



DIGITAL FUTURES IN HUMAN-COMPUTER INTERACTION

Design Thinking for Digital Transformation

Edited by **Zhiyong Fu, Anna Barbara
and Peter Scupelli**



CRC Press
Taylor & Francis Group

Digital Futures in Human-Computer Interaction

The application of futures thinking in Human-Computer Interaction (HCI) has become increasingly important in recent years. Integrating speculative thinking with future design approaches has allowed HCI researchers to explore the potential impacts of technology on digital society. However, the implementation and application of futures thinking in HCI research is an emerging area. *Digital Futures in Human-Computer Interaction: Design Thinking for Digital Transformation* fills this gap by systematically analyzing HCI's innovation trends in the digital era.

This book explores the dialogue between digital transformation and futures thinking for alternative visions of HCI research. The book highlights significant trends and advancements in futures thinking related to HCI. Case studies illustrate the role of futures thinking, offering readers a broad overview of the subject while detailing the competencies and practices that can lead to successful futures design.

This engaging and informative reference will appeal to students, academics, and researchers interested in various design aspects related to HCI. These aspects include service design, sustainable design, product design, space design, visual communication, design education, futures studies, and social innovation.



Taylor & Francis

Taylor & Francis Group

<http://taylorandfrancis.com>

Digital Futures in Human-Computer Interaction

Design Thinking for Digital Transformation

Edited by
Zhiyong Fu, Anna Barbara, and
Peter Scupelli



CRC Press

Taylor & Francis Group

Boca Raton London New York

CRC Press is an imprint of the
Taylor & Francis Group, an **informa** business

Designed cover image: image credited to PST Vector [ShutterShock ID: 2315568623]

First edition published 2025

by CRC Press

2385 NW Executive Center Drive, Suite 320, Boca Raton FL 33431

and by CRC Press

4 Park Square, Milton Park, Abingdon, Oxon, OX14 4RN

CRC Press is an imprint of Taylor & Francis Group, LLC

© 2025 selection and editorial matter, Zhiyong Fu, Anna Barbara and Peter Scupelli; individual chapters, the contributors

Reasonable efforts have been made to publish reliable data and information, but the author and publisher cannot assume responsibility for the validity of all materials or the consequences of their use. The authors and publishers have attempted to trace the copyright holders of all material reproduced in this publication and apologize to copyright holders if permission to publish in this form has not been obtained. If any copyright material has not been acknowledged please write and let us know so we may rectify in any future reprint.

The Open Access version of this book, available at www.taylorfrancis.com, has been made available under a Creative Commons [Attribution-Non Commercial-No Derivatives (CC-BY-NC-ND)] 4.0 license.

Any third party material in this book is not included in the OA Creative Commons license, unless indicated otherwise in a credit line to the material. Please direct any permissions enquiries to the original rights holder

Trademark notice: Product or corporate names may be trademarks or registered trademarks and are used only for identification and explanation without intent to infringe.

Library of Congress Cataloging-in-Publication Data

Names: Fu, Zhiyong, editor. | Barbara, Anna, editor. | Scupelli, Peter, editor.

Title: Digital futures in human-computer interaction : design thinking for digital transformation / edited by Zhiyong Fu, Anna Barbara and Peter Scupelli.

Description: First edition. | Boca Raton, FL : CRC Press, 2025. | Includes bibliographical references and index.

Identifiers: LCCN 2024031554 (print) | LCCN 2024031555 (ebook) |

ISBN 9781032607603 (hardback) | ISBN 9781032693583 (paperback) |

ISBN 9781032693606 (ebook)

Subjects: LCSH: Human-computer interaction.

Classification: LCC QA76.9.H85 D494 2025 (print) | LCC QA76.9.H85 (ebook) |

DDC 004.01/9--dc23/eng/20241129

LC record available at <https://lccn.loc.gov/2024031554>

LC ebook record available at <https://lccn.loc.gov/2024031555>

ISBN: 978-1-032-60760-3 (hbk)

ISBN: 978-1-032-69358-3 (pbk)

ISBN: 978-1-032-69360-6 (ebk)

DOI: [10.1201/9781032693606](https://doi.org/10.1201/9781032693606)

Typeset in Times

by KnowledgeWorks Global Ltd.

