential.

**Paper 2 (Research Paper): Metaverse Research: A 15-year Review and Research Prospectus**

Mitchell, A., Owens, D., & Khazanchi, D. (2024). Metaverse research: A 15-year review and research prospectus. *AIS Transactions on Human-Computer Interaction*, 16(4), pp. 396-428. DOI: 10.17705/1thci.00212

Available at: <https://aisel.aisnet.org/thci/vol16/iss4/2/>

**Abstract:**

Fifteen years ago, Davis et al. (2009) defined and described the metaverse's capabilities and presented a foundation for research in this environment. Since then, particularly in the past few years, researchers have paid considerable attention to metaverses in both research and practice. This growth in attention suggests it is time to assess what we learned about metaverses and explore future opportunities. Therefore, in this paper, we review what we learned over the past 15 years related to metaverse research and present important possibilities and opportunities for future research. We summarize foundational research findings in relation to the metaverse, people/avatars, metaverse technology capabilities, behaviors, and virtual world outcomes. Additionally, we present research opportunities in metaverse education, development, lifestyle, work and job design, and gaming—all areas where metaverse technology innovation and application have received attention since Davis et al. (2009). The research opportunities that we outline illustrate how the metaverse continues to present rich possibilities and promise for the future.

**Paper 3 (Research Paper): Mapping the Evolution of Metaverse Research in Business Domains: A Systematic Literature Review and Future Research Directions**

De, S. J., & Chattopadhyay, M. (2024). Mapping the evolution of metaverse research in business domains: A systematic literature review and future research directions. *AIS Transactions on Human-Computer Interaction*, 16(4), pp. 429-480. DOI: 10.17705/1thci.00213

Available at: <https://aisel.aisnet.org/thci/vol16/iss4/3/>

**Abstract:**

In an increasingly digital world, the metaverse offers new opportunities and presents novel challenges for business applications. With growing interest in its applications in various business sectors such as tourism, healthcare, education, and marketing due to the rich user experiences it can provide, the metaverse has begun to gather increasing research attention. Yet, to date, research efforts in this area remain sparse. In this paper, we systematically review 151 papers on metaverse and answer three research questions on how metaverse research has evolved, identify the themes and theoretical background in the current metaverse literature, and propose a future agenda for metaverse research. We unveil 11 major themes guiding future business innovations around metaverse and emphasize the need to develop deeper theoretical connections to obtain better insights on metaverse applications. We also uncover various unexplored domains such as privacy implications and adoption of metaverse, technostress caused by increased use of metaverse, metaverse applications in various educational contexts, and the metaverse's effect on student wellbeing. Further, we discuss the future research agenda for metaverse to enable its business potential and managerial impact.

**Paper 4 (Research Paper): Virtual Presence in Immersive Metaverse-enabling Environments: Being There, Being with Another, and Being the Actual Self**

Durneva, P., Ma, Y., Marakas, G. M., & Aguirre-Urreta, M. I. (2024). Virtual presence in immersive metaverse-enabling environments: Being there, being with another, and being the actual self. *AIS Transactions on Human-Computer Interaction*, 16(4), pp. 481-516. DOI: 10.17705/1thci.00214

Available at: <https://aisel.aisnet.org/thci/vol16/iss4/4/>

**Abstract:**

Experiencing virtual presence can be associated with various positive outcomes in immersive metaverse-enabling environments. However, we do not adequately understand how to induce virtual presence in such environments, which can hinder users from fully benefiting from their interactions in the metaverse. To address this gap, we conducted a scoping review in which we examined empirical studies that focus on virtual presence in immersive metaverse-enabling environments and identified factors associated with various dimensions of presence (such

as spatial presence, social presence, and self-presence). By analyzing relevant studies, we identified the critical factors that influence virtual presence in metaverse environments. In particular, we identified technological, contextual, and individual factors that contribute to the dimensions of virtual presence. We also derived preliminary design principles based on our analysis. Our design principles emphasize the importance of aligning virtual environments with users' physical movements and stance, providing appropriate sensory cues, and enabling user interactions with virtual characters in inducing virtual presence. Overall, this study provides clarity on the factors that affect presence in immersive metaverse-enabling environments and offers insightful guidance for designing and evaluating such environments relative to virtual presence.

