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	Nota di contenuto	Natural Language Processing and AI Explainability -- Exploring Natural Language Processing Methods for Interactive Behaviour Modelling -- "Garbage In, Garbage Out": Mitigating Human Biases in Data Entry by Means of Artificial Intelligence -- Is Overreliance on AI Provoked by Study Design? -- RePaLM: A Data-driven AI Assistant for Making Stronger Pattern Choices -- Online Collaboration and Cooperative work -- A Systematic Literature Review of Online Collaborative Story Writing -- Algorithmic Management for Community Health Worker in Sub-Saharan Africa: Curse or Blessing? -- Explorative Study of Perceived Social Loafing in VR Group Discussion: A Comparison between The Poster Presentation Environment and The Typical Conference Environment -- Recommendation Systems and AI Explainability -- Blending Conversational Product Advisors and Faceted Filtering in a Graph-Based Approach -- Everyday-Inspired Movies: Towards the Design of Movie Recommender Systems based on Everyday Life through Personal Social Media -- Towards a practice-led research agenda for

user interface design of recommender systems -- WeHeart: A Personalized Recommendation Device for Physical Activity Encouragement and Preventing "Cold Start" in Cardiac Rehabilitation -- Social AI -- "A solution to a problem that didn't exist?": Exploring Attitudes Towards Smart Streetlight Systems -- AI in the Human Loop: The Impact of Differences in Digital Assistant Roles on the Personal Values of Users -- Evaluation of the Roles of Intelligent Technologies in Shared Activity Spaces of Neighborhood Communities -- Problematizing "Empowerment" in HCAI -- Social and Ubiquitous Computing I -- "Draw Fast, Guess Slow": Characterizing Interactions in Cooperative Partially Observable Settings with Online Pictionary as a Case Study -- Experience by Cohabitation: Living in a Smart Home Initiated by Your Partner -- Towards a Socio-technical Understanding of Police-citizen Interactions -- Social and Ubiquitous Computing II -- A Survey of Computer-Supported Remote Collaboration on Physical Objects -- Collaborative TV Control: Towards Co-Experience and Social Connectedness -- Introducing Sharemote: A Tangible Interface for Collaborative TV Control -- Social Media and Digital Learning -- A Mixed-Methods Analysis of Women's Health Misinformation on Social Media -- Evaluating the Effects of Culture and Relationship Strength on Misinformation Challenging Behaviours Within the UK -- Exploring Indigenous Knowledge through Virtual Reality: A Co-Design Approach with the Penan Community of Long Lamai -- Factors influencing social media forgiveness behavior and cyber violence tendency among Chinese youth: Moderating ef-fects of forgiveness climate and risk perception -- Gender & Racism: Considerations for Digital Learning Among Young Refugees and Asylum Seekers -- Understanding Users and Privacy Issues -- Concerns of Saudi higher education students about security and privacy of online digital technologies during the coronavirus pandemic -- Exploring the Experiences of People who Inherited Digital Assets from Deceased Users: a Search for Better Computing Solutions -- "Hello, Fellow Villager!": Perceptions and Impact of Displaying Users' Locations on Weibo -- Intimate Data: Exploring Perceptions of Privacy and Privacy-Seeking Behaviors through the Story Completion Method -- User movement and 3D Environments -- Eyes on teleporting: comparing locomotion techniques in Virtual Reality with respect to presence, sickness and spatial orientation -- Sample-based Human Movement Detection for Interactive Videos Applied to Performing Arts -- Skillab - A Multimodal Augmented Reality Environment for Learning Manual Tasks -- User Self-Report -- A Longitudinal Analysis of Real-World Self-Report Data -- Awareness, Control and Impact in Digital Wellbeing - Results from Explorative Self-Experiments -- Eliciting Meaningful Collaboration Metrics: Design Implications for Self-Tracking Technologies at Work -- Perception versus Reality: How User Self-Reflections Compare to Actual Data.

| Sommario/riassunto | The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September 2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; |

Montion Sickness, Stress and Risk perception in 3D Environments and Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops. .