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Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 16th International Conference on Social Computing and Social Media (SCSM 2024) -- HCI International 2025 Conference -- Contents - Part III -- Computer-Mediated Communication -- Closing the Gap Between Long Distance Couples via Asynchronous Remote Touch Communication -- 1 Introduction -- 2 Background and Related Works -- 3 Technology Design -- 3.1 Embedding Touch in Messages Quasi-Synchronously -- 3.2 Receiving Touches Generated by an Armband Device -- 4 Study Design and Procedures -- 4.1 Virtual Session -- 4.2 In-Person Session -- 5 Data Methodology -- 5.1 Affective Experience, Measured by Arousal -- 5.2 Affective Experienced, Measured by Facial Experiences -- 6 Findings -- 6.1 Received Touches -- 6.2 Affective Measure Findings -- 6.3 Overall Preference -- 7 Discussion -- 8 Conclusion -- References -- Rapport Prediction Using Pairwise Learning in Dyadic Conversations Among Strangers and Among Friends -- 1 Introduction -- 2 Data -- 2.1 Participants and Pairs of Participants -- 2.2 Conversation Setting -- 2.3 Conversation Topic and Rapport Score -- 2.4 Variability of Rapport Scores for Each Perceiver -- 3 Method -- 3.1 Problem Definition -- 3.2 Loss Function -- 3.3 Model Architecture -- 3.4 Feature Extraction -- 4 Experiment -- 4.1

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