**Paper 5 (Research Paper): Stepping into the Metaverse and Unlocking the Power of Interactivity: Examining the Impact of Metaverse Platform Attributes on User Engagement**

Kumar, A., Shankar, A., Behl, A., & Zhang, J. Z. (2024). Stepping into the metaverse and unlocking the power of interactivity: Examining the impact of metaverse platform attributes on user engagement. *AIS Transactions on Human-Computer Interaction*, 16(4), pp. 517-542. DOI: 10.17705/1thci.00215

Available at: <https://aisel.aisnet.org/thci/vol16/iss4/5/>

**Abstract:**

In this research, we examine user engagement with the metaverse platform using the stimulus-organism-response theory. We used a mixed-methods approach that involved a qualitative study and a quantitative study to answer several research questions. We found that immersiveness, personalization, and homophily are associated with user engagement in the metaverse. We also found that parasocial interaction mediates the relationships from control, immersiveness, personalization, and homophily to user engagement in the metaverse. Self-platform connection plays a crucial moderating role in the mediating effect of parasocial interaction for immersiveness and homophily. This research contributes to the existing literature on metaverse interactivity and user engagement while offering valuable insights into consumer behavior in virtual environments. This study can help organizations enhance their metaverse platforms to increase user engagement in the metaverse.

**Publication of Volume 17 Issue 1 of AIS Transactions on Human-Computer Interaction (THCI)**

**In this issue (Volume 17, Issue 1)**

**Paper 1 (Research Paper): What Drives User Intention to Continue Using Conversational AI? How Functional and Emotional Values Influence Continuance Intention**

Mamun, M. R. A., Ntsweng, O., David, A., Baah-Peprah, P., & Prybutok, V. (2025). What drives user intention to continue using conversational AI? How functional and emotional values influence continuance intention. *AIS Transactions on Human-Computer Interaction*, 17(1), pp. 1-34. DOI: 10.17705/1thci.00216

Available at: <https://aisel.aisnet.org/thci/vol17/iss1/1/>

**Abstract:**

The growing popularity of conversational AI has created numerous opportunities for individuals and businesses. However, traditional IS use theories fail to capture the empirical reality of conversational AI artifacts. Thus, we identify a need to evolve new theoretical perspectives that provide meaningful insights for scholars and practitioners. Thus far, researchers generally agree that conversational AI generates two forms of consumer values—functional and emotional—but they have primarily focused on transient emotional values. In this study, we investigate the impact of functional values (i.e., perceived usefulness) and enduring or sustainable emotional values (i.e., emotional attachment) on users' intention to continue using conversational AI. We evaluated our research question by drawing on the lens of attachment theory, theory of consumption values, and agentic IS literature. We conducted an online survey with 288 participants. The results show that both functional and emotional values are important for continuance intention. However, functional values predicted continuance intentions better than emotional values. Additionally, we found a positive association between emotional and functional values. These findings contribute to the conversational AI use literature by merging previously disparate literature streams to concomitantly examine the impact of functional and emotional values on user continuance intentions.

**Paper 2 (Research Paper): A Discourse Structural Analysis Survey and Taxonomy for Chatbots**

Thimmanayakanapalya, S. S., Mulgund, P., & Sharman, R. (2025). A discourse structural analysis survey and taxonomy for chatbots. *AIS Transactions on Human-Computer Interaction*, 17(1), pp. 35-79. DOI: 10.17705/1thci.00217

Available at: <https://aisel.aisnet.org/thci/vol17/iss1/2/>

**Abstract:**

As organizations increasingly adopt chatbots, the complexity of chatbot-human conversations also increases. The success of chatbots depends on their ability to interpret discourse contexts and provide meaningful responses that resonate with users. Discourse-analysis methods, which can elucidate the intricacies of conversation design, discourse structures, and semantics, play an instrumental role in guiding efforts to design human-chatbot conversations and ensuring that they resemble human-human conversations. For this research, we meticulously reviewed 92

scholarly papers that considered discourse-analysis methods for chatbot development to unravel the connections between discourse structures and the dimensions of chatbot design. Furthermore, we examine the extent to which the chatbot dimensions across the four distinct chatbot conversation lifecycle phases align with one another to ensure a comprehensive, cradle-to-grave approach. Additionally, we delved into the conversation modeling dilemmas that emerge when designing contextually sensitive chatbots.

### **Paper 3 (Research Paper): Combating Survey Bots in Online Research: An Integrative Literature Review of Insights and Strategies**

Karumathil, A., & Tripathi, R., (2025). Combating survey bots in online research: An integrative literature review of insights and strategies. *AIS Transactions on Human-Computer Interaction*, 17(1), pp. 80-109.

