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Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Education - Data processing Electronic commerce Computer engineering Computer networks User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computers and Education e-Commerce and e-Business Computer Engineering and Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Designing and Developing Social Interactions Key Factors for the Effective Development and Implementation of Geospatial Dashboards for Data-Driven Decision Making -- A Serious Game Approach for Teaching Requirements Engineering: User Experience Evaluation -- Identification of Older Adults' Characteristics that Affect the Usability of Mobile Applications: A Tertiary Study -- Generating Product

Descriptions Using Customer Reviews on E-Commerce Sites --
 Improving Intention Recognition Efficiency: A Study on Skeletal Data
 Dimensionality Reduction and Neural Architectures -- First Steps
 Toward the Agile Integration of Information Architecture into a User-
 Centered Development Process -- LLM-Driven Augmented Reality
 Puppeteer: Controller-Free Voice-Commanded Robot Teleoperation --
 Social Media in Learning and Education Redimensioning Visible
 Learning and Teaching in the Dynamics of a New Reality -- Generative
 AI in Education: Exploring EAP Faculty Perspectives at a Multicultural
 UAE University -- The Challenges Faced by Albanian Teachers in the
 Use of Media Technology During Teaching -- Undergraduate Students'
 Journey with AI in the United Arab Emirates -- Perspectives of Faculty
 on the Easiness and Usefulness of AI Tutoring Systems in Higher
 Education -- Exploring the Use of Paraphrasing Tools in Academic
 Writing and Its Potential Relation with Instances of Plagiarism -- "Do As
 Your Teacher Tells You!" How Is AI Use Regulated in Nordic Higher
 Education Institutions? -- A Property Checklist for Evaluating the
 Student Experience with Consideration of Cultural Aspects -- Human-
 Robot Interaction for Higher Education: A Literature Review -- Artificial
 Intelligence in Higher Education: Student Perceptions of the Adoption
 and Integration in Ghana, West Africa -- A Management Model for
 Evaluating Scientific Productivity in Chilean Universities: A Case
 Analysis -- Virtual Reality Meets Social Media: Transforming Skill
 Acquisition in Physiotherapy, Veterinary Surgery, and Driver Training --
 Addressing Students' Absenteeism in Northeastern U.S. Schools: The
 Role of Technological Interventions for High School Students --
 Supporting Communication and Psychological Well-Being Evolution of
 Emotional Response of PLEA—an Embodied Virtual Being with
 Emotional Capabilities -- CLBoundaryManager: A System Facilitating
 Boundary Management and Border Crossing between Life Domains --
 Chinese Talk About Depression on Tiktok and Its Deliberative
 Differences from the Russian Online Dialogue -- Are Strength-Related
 Episodes Provided by Others Useful for Improving Positive Emotions? -
 Toward the Design of a Computer-Based Self-Esteem Enhancement
 System -- Telling the Truth: AI-Driven Optimization of Online
 Communication -- GlobalUP: Leveraging Social Media to Provide Social
 Support for Chinese Cultural Groups in Unfamiliar Environments.

Sommario/riassunto

This book constitutes the refereed proceedings of the 17th
 International Conference on Social Computing and Social Media, SCSM
 2025, held as part of the 27th HCI International Conference, HCII 2025,
 which took place in Gothenburg, Sweden, during June 22–27, 2025. A
 total of 1430 papers and 355 posters included in the HCII 2025
 proceedings was carefully reviewed and selected from 7972
 submissions. The SCSM 2025 proceedings were organized in the
 following topical sections- Designing and Developing Social
 Interactions, Social Media in Learning and Education, Supporting
 Communication and Psychological Well-Being, User Behavior and
 Experience in Social Media, and, AI and Social Network Analysis.