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Nota di contenuto	Perspectives on Personas in Practice - An Analysis of LinkedIn Discussions among UX Professionals -- From Deception to Convenience: An Analysis of Design Strategies for Online Shopping -- Biomimicry: A Transdisciplinary Approach for Human Computer Interaction -- Collaboration in Action: A Multi-Grounded Analysis of Academia-Industry Partnerships in Interaction Design -- Mapping the Landscape of Digitally Mediated Circular Economy Practices -- Cultural Nuances in Game Speech: The Social Science Insights Challenge Transferred to AI-mediated Localisation -- Case Report: Designing an AI Agent to Enhance Patient Education and Administrative Support within an NHS Hospital Healthcare Setting -- Human by Design: Integrating Human-Centred Principles in Aug-mentation Technologies -- Hardly Any Sliders in Real-world Apps: A Library of Algorithmic

Affordances to Bridge the Research-Practice Gap in Human-AI Interaction -- The Design Studio of the Future: Insights from A Practical Experiment in Remote Collaboration -- Establishing Sustained Use of Work Domain Analysis: A Collaborative Approach Between Academia and Professional Practice -- From Cosy Games to Metaverse: Deriving Positive Interaction Qualities through Netnography -- Design Thinking Reframed: Building a Hybrid Learning Ecosystem for Creative Disciplines -- Solution or Utopia? A Speculative Analysis of AI Integration in Education in the Global South -- Integrating Usability and UX in Public Procurement Processes Through Research-Practitioner Collaboration -- Viva Slough's #Artscape: Applying ID Principles to Redesign the Perceptions of a Town -- Bridging Academia and Industry: A Catalyst for Digital Transformation and AI Strategy.

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## Sommario/riassunto

This book constitutes the refereed proceedings of the First International Conference on Academic Research and Professional Practice in Interaction Design, ARPPID 2025, held in London, UK, during July 10–11, 2025. The 17 full papers included in this volume were carefully reviewed and selected from 28 submissions. They focus on interaction design, user experience, and human-computer interaction, emphasising the bridging of the gap between academic research and industry practice.

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