DOI: 10.17705/1thci.00218

Available at: <https://aisel.aisnet.org/thci/vol17/iss1/3/>

#### **Abstract:**

Survey bots pose a major challenge to the integrity and quality of online data. Even though information systems (IS) literature has increasingly recognized bot infiltration, recommendations on mitigation strategies remain largely confined to the disparate academic domains in which researchers studied bots. We use the integrated literature review (ILR) method to analyze relevant studies published from 2010 through 2022 to provide an overview of the extant research on survey bots, identify areas that warrant further scholarship, and highlight state-of-the-art techniques for bot management. We found that the literature on survey bots is fragmented and lacks a set of generalized recommendations for online survey research across contexts. Thus, we consolidate cross-disciplinary themes and propose best practices to researchers and practitioners to combat survey bots. In doing so, our study can serve as a reference point for scholars who investigate this emerging phenomenon. We also provide a decision tree to help scholars and practitioners to use bot management techniques in their online surveys.

### **Paper 4 (Research Paper): AI Don't Like It! Investigating the Barriers to Implementation of AI Influencers**

Bhatt, S., Das, D., Kamoopuri, S. Z., Varshney, S., Sengar, A., Singh, R., & Desai, A. (2025). AI don't like it! Investigating the barriers to implementation of AI Influencers. *AIS Transactions on Human-Computer Interaction*, 17(1), pp. 110-141.

DOI: 10.17705/1thci.00219

Available at: <https://aisel.aisnet.org/thci/vol17/iss1/4/>

#### **Abstract:**

AI influencers, also known as virtual influencers, refer to computer-generated digital characters that have gained a large social media following in recent years. These computer-generated entities perform similar tasks to human influencers, such as promoting products, engaging with followers, and building online communities. Despite not being real individuals, AI influencers have become trusted tastemakers in various niches and offer companies various advantages, such as lower costs, greater content control, and more personalized content delivery. However, AI influencers have not yet achieved widespread adoption and face significant challenges. We used the fuzzy analytical hierarchy process (FAHP) method to identify and classify the various factors that impede organizations from adopting AI influencers using a multi-stakeholder perspective. We identified seven primary barriers and 38 subbarriers. We performed a sensitivity analysis to confirm our approach's robustness.

### **Paper 5 (Research Paper): Exploring the Role of Nature Imagery in User Interface Design: Insights from a Qualitative Study**

Rendell, A., Adam, M. T. P., & Teubner, T. (2025). Exploring the role of nature imagery in user interface design: Insights from a qualitative study. *AIS Transactions on Human-Computer Interaction*, 17(1), pp. 142-167.

DOI: 10.17705/1thci.00220

Available at: <https://aisel.aisnet.org/thci/vol17/iss1/5/>

#### **Abstract:**

System designers increasingly use nature imagery to facilitate positive experiences in user interface (UI) design. Psychology research has shown that exposure to nature can have calming effects and restore cognitive capacity. Yet, limited research has considered the impact of nature imagery in UI design on users' cognition, affect, and behavior. In this paper, we conduct an exploratory study to inform how system designers can leverage the positive effects of nature imagery in UI design. Following a hybrid approach of deductive and inductive reasoning, we integrated existing theoretical and empirical insights to contextualize the stimulus-organism-response framework and conducted 20 interviews to draw on key stakeholders' insights. Based on thematically analyzing the interviews, we formulate five recommendations to support UI designers in leveraging the positive effects of nature imagery.

## **Publication of Volume 17 Issue 2 of AIS Transactions on Human-Computer Interaction (THCI)**

### **In this issue (Volume 17, Issue 2)**

#### **Paper 1 (Research Paper): Investigating Workers' Attitude toward Exoskeletons: The Role of Bodily Integration**

Gauttier, S., Lugova, A., Reineke, J. P. (2025). Investigating workers' attitude toward exoskeletons: The role of bodily integration. *AIS Transactions on Human-Computer Interaction*, 17(2), pp. 170-204.

**Abstract:**

New technologies for human augmentation have emerged over the years and changed the relationship between humans and technology from an interaction to an integration (e.g., exoskeletons in the workplace). Although the literature has discussed bodily integration and the impact of human augmentation technology on embodied experience, the specific type of integration and its effect on attitudes toward technology remain unclear. Therefore, this paper investigates the dimensions characterizing the relationship emerging from workers' use of exoskeletons. We filmed workers performing tasks with and without exoskeletons. These workers then conducted two Q-sorts about their embodied experiences. By analyzing Q-data and video footage, we identified non-hierarchical models of human-technology relationships. We observed four bodily integration types to various degrees: super body (i.e., a high sense of agency and body ownership), chauffeured body (i.e., a low sense of agency and low sense of body ownership), tele-body (e., a high sense of agency and low sense of body ownership), and possessed body (i.e., a low sense of agency and a high sense of body ownership). We found a link between "super body" and a positive, accepting, attitude toward exoskeletons despite the related long-term ethical issues. We also found that participants who experienced a "chauffeured body" did so because they had difficulty regaining control over their movements. Therefore, strategies for developing exoskeletons should focus on personalized and transparent algorithms that manage human-exoskeleton interactions while increasing user agency from several angles.