Contents

Foreword	vii
Preface.....	ix
Authors.....	xi
Contributors	xiii

SECTION I Future Trends in HCI

Chapter 1 Digital Transformation and Future HCI.....	3
<i>Zhiyong Fu and Jiawei Li</i>	
Chapter 2 Vision of Digital Futures: Novel Interactions for Futures Scenarios: The D/Tank Case Studies	30
<i>Anna Barbara and Venere Ferraro</i>	

SECTION II Futures Literacy in HCI

Chapter 3 Futures Thinking and Futures Literacy	43
<i>Shams Hamid</i>	
Chapter 4 Future of Entertainment Technology Design.....	70
<i>Nandhini Giri and Erik Stolterman</i>	
Chapter 5 Long-Term Thinking in Digital Product-Service System Design.....	81
<i>Yanru Lyu and Bowen Zhang</i>	

SECTION III Competence and Practice

Chapter 6 Design Futures Methodologies.....	95
<i>Qing Xia</i>	
Chapter 7 AI Empathy in the Metaverses	107
<i>Chiju Chao</i>	

Chapter 8	Speculative Artifacts in HCI.....	123
	<i>Lin Zhu</i>	
Chapter 9	Interactive Narrative and Scenario Building.....	139
	<i>Jiawei Li and Yin Li</i>	
Chapter 10	Digital Curation and Evaluation: Affective Evaluation Strategies under the Perspective of Human-AI Interaction.....	149
	<i>Jiayue Wang</i>	
 SECTION IV Future Influence		
Chapter 11	Design Futures Education in HCI.....	169
	<i>Peter Scupelli</i>	
Chapter 12	Ecological Thinking in HCI.....	183
	<i>Xiaojuan Ma</i>	
Chapter 13	Social HCI.....	209
	<i>Zhicong Lu</i>	
Chapter 14	Digital Wellbeing	224
	<i>Yasuyuki Hayama and Harshit Desai</i>	
Index		243

Foreword

In the 1980s, a group of futurists (James Dator, Lestor Cingcade, Wayne Yasutomi, and myself) explored the futures of robotics/artificial intelligence (AI). As we were working with the Hawaii Judiciary (Cingcade himself was the Administrative Director), we imagined a future where lawyers and judges would first increasingly use AI for minor judicial decision-making (administrative tasks such as parking fines) and eventually adopt it for more complex judicial decision-making. We then asked, what would be the conditions where AI/robotics would become so ubiquitous that robots would have legal rights. Certainly, most judicial leaders could not see the relevance of our speculations. However, they did understand that institutions needed futures literacy to stay relevant to the changing needs of citizens. Thinking of the unthinkable – robotic rights – distances us from the present, allowing us to see the present as not only remarkable, but designable. It spurs creativity and ensures that the outlier is embraced.

Futures literacy is not only about seeing the new possibilities in emerging innovation but also using the future to redesign the present. To think, feel, and act differently. To do this, futurists first challenge the used future – current institutional practices that no longer work but continue because we have always done it that way. Once this used future is challenged, we then anticipate and create alternative futures.

This novel book will help in this task. It explores how the future of human-computer interaction is likely to change and what policies – frameworks, ethical guidelines, narratives – are needed to guide this change. Evolution is moving from random to co-designed: humans with nature with technologies. In this process, merely living the programmed futures of others will not suffice. We need to innovate and co-design with actors and networks, human and non-human to create a transformative future. This book can help us in this process.

