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Nota di contenuto	-- Harnessing Large Language Models for Automatic Evaluation of Mobile Health Applications based on Persuasive System Design Principles and Mobile Application Rating Scale. -- Evaluating the Persuasive Potential from Software Design Specification. -- Exploring the Effect of Using a Single Versus Multiple Behaviour Change Strategies on Motivation to Use Gratitude App and Possible Gender Differences. -- Persuasive design principles for a medication adherence app for chronic arthritis conditions. -- DROP DASH: A Persuasive Mobile Game to Promote Healthy Hydration Choices Using

Machine Learning. -- Predicting Ethical Orientation based on Personality for Tailored Cyberethics Training. -- Design and Development of mHealth App: Eye Donor Aust. -- Persuasive Systems Features in Digital Health Interventions for Diabetes Management: A Scoping Review. -- Collaboratively Setting Daily Step Goals with a Virtual Coach: Using Reinforcement Learning to Personalize Initial Proposals. -- Persuasive System Design Features for Mobile Mental Health Applications. -- How would I be perceived if I challenge individuals sharing misinformation? Exploring misperceptions in the UK and Arab samples and the potential for the social norms approach. -- Persuasive Technology through Behavior and Emotion with Pet-type Artifacts. -- An Embodied Conversational Agent to Support Wellbeing After Injury: Insights from a Stakeholder Inclusive Design Approach. -- Exploring Self-competition as a Viable Motivation to Promote Healthy Behavior. -- The Effect of Dark Patterns and User Knowledge on User Experience and Decision-Making. -- Exploring the Influence of Game Framing and Gamer Types on the Effectiveness of Persuasive Games. -- Exploring the influence of persuasive strategies on student motivation: self-determination theory perspective. -- SmileApp: The design and evaluation of an mHealth app for Stress Reduction through Artificial Intelligence and Persuasive Technology. -- How the role of a persuasive robot impacts one's attitude towards it. -- Experiential Learning or direct training: Fostering ethical cybersecurity decision-making via serious games. -- Estimating Sense of Agency from Behavioral Logs of Smartphones and Wearable Devices: Toward a Just-in-Time Adaptive Intervention System. -- Counterfactual Reasoning Using Predicted Latent Personality Dimensions for Optimizing Persuasion Outcome.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings the 19th International Conference on Persuasive Technology, PERSUASIVE 2024 held in Wollongong, NSW, Australia, during April 10–12, 2024. The 14 revised full papers and 8 short papers presented in this book were carefully reviewed and selected from 51 submissions. based on their content: methods for tailoring and personalization; persuasive design and applications, persuasive strategies; and persuasive technologies and ethics.