**Paper 2 (Research Paper): The Echoes of Ostracism and Peer Opinion in Subjective Tasks: Untangling Conformity Dynamics in Social Media through Experimental Exploration**

Hall, K., Buck, C., & Sören, D. (2025). The echoes of ostracism and peer opinion in subjective tasks: Untangling conformity dynamics in social media through experimental exploration. *AIS Transactions on Human-Computer Interaction*, 17(2), pp. 205-232.

DOI: 10.17705/1thci.00223

Available at: <https://aisel.aisnet.org/thci/vol17/iss2/2/>

**Abstract:**

Computer-mediated communication, especially on social media platforms, introduces unique challenges related to online ostracism—where individuals feel ignored or excluded due to minimal social signals such as “likes” on a social media post. Ostracism not only has harmful implications for users' mental health but also influences their subsequent behavior, such as conformity. However, few studies have explored the behavioral consequences of ostracism in the social media context where individuals encounter vast amounts of subjective information. In this study, drawing from the ostracism and conformity literature, we experimentally investigate the relationship between online ostracism and conformity behavior on subjective tasks. Our findings suggest that conformity behavior can be easily triggered on social media platforms with online ostracism playing a significant role as a facilitator under certain conditions. Moreover, our results indicate that conformity behavior depends on the importance of the conformity task. Our study has significant implications for understanding how social media-specific design features and psychological processes in online environments impact individual behavior, social dynamics, and group decision making.

**Paper 3 (Research Paper): Why Do I Share When I Know It Probably Isn't True? An Investigation of Motivations Underlying Cyber Rumor Sharing**

Tian, A., Jensen, M. L., Armeen, I. (2025). Why do I share when I know it probably isn't true? An investigation of motivations underlying cyber rumor sharing. *AIS Transactions on Human-Computer Interaction*, 17(2), pp. 233-260.

DOI: 10.17705/1thci.00224

Available at: <https://aisel.aisnet.org/thci/vol17/iss2/3/>

**Abstract:**

The rise of online social networks (OSNs) has dramatically increased the rate at which cyber rumors and large-scale information cascades diffuse across the world, which has led cyber rumors to become a global social phenomenon. While earlier studies primarily emphasized the role of plausibility in driving rumor dissemination, an increasing number of studies have found that falsity travels much faster, deeper, and more broadly than truth on OSNs, which has led to the plausibility paradox. Drawing on the stimulus-organism-response (S-O-R) framework, this study explores how rumor novelty and plausibility work differentially to jointly influence individuals' intentions to share cyber rumors. Using a controlled, randomized experiment (n = 356), we found that utilitarian and hedonic motivations mediate rumor stimuli and rumor-sharing intentions. In addition, we found that, while plausibility impacts sharing intentions primarily through utilitarian motivations, novelty is a more salient factor that exerts a stronger effect on utilitarian and hedonic motivations. By illuminating the mechanisms underlying the plausibility paradox, our study extends understanding of online users' cyber rumor-sharing intentions and holds significant theoretical and practical implications.

**Paper 4 (Research Paper): Videoconferencing and Remote Workers: A Technology Acceptance Study**

Silue, F. & Aguirre-Urreta, M. I. (2025). Videoconferencing and remote workers: A technology acceptance study. *AIS Transactions on Human-Computer Interaction*, 17(2), pp. 261-286.

DOI: 10.17705/1thci.00225

Available at: <https://aisel.aisnet.org/thci/vol17/iss2/4/>

**Abstract:**

This research reports on an empirical study conducted to identify key factors that influence remote workers' videoconferencing acceptance. We used a modified version of the original technology acceptance model (TAM) to investigate the effects of individual and organizational factors—self-efficacy (SE), computer knowledge (CK), and organizational support (OS)—as antecedents of TAM. We used a quantitative cross-sectional study design and collected 694 valid responses to test eight hypotheses using structural equation modeling. The results suggest that OS, SE, and CK impact (at different magnitudes) the extent to which users accept videoconferencing in working remotely. Findings from this research have implications for understanding how employees approach videoconferencing technologies in hybrid or remote work environments. Organizations can use our findings to improve their human resources processes, financial planning, and overall corporate culture and image.