Sohail Inayatullah

UNESCO Chair in Futures Studies



Taylor & Francis

Taylor & Francis Group

<http://taylorandfrancis.com>

Preface

In an era marked by rapid technological advancements, digital transformation has become a cornerstone of innovation across industries. Human-Computer Interaction (HCI), as a field where technology and human interaction intersect, is at the forefront of this transformation, facing unprecedented opportunities and challenges. Within this fast-evolving landscape, futures thinking has emerged as an essential tool to drive innovation in HCI, providing a new way of thinking that empowers us to transcend the present, envision, and shape future technological ecosystems and societal structures. Futurescaping, a central concept in futures thinking, is not merely a tool for prediction but a design philosophy. By leveraging imagination, fiction, and extrapolation, the HCI field is poised to explore new possibilities and break through the limitations of current technological and social paradigms.

This book delves into the dynamic relationship between digital transformation and futures thinking, providing a comprehensive analysis of future trends, futures literacy, and practical applications. It aims to illuminate how these strategies can help shape preferable futures in the HCI domain, involving not only technological innovation but also deep reflection on societal impacts. As HCI evolves, there is a growing responsibility to ensure that the technologies we create contribute to a sustainable and human-centered future.

The book is structured to offer both theoretical insights and practical tools for those interested in the future of HCI. [Section I](#) establishes the foundation by examining future trends in HCI. It opens with an analysis of the effects of digital transformation on industries such as finance, healthcare, and education, and then explores emerging technologies in areas like care services and museums. [Section II](#) delves into futures literacy, examining methodologies for futures thinking, exploring pedagogical approaches for entertainment technology, and emphasizing long-term thinking in digital product-service systems, especially for small and medium-sized enterprises (SMEs). [Section III](#) shifts focus to practical applications and competencies, covering current methods in design futures, AI empathy in the metaverse, speculative design artifacts, interactive narratives, and affective evaluation strategies in human-AI interactions. [Section IV](#) concludes with a discussion of the broader societal implications of these emerging trends. It explores sustainability-oriented design futures methods, ecological thinking in HCI, the societal impacts of third-wave HCI research, and the influence of digital technology on personal well-being and quality of life.

Throughout the book, a careful balance is struck between theoretical exploration and practical application. By focusing on both technological innovation and human-centered design, it addresses the evolving challenges in HCI while anticipating future possibilities. Case studies and real-world examples enrich the discussion, providing a comprehensive understanding of how futures thinking can guide HCI research and practice.

As digital transformation continues to accelerate, HCI will face increasingly complex challenges and opportunities. Futures thinking offers the critical framework

needed to guide technological development toward more sustainable and ethically responsible outcomes. By encouraging reflection on current practices and thoughtful projection into the future, we can shape a more inclusive and balanced technological future. In particular, areas such as artificial intelligence and the metaverse present significant opportunities, but they also require careful consideration of their long-term social and ecological impacts.

This book is a valuable resource for anyone seeking to explore the intersection of technology, design, and the futures that lie ahead. It invites readers from diverse design disciplines—including service design, product design, and social innovation—to harness the power of futures thinking in shaping a better tomorrow, where technology and humanity evolve together in harmony.

Zhiyong Fu, Anna Barbara, and Peter Scupelli

Co-founders of Global Design Futures Network (GDFN)

Authors

Zhiyong Fu is a tenured associate professor and doctoral supervisor at the Department of Information Art and Design, Academy of Arts and Design, Tsinghua University. He serves as the Director of the Art and Technology Innovation Base at Tsinghua University, Deputy Director of the China Innovation and Entrepreneurship Education Research Center, Secretary-General of the Information and Interaction Design Committee of the China Industrial Design Association (IIDC) President of the International Chinese Association of Human-computer Interaction (ICACHI). He is Co-founder of the Global Design Futures Network (GDFN), the member of the Second Global Important Agricultural Heritage Systems Expert Committee of the Ministry of Agriculture and Rural Affairs and a Director of the China-Europe Alliance for Arts and Humanities Education.

