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Nota di contenuto	-- Late Breaking Results. -- Immersive virtual reality to support hand exercises for stroke rehabilitation: A design science research approach. -- Training for Defense: The Influence of Knowledge about Influencing Strategies on Phishing Email Recognition Accuracy. -- The Effect of the Timing of Emotional Expression on Robot Persuasiveness. -- Empathy-Driven Persuasion: A Serious Game for Anti-Bullying Education via First-Person Perpetrator Experience. -- When Nudges Backfire: A

Distinction Between Spillovers and Misfires. -- Laughing at Bias: An Exploratory Study on Generation Z's Persuasion and Skepticism Toward AI- vs. Human-Generated Sexist Humorous Ads. -- Poster Presentations. -- Evaluating and Influencing Strategy in Real-time: Example of a Collaborative Strategy Game. -- Who Plays? The Tension Between User Autonomy and Designer Control in Gamified Systems. -- Tailoring gamification in Mobility-as-a-Service apps. -- Demonstrations and Artefacts. -- APOLLO: An Open Platform for LLM-based Multi-Agent Interaction Research. -- A demo of Google Inject. -- Doctoral Consortium Papers. -- Role of Family, School Environments, and Barriers to Reporting Behavior: A Research Proposal on Combating Cyberbullying Through Online Forum Theater. -- Towards Personalisation and User-Agent Similarity in Persuasive Agents for Sustainability. -- Family-Based Persuasion in Digital Parenting Tools: A Research Proposal. -- Investigating Persuasive Software Features for Addiction Recovery.

Sommario/riassunto

This book constitutes the proceedings of the PERSUASIVE 2025 Satellite Events, held together with the 20th International Conference on Persuasive Technology, in Limassol, Cyprus, during May 5–7, 2025. The 10 full papers and 5 short papers included in this book were carefully reviewed and selected from 19 submissions. They are organized in topical sections as follows: Late Breaking Results; Poster Presentations; Demonstrations and Artefacts and Doctoral Consortium Papers.