## **Paper 5 (Research Paper): Digital Nudging for Healthy and Sustainable Food Choice in Online Supermarkets: A Scoping Review**

Alsaeed, M. M. E., Adam, M. T. P., Piper, J., & Bucher, T. (2025). Digital nudging for healthy and sustainable food choice in online supermarkets: A scoping review. *AIS Transactions on Human-Computer Interaction*, 17(2), pp. 287-332.

DOI: 10.17705/1thci.00226

Available at: <https://aisel.aisnet.org/thci/vol17/iss2/5/>

Abstract:

As consumers increasingly use online supermarkets for grocery shopping, system designers can use digital nudges (e.g., food swap suggestions, shopping cart calorie counter) to promote healthier and more sustainable food choices in online supermarkets. We conducted a scoping review of 74 papers from computing, health, marketing, and psychology to investigate how system designers can use digital nudges in online grocery stores to influence food choices. Building on the stimulus-organism-response (SOR) model, this review presents a conceptual framework that summarizes 1) the different nudging types used in this context, 2) the influence on human processing and perception, and 3) the effectiveness of digital nudges for driving food choice at the individual, product selection, and shopping cart level.

## **Publication of Volume 17 Issue 3 of AIS Transactions on Human-Computer Interaction (THCI)**

**In this issue (Volume 17, Issue 3)**

**Editorial: Flow, Immersion, and Presence: Creating Virtual Reality and Engagement in the Era of Ubiquitous and Intelligent Technologies**

Guo, Y. M., Nah, F. F. H., Xi, N., & Poole, M. S. (2025). Flow, immersion, and presence: Creating virtual reality and engagement in the era of ubiquitous and intelligent technologies. *AIS Transactions on Human-Computer Interaction*, 17(3), pp. 333-342. DOI: 10.17705/1thci.00227

Available at: <http://aisel.aisnet.org/thci/vol17/iss3/1>

Abstract:

Researchers use the concepts of flow, immersion, and presence to explain the usage of and engagement (e.g., cognitive absorption) with information technology. In this special issue, we showcase four papers on empirical investigations of flow and immersion, their antecedents, and their outcomes. These papers address research questions that range from investigating the antecedents and consequences of immersion in head-mounted displays of virtual reality, designing for the flow experience in extended reality, studying factors influencing user engagement in the metaverse, and identifying adverse effects of work-related flow. We also provide directions and suggestions for future research.

**Paper 1 (Research Paper): How Head-mounted Displays Affect Immersion in Virtual Reality Experiences: A Laboratory Experiment**

Mütterlein, J., Berger, B., & Waltermann, H.-M. L. (2025). How head-mounted displays affect immersion in virtual reality experiences: A laboratory experiment. *AIS Transactions on Human-Computer Interaction*, 17(3), pp. 343-36. DOI: 10.17705/1thci.00228

Available at: <http://aisel.aisnet.org/thci/vol17/iss3/2>

Abstract:

Immersion is a central concept for understanding the effects of virtual reality (VR), which explains why VR devices such as head-mounted displays (HMDs) are designed to enhance users' sense of immersion. However, research on how immersion emerges and how HMDs contribute to immersion remains fragmented. Although existing studies offer valuable insights into these effects in isolation, they do not consider the simultaneous positive and negative effects of HMDs on immersion. Yet, these effects collectively play a critical role in consumers' decisions to adopt or reject HMDs. To address this research gap, we synthesize prior research and present new empirical findings that demonstrate how HMDs can both foster and inhibit immersion in VR. Based on a between-subjects experiment with 126 participants, we provide empirical evidence that immersion is not necessarily higher with HMDs than with traditional displays, such as desktop monitors. While HMDs enhance telepresence and interactivity, which are promoters of immersion, they also increase cybersickness and discomfort, which inhibit immersion. These opposing effects tend to counterbalance one another. Our results contribute to a more comprehensive understanding of immersion in the context of HMD use and offer a novel perspective to explain the slow diffusion of HMDs in consumer markets, despite repeated forecasts of rapid adoption.

**Paper 2 (Research Paper): XR Designers' Perspectives from Virtual Product Experience in the Metaverse**

Cilizoglu, S., & Yantac, A. E. (2025). XR designers' perspectives from virtual product experience in the metaverse. *AIS Transactions on Human-Computer Interaction*, 17(3), pp. 369-385. DOI: 10.17705/1thci.00229

Available at: <http://aisel.aisnet.org/thci/vol17/iss3/3>

Abstract:

This study explores the perspectives of extended reality (XR) designers as they navigate the constantly changing domain of the metaverse and design virtual product experiences and commercial spaces in social virtual reality (VR) platforms. Through a series of semi-structured interviews with 30 designers from diverse backgrounds, we uncover the nuanced strategies and considerations that inform their design processes. Our analysis reveals designer insights under three key themes: 1) the design of peripherals, 2) user navigation strategies, and 3) manipulations of perceptions in the metaverse space design. These findings underscore the complex interplay between ever-changing technological capabilities and requirements and the creative vision that designers provide. Additionally, this study identifies emerging trends and gaps in current research and, thus, offers a foundation for future inquiries into designing virtual product experiences and commercial spaces in immersive virtual platforms. This research contributes to the HCI literature by more deeply explaining XR designers' roles and perspectives in crafting next-generation virtual product experiences in the metaverse, which highlights the potential for innovative design approaches to enhance the optimal flow state in the metaverse during virtual product experiences.

**Paper 3 (Research Paper): How Immersive Flow Experiences in the Metaverse Supercharge Awe, Place Attachment, and Engagement**

Kumar, A., Shankar, A., Behl, A., & Gupta, N. (2025). How immersive flow experiences in the metaverse supercharge awe, place attachment, and engagement. *AIS Transactions on Human-Computer Interaction*, 17(3), pp. 386-413. DOI: 10.17705/1thci.00230

Available at: <http://aisel.aisnet.org/thci/vol17/iss3/4>

Abstract:

We examine the effects of key metaverse characteristics on users' experiences of awe and place attachment as well as how these experiences influence user engagement. Using a mixed-methods approach, we first conducted in-depth qualitative interviews to explore relevant constructs and relationships, then empirically validated the model we developed from the interviews. We found focused immersion, enjoyment, and telepresence to be positively associated with awe and place attachment. In turn, awe and place attachment significantly predict user engagement, with social threat moderating the relationship between place attachment and engagement. This study contributes to the growing body of literature on the metaverse and user engagement, while also extending theoretical insights from flow theory. The findings offer practical guidance for designers and developers seeking to enhance user engagement in immersive digital environments.

#### **Paper 4 (Research Paper): When the Flow is Just Too Much: The Adverse Outcomes of Flow in Software Developers' Work**

Ritunummi, S., Siitonen, V., Salo, M., & Pirkkalainen, H. (2025). When the flow is just too much: The adverse outcomes of flow in software developers' work. *AIS Transactions on Human-Computer Interaction*, 17(3), pp. 414-447. DOI: 10.17705/1thci.00231

Available at: <http://aisel.aisnet.org/thci/vol17/iss3/5>

Abstract:

Experiencing flow at work is often associated with enhanced motivation, creativity, performance, and job satisfaction. However, little is known about the potential downsides of flow in professional settings. To explore the negative outcomes of flow in software developers' work, we conducted a qualitative study involving in-depth interviews of 25 software developers. Through thematic analysis, we identified eight adverse outcomes of flow in both work and personal domains: maladaptive immersion, impaired self-regulation, false sense of productivity, depleted cognitive resources, physical strain, adverse emotional responses, dependence on flow, and work-life conflict. Notably, four of these outcomes—maladaptive immersion, impaired self-regulation, false sense of productivity, and adverse emotional responses—have not been previously documented in flow literature. These findings shed light on how such negative outcomes emerge and persist, revealing both immediate and long-term effects on software developers' personal and workplace well-being. Our empirical findings highlight the less explored negative aspects of flow, contributing to a deeper understanding of work-related flow. We offer practical guidance for software developers and their managers on how to avoid the pitfalls of excessive flow and maintain healthier boundaries at work.

# Call for Papers: AIS Transactions on Human-Computer Interaction

THCI is one of the journals in the AIS (Association for Information Systems) e-library at <http://aisel.aisnet.org/thci>. THCI is a high-quality peer-reviewed international scholarly journal on Human-Computer Interaction. As an AIS journal, THCI is oriented to the Information Systems community, emphasizing HCI/UX applications in business, managerial, organizational, and cultural contexts. However, it is open to all related communities that share intellectual interests in HCI phenomena and issues. The editorial objective is to enhance and communicate knowledge about the interplay among humans, information, technologies, and tasks to guide the development and use of human-centered Information and Communication Technologies (ICT) and services for individuals, groups, organizations, and communities.

To increase awareness and readership, THCI is made freely available to the public, which is beneficial to the authors and the community. You can find information related to all aspects of THCI at its website (<http://aisel.aisnet.org/thci>), including how to submit manuscripts for publication consideration. We would like to thank the AIS Council (<http://www.aisnet.org/>) for its continued support of the journal. And, as always, we are happy to announce that we have published the journal on time for every issue and are building a strong case for a solid impact factor. The quality of THCI is affirmed by its inclusion as an "A" journal in the Australian Business Deans Council (ABDC) journal quality list.

Topics of interest to THCI include but are not limited to the following:

- \* Behavioral, cognitive, motivational, and affective aspects of human and technology interaction
- \* User task analysis and modeling; fit between representations and task types
- \* Digital documents/genres; human information seeking and web navigation behaviors; human information interaction; information visualization
- \* Social media; social computing; virtual communities
- \* Behavioral information security and information assurance; privacy and trust in human technology interaction
- \* User interface design and evaluation for various applications in business, managerial, organizational, educational, social, cultural, non-work, and other domains
- \* Integrated and/or innovative approaches, guidelines, and standards or metrics for human-centered analysis, design, construction, evaluation, and use of interactive devices and information systems
- \* Information systems usability engineering; universal usability
- \* Impact of interfaces/information technology on people's attitude, behavior, performance, perception, and productivity
- \* Implications and consequences of technological change on individuals, groups, society, and socio-technical units
- \* Software learning and training issues such as perceptual, cognitive, and motivational aspects of learning
- \* Gender and information technology
- \* New applications, modalities, and multimedia interaction for the elderly, the young, and special needs populations
- \* Issues in HCI education

The language for the journal is English. The audience includes international scholars and practitioners who conduct research on issues related to the objectives of the journal. The publication frequency is quarterly: four issues per year that are published in March, June, September, and December. The AIS Special Interest Group on Human-Computer Interaction (SIGHCI, <http://sighci.org/>) is the official sponsor of THCI.

Please check the AIS THCI home page (<http://aisel.aisnet.org/thci/>) to see what is brewing! If you have an idea for a special issue, please drop us a line.

Sincerely,

Fiona Fui-Hoon Nah, Editor-in-Chief  
Gregory D. Moody, Managing Editor

---

Fiona Fui-Hoon Nah, Ph.D.  
Editor-in-chief, AIS Transactions on Human-Computer Interaction  
Professor of Information Systems, Singapore Management University  
Email: [fionanah@smu.edu.sg](mailto:fionanah@smu.edu.sg)

## Call for Items: AIS SIGHCI Newsletter Volume 22, Issue 2

You are invited to offer items to the coming issue of AIS SIGHCI newsletter (Volume 22, Issue 2), to be published in September 2025. All items will be editorial reviewed. If you are interested, please send your pieces to the newsletter editor Xiaofei Song (xiaofeison@uic.edu.cn) by O 25, 2025. Possible topics include, but are not limited to, the following:

1. Short essay/opinion/research study (800 – 1700 words)
2. HCI book review (800 – 1700 words). Please feel free to contact the editor beforehand if you intend to review a book or if you wish your own book to be reviewed.
3. Teaching HCI (up to 1700 words): teaching ideas or cases, sample syllabus, etc.
4. Industry voice (800 – 1700 words). We welcome HCI related essays from industry professionals.
5. Brief introduction of HCI research tools (up to 300 words).  
Brief introduction of interesting HCI journals and/or special issues, including citation information, brief description, table of content (for special issues), etc.
7. CFP for HCI related journals or conferences.
8. News about SIGHCI members (up to 300 words for each item): honors and awards, professional activities, new appointments, interesting projects, new books or publications, etc.
9. Any other announcements (up to 300 words for each item).

To view previous newsletter issues, please visit <http://sighci.org/index.php?page=newsletters>

## Save the Dates

| SIGHCI-Sponsored Activities & Events |                                     |                      |
|--------------------------------------|-------------------------------------|----------------------|
| ECIS 2025                            | Amman, Jordan                       | June 16-18, 2025     |
| HCIBGO 2025                          | Gothenburg, Sweden                  | June 22-27, 2025     |
| PACIS 2025                           | Kuala Lumpur, Malaysia              | July 5-9, 2025       |
| AMCIS 2025                           | Montreal, Quebec, Canada            | August 14-16, 2025   |
| ICIS 2025                            | Nashville, Tennessee, United States | December 14-17, 2025 |

## SIGHCI Sponsors

SIGHCI would like to express its sincere appreciation to the following sponsors. The many past and future SIGHCI activities would not be possible without their generous support.

### CORPORATE DIAMOND SPONSOR



### ACADEMIC GOLD SPONSOR



### ACADEMIC SILVER SPONSOR



### ACADEMIC BRONZE SPONSOR



### AFFILIATES



## SIGHCI Advisory Board

**Dennis Galletta**, University of Pittsburgh, galletta@katz.pitt.edu  
**Izak Benbasat**, University of British Columbia, izak.benbasat@sauder.ubc.ca  
**Fiona Fui-Hoon Nah**, Singapore Management University, fionanah@smu.edu.sg  
**Joe Valacich**, University of Arizona, valacich@email.arizona.edu  
**Ping Zhang**, Syracuse University, pzhang@syr.edu  
**Traci Hess**, University of Massachusetts, thess@isenberg.umass.edu  
**Dezhi Wu**, University of South Carolina, dezhi.wu@gmail.com  
**Dianne Cyr**, Beedie School of Business, Simon Fraser University, cyr@sfu.ca  
**Soussan Djasasbi**, Worcester Polytechnic Institute, djasasbi@wpi.edu  
**Miguel Aguirre-Urreta**, Florida International University, miaguirr@fiu.edu  
**Zhenhui (Jack) Jiang**, University of Hong Kong, jiangz@hku.hk  
**Gabe Lee**, Miami University, gabelee@miamioh.edu  
**Greg Moody**, University of Nevada-Las Vegas, greg.moody@unlv.edu  
**Constantinos K. Coursaris**, HEC Montréal, coursaris@hec.ca  
**Eric Lim**, University of New South Wales Sydney, e.t.lim@unsw.edu.au

## SIGHCI Officers

### Chair

**Sameh Al Natour**, Toronto Metropolitan University, salnatour@torontomu.ca (7/25-6/27)

### Past Chair

**Chee-Wee Tan**, The Hong Kong Polytechnic University, chee-wee.tan@polyu.edu.hk (7/25-6/27)

### Secretary and Treasurer

**Ben Choi**, Nanyang Technological University, benchoi@ntu.edu.sg (7/25-6/27)

### Advisory Board Chair

**Constantinos K. Coursaris**, HEC Montréal, coursaris@hec.ca (7/24-6/26)

### Vice Chair for Sponsorship

**Lingyao (Ivy) Yuan**, Iowa State University, lyuan@iastate.edu (7/23-10/25)

### Vice Chair for Research Resources

**Wietske Van Osch**, HEC Montréal, vanosch@hec.ca (7/23-6/26)

### Vice Chair for Teaching Resources

**Ulrich Gnewuch**, University of Passau, ulrich.gnewuch@uni-passau.de (7/23-6/26)

### Vice Chair for Marketing

**Pei-Hsuan Hsieh**, National Chengchi University, hsiehph@nccu.edu.tw (7/23-6/26)

### Vice Chair for Membership

**Mengyao Fu**, Deakin University, m.fu@deakin.edu.au (09/24-6/26)

### Editor-In-Chief AIS THCI

**Fiona Fui-Hoon Nah**, Singapore Management University, fionanah@smu.edu.sg

### Listserv Manager

**Ulrich Gnewuch**, University of Passau, ulrich.gnewuch@uni-passau.de (10/24-6/26)

### Newsletter Editor & Social Media Manager

**Xiaofei (Tina) Song**, Xi'an Jiaotong-Liverpool University, xiaofei.song@xjtlu.edu.cn (7/24-6/26)

### Webmaster

**Ulrich Gnewuch**, University of Passau, ulrich.gnewuch@uni-passau.de (1/20-6/26)

### Student Ambassador – Region 1 (Americas)

**Jingyuan Cai**, University of Maryland, jycai@umd.edu (7/25-6/27)

### Student Ambassador – Region 2 (Europe, Africa, The Middle East)

**Nur Beril Yapici**, Copenhagen Business School, by.digi@cbs.dk (7/25-6/27)

**Xinyi (Serena) Yang**, Tampere University, xinyi.yang@tuni.fi (7/25-6/27)

### Student Ambassador – Region 3 (Asia, Pacific)

**Hong (Stephen) Zeyuan**, Nanyang Technical University, ZEYUAN002@e.ntu.edu.sg (7/25-6/27)

**Zhangguang (Kris) Kang**, City University of Hong Kong, zhangkang2-c@my.cityu.edu.hk (7/25-6/27)

### Conference and Track Chairs:

#### Workshop Co-Chair for Pre-ICIS HCI Workshop 2025

**Constantinos K. Coursaris**, HEC Montréal (constantinos.coursaris@hec.ca)

**Chee-Wee Tan**, Hong Kong Polytechnic University (chee-wee.tan@polyu.edu.hk)