His teaching responsibilities include undergraduate and graduate courses in interaction design, service design, design thinking, and innovation and entrepreneurship. His research interests encompass intelligent product and service design, smart cities and design futures. He is the leader for multiple national and international research projects and published papers in key international conferences/journal in HCI and design. Fu was a recipient of the Ministry of Education's New Century Excellent Talents Support Program in 2006 and was a visiting scholar at the University of Tsukuba, Japan, in 1998, and Carnegie Mellon University, USA, in 2008. He played a key role in planning and organizing the China-U.S. Young Maker Competition under the Ministry of Education from 2014 to 2023 and he currently co-leads GDFN, a future-oriented global creative community that is preparing future-thinking innovators to tackle sustainability challenges with the design futures methodology.

Anna Barbara is Associate Professor in Architecture and Interior Design at the Design Department, Politecnico di Milano; President of POLI.design; Member of the Board of Directors of the World Design Organisation; Co-founder of the Global Design Futures Network; Scientific coordinator (with Venere Ferraro) of the DVTank, Design Department, Politecnico di Milano; Italian Design Ambassador (2020, 2021, Kuwait; 2022, Sudan). Graduated in Architecture at Politecnico di Milano, she is teaching as visiting at Tsinghua University, Academy of Art and Design, Beijing (2019, 2024, China); at Kookmin University, School of Architecture, Interior Design and at Master Brain 21 (1999, South Korea). She was Canon Foundation Fellow at Hosei University (2000, Japan), Special Mention of Borromini Prize (2001), Selected by Archmarathon (2018), Selected ADI-Index 2019, 2023, Special Mention Fedrigoni Top Award – Large Format Communication, 2023; Eccellenze della Lombardia 2019, 2023; Exhibited t Biennale di Venezia (2010, 2022), Triennale di Milano (2003, 2016). Author of *Storie di Architettura attraverso i sensi* (2000, 2020), *Invisible Architectures. Experiencing places through the senses of smell with Anthony Perli* (2006, 2023); *Sensi, tempo e architettura* (2012), *Sensefulness, new paradigms for Spatial Design* (2019), *Extended Store. How digitalization affects the retail space*

design with Yuemei Ma (2021). She designed international sensorial projects for companies in Japan, China, USA, Europe, UAE, and UK as founder of SenseLab.

Peter Scupelli is Associate Professor of Design, and Director of the Learning Environments Lab. He was Visiting Professor at Politecnico di Milano (2022-2024) and the Nierenberg Professor at Carnegie Mellon University (2019-2022). Peter's current research focus is on learning environments and sustainable design futures. Peter is co-founder of the Global Design Futures Network (GDFN). Peter was an executive co-chair for the International Conference for Design Futures (ICDF) from 2020 to 2023. He holds a Ph.D. in Human-Computer Interaction, M.S. in HCI, M.Des. in Interaction Design, and an undergraduate Architecture degree. Peter has published over fifty-seven peer-reviewed papers at international conferences and journals. His research has been funded by the National Science Foundation and Institutes of Educational Science.

Peter teaches undergraduate, masters, and doctoral students. His teaching and research focus on three fundamental topics necessary to bring aspects of Transition Design to design practice: (a) aligning short-term design action and long-term vision goals, (b) embedding values into design processes, and (c) creating sustainable futures-oriented design methods. In *Design Futures*, students learn to combine Design Thinking with Futures Thinking to align short- and long-term time horizons. In *Design for Zero-Carbon Lifestyles*, he teaches how to live a zero-carbon lifestyle and create zero-carbon organizations. In *Design Your Futures*, students learn to design their life.

His work with Gruppo A12 was exhibited in the Architecture Biennale of Venice; PS1-MOMA, New York; the São Paulo Contemporary Art Biennial; the ZKM Museum of Karlsruhe, Germany, and many other places.

Contributors

Anna Barbara

Department of Design, Politecnico
di Milano
Milano, Italy

Chiju Chao

Academy of Art and Design, Tsinghua
University
Beijing, China

Harshit Desai

MIT Institute of Design, MIT ADT
University
Pune, India

Venere Ferraro

Department of Design, Politecnico
di Milano
Milano, Italy

Zhiyong Fu

Academy of Arts & Design, Tsinghua
University
Beijing, China

Nandhini Giri

Department of Computer Graphics
Technology, Purdue University
West Lafayette, Indiana

Shams Hamid

IMAGINE - Institute of Futures Studies
Karachi, Sindh, Pakistan

Yasuyuki Hayama

Department of Strategic Design, Faculty
of Design, Kyushu University
Fukuoka, Japan

Jiawei Li

Academy of Arts & Design, Tsinghua
University
Beijing, China

Yin Li

Academy of Arts & Design, Tsinghua
University
Beijing, China

Zhicong Lu

City University of Hong Kong
Hong Kong SAR, China

Yanru Lyu

Department of Digital Media Arts,
Beijing Technology and Business
University
Beijing, China

Xiaojuan Ma

Department of Computer Science
and Engineering, the Hong
Kong University of Science and
Technology
Kowloon, Hong Kong

Peter Scupelli

School of Design, Carnegie Mellon
University
Pittsburgh, Pennsylvania

Erik Stolterman

School of Informatics, Computing,
and Engineering, Indiana
University
Bloomington, Indiana

Jiayue Wang

Academy of Arts & Design, Tsinghua
University
Beijing, China

Qing Xia

School of Humanities (Dalian), Luxun
Academy of Fine Arts
Dalian, Liaoning, China

Bowen Zhang

Department of Digital Media Arts,
Beijing Technology and Business
University
Beijing, China

Lin Zhu

Academy of Arts & Design, Tsinghua
University
Beijing, China

Section I

Future Trends in HCI



Taylor & Francis

Taylor & Francis Group

<http://taylorandfrancis.com>

1 Digital Transformation and Future HCI

Zhiyong Fu and Jiawei Li

INTRODUCTION

DIGITALIZATION AND DIGITAL TRANSFORMATION: AN ANALYSIS FRAMED BY ACTOR-NETWORK THEORY

Background of Digital Transformation

In the 21st century's wave of digitization, digital transformation has become the engine driving profound changes in the global economy and society. This transformation not only involves the comprehensive reshaping of enterprise operating models and work modes but also touches upon various aspects of people's daily lives. The pervasive nature of digital transformation is evident not only in reshaping business ecosystems and market landscapes but also in exerting profound influences on cultural forms and social interactions. For example, the rise of digital media and social platforms has massively altered the ways people acquire information and engage in communication, while the widespread application of big data and artificial intelligence (AI) technologies is gradually redefining operational standards and productivity boundaries across various industries.

[Tratkowska's \(2019\)](#)'s paper analyzes the critical role of the VUCA (Volatility, Uncertainty, Complexity, and Ambiguity) environment in digital transformation and explores strategies to address these challenges. In the VUCA era full of volatility, uncertainty, complexity, and ambiguity, organizational digital transformation has become a necessary step to gain competitive advantage and ensure survival ([Mukhlisah, 2023](#)). Digital transformation serves not only as a potent driving force for the development of organizations worldwide but also plays a pivotal role in strategic formulation, operational efficiency enhancement, business model innovation, and employee capability improvement ([Çebi & Gözülü, 2023](#)). Thus, it further suggests that digital transformation significantly affects the ability to alleviate financing constraints, enhance the identification, and capture of innovation opportunities, thereby helping reduce the risk of enterprise innovation investment and improving the level of investment volatility management. Under the impetus of the digital wave, organizations can not only better adapt to changes in the external environment but also achieve more precise market positioning, more efficient resource allocation, and more flexible business model innovations through the exploration and utilization of data resources. For organizations, thoroughly understanding and seizing the opportunities and challenges of digital transformation and actively responding to the uncertainty brought by the VUCA environment will be crucial to future development. By formulating scientific digital transformation strategies, optimizing organizational

structures and processes, and enhancing employee digital literacy, organizations can establish themselves firmly in the digital age and achieve sustainable development.

The theoretical background of digital transformation is extensive and in-depth, covering multiple key areas. Bonanomi points out in his research that multidisciplinary design firms, when promoting digital transformation, need to consider multiple dimensions such as collaboration, iteration, platform, and network paradigms (Bonanomi & Bonanomi, 2019). These paradigms not only integrate considerations at the process and organizational levels but are also influenced by the unique characteristics of the company and its environment. In addition, Xu, Hou, and Wang delve into the frontier research of digital transformation and construct a comprehensive and systematic theoretical framework (Xu et al., 2022), aiming to provide strong support for management practices and guide future theoretical explorations and empirical studies in this field. In the domain of digital workplaces, Weritz emphasizes the importance of key elements such as entrepreneurial mindset, digital responsibility thinking, digital literacy, and change skills (Weritz, 2022). He believes that these capabilities are essential for individuals' development and growth in the digital age, including skills in communication, community management, data analysis, and web development. Markus and Rowe point out in their research that in order to fully utilize diverse theoretical representations of digital transformation, the information systems field needs to clearly distinguish and accurately label various phenomena (Markus & Rowe, 2023). Finally, the research by Hanelt, Bohnsack, Marz, and Antunes further reveals the impact of digital transformation on organizational design (Hanelt et al., 2021). They point out that digital transformation endows organizational design with plasticity, enabling it to continuously adapt to changing environments. This process is driven by digital business ecosystems and is to some extent covered by traditional organizational change frameworks.

Digital transformation is not only a technological innovation but also a profound change in business and organizational models. Kamila Tratkowska's definition in the journal "Management Sciences." reveals its essence: digital transformation is far more than mere technological applications; it touches the very foundation of business models, including value creation, customer interaction, and the reshaping of internal processes (Tratkowska, 2019). At the core of this transformation is the use of digital technology to drive these deep-seated changes, thereby enhancing efficiency, improving customer experience, and exploring new market opportunities. This also provides diverse paths and strategic choices for numerous organizations in pursuit of digital goals, highlighting the complexity and multidimensionality of digital transformation. With the deepening of digital transformation, its impact has permeated various industries, from automotive, energy, and manufacturing to healthcare, banking, tourism, and education, all undergoing profound changes (Haktanir et al., 2022). In the public sector, digital transformation can bring about experimental, inclusive, and anticipatory governments, promoting innovation and creating public value (Kaivo-oja et al., 2022). It is worth noting that some "digital-native" companies such as Alibaba, Uber, and Airbnb, propelled by the winds of digital transformation, have reshaped traditional industry landscapes through innovative business models. By leveraging digital transformation, they break through the boundaries and limitations of traditional industries, providing consumers with more convenient, efficient,

and personalized service experiences. The successful practices of these enterprises not only offer valuable experiences and insights for other businesses but also further demonstrate the important role of digital transformation in driving industry innovation and development.

Meanwhile, the rapid development of digital technologies such as robotics, AI, and virtual reality has deeply integrated into our daily lives, altering our perceptions and modes of interaction (Cinque & Vincent, 2022). In this context, digital twin technology has emerged, bringing new possibilities to organizations, production, and life matrices. The application of digital twin technology in the organizational, production, and life matrices can span multiple dimensions of this matrix. Digital twins are a technology for creating virtual replicas of physical entities, allowing real-time simulation and analysis of the state and behavior of entities. At the organizational level, digital twins can be used to optimize operations, enhance decision-making, and improve efficiency.

Actor-Network Theory

Actor-network theory (ANT) is a theoretical framework for studying the interaction between society and technology, first proposed by Bruno Latour and others in the 1980s (Latour, 2007). The idea originated from the early 1980s at the Centre de Sociologie de l'Innovation (CSI) of the École des Mines in Paris, developed by Michel Callon, Bruno Latour, and John Law, reflecting a post-structuralist concern with non-foundationalism and the multiplicity of material-semiotic relations. At its core, ANT posits that society is composed not only of human actors but also includes non-human actors (such as technologies, objects, concepts, etc.) playing crucial roles within networks. This theory emphasizes the relationships between actors and the process of network construction, suggesting that the formation and development of socio-technical systems occur through ongoing interactions and negotiations among actors. It provides a method for understanding and analyzing the complex interactions within systems, particularly suitable for examining phenomena like digital transformation that are multidimensional and cross-disciplinary. ANT can be viewed as an analytical framework for studying the interactions among science, technology, and society, aiding in understanding processes of technological development and knowledge creation. This approach challenges purely social or technological explanations, emphasizing the relationships between social and technical elements, whether human or non-human (Wikipedia contributors, n.d.) Characterized by its relational, processual, and constructivist nature, ANT can be employed to investigate scientific practices and technological developments. The theory has been widely applied across various disciplines and fields, often serving as implicit background knowledge rather than an explicit theoretical or methodological paradigm.

Within the context of digital transformation explored in this chapter, ANT offers a unique perspective by conceptualizing digital transformation as a network of actors including technologies, human users, developers, regulatory bodies, as well as social norms and practices. It underscores the agency of non-human actors, such as software and algorithms, which is crucial for understanding advancements in human-computer interaction (HCI). Moreover, the concepts

of translation and negotiation within ANT are essential for understanding the interactions among various stakeholders involved in digital transformation. Additionally, ANT's perspective of heterogeneous engineering aids in comprehending the design and development of digital platforms that integrate diverse user needs and technological possibilities. Through this theoretical framework, this chapter explores how "key actors" in digital transformation, such as technologies, humans, organizations, etc., interact and how these interactions form networks that either facilitate or impede transformation. By analyzing trends in HCI development and technological innovation cases in key industries such as finance, retail, healthcare, education, and manufacturing, it demonstrates how the integration of design thinking, future thinking, and AI technology is driving rapid advancements in the HCI field.

In summary, ANT provides robust theoretical support for understanding and guiding the development of digital transformation and future HCI. By revealing the complex interactions among technology, users, and society, ANT helps us better understand how to design and implement more effective and user-centric HCI systems.

An ANT Perspective on Digital Transformation and HCI

To gain a deeper understanding of how digital transformation influences and shapes HCI development, we can employ the perspective of ANT. ANT emphasizes the interactions between human and non-human actors, as well as the importance of translation and negotiation processes in shaping network evolution. [Figure 1.1](#) illustrates a network diagram based on ANT theory, demonstrating key actors and their interactions in digital transformation.

In this network, human actors and non-human actors (such as technologies, business processes, organizational structures, etc.) are intertwined, collectively driving the process of digital transformation. Human actors influence non-human actors through technological innovation, changes in business models, and restructuring of organizational patterns, while non-human actors shape the decisions and behaviors of human actors through empowerment and constraints. This bi-directional interaction reflects the mutual shaping relationships among actors in ANT theory. Various elements of digital transformation, such as technological innovations like AI, big data analytics, cloud computing, Internet of Things (IoT), as well as business and organizational changes like value creation, customer interactions, internal process optimization, and employee skill enhancement, all interact through translation and negotiation processes, ultimately shaping the direction of HCI development. Simultaneously, factors within the field of HCI, such as design thinking, future thinking, and social impacts, also interact with various elements of digital transformation through translation and negotiation processes, influencing the outputs and outcomes of HCI, such as user insights, rapid iterative development, seamless interaction experiences, personalized services, and social responsibility considerations. By presenting a complex interaction network between digital transformation and HCI based on ANT theory, this chapter highlights the critical roles of both human and non-human actors in translation and negotiation processes, as well as how these processes collectively drive the development and evolution of HCI. This offers a new perspective for comprehensively understanding the impact of digital transformation

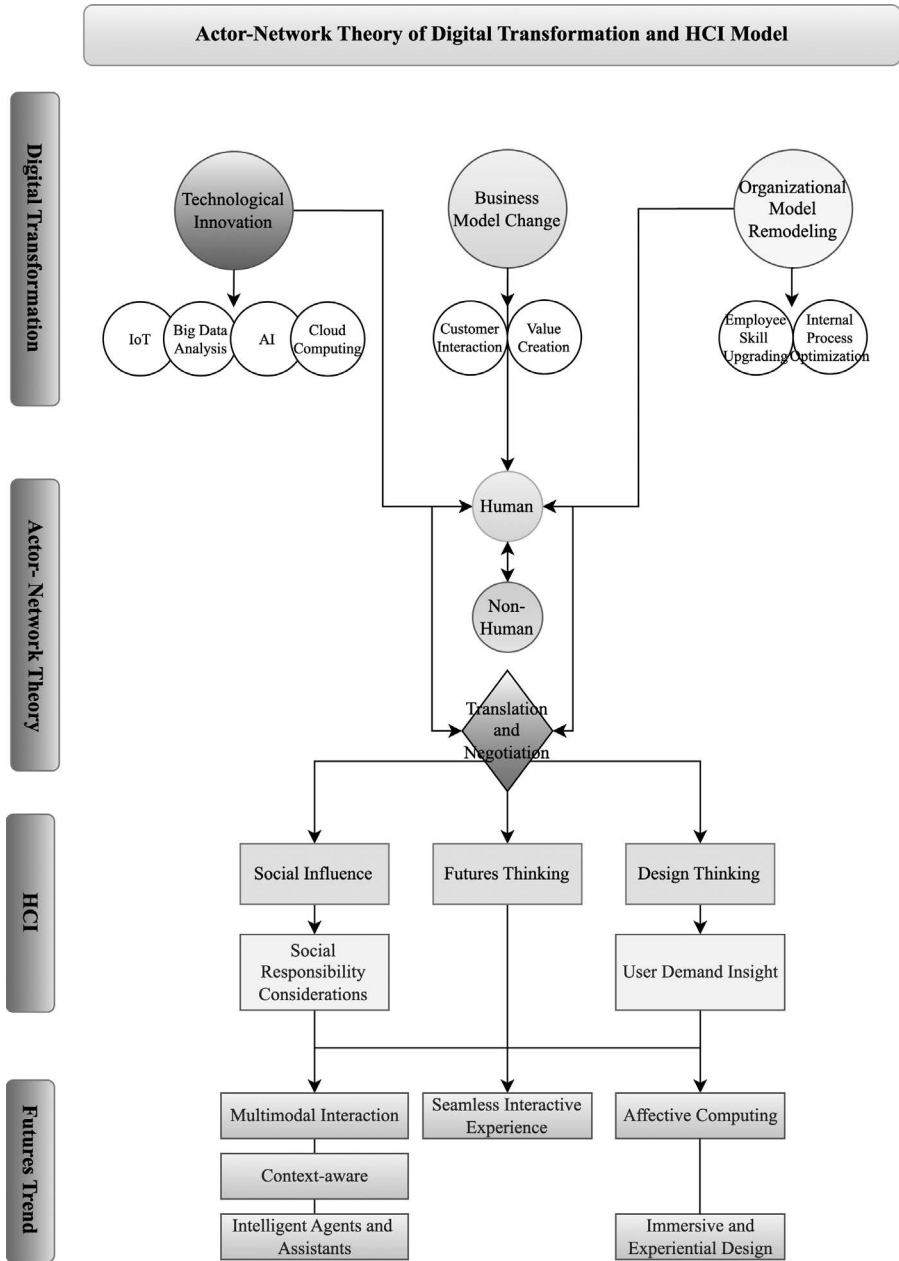


FIGURE 1.1 An ANT Network of Digital Transformation and HCI

on HCI and considering multiple factors, such as technology, business, organization, and society, when designing future HCI systems.

To further elucidate and analyze the relationship between digital transformation and HCI, the authors introduce the concepts of “human actors” and “non-human actors” from ANT theory and represent their interactions in digital transformation using subgraphs. Emphasizing the bi-directional influence between human and non-human actors, this approach underscores the interactions and mutual shaping among actors in ANT theory. In the section on HCI, the author introduces the “translation and negotiation” processes, linking factors such as design thinking, future thinking, and social impacts, demonstrating how they collectively influence the development of HCI through translation and negotiation. The outputs of HCI, including user insights, rapid iterative development, seamless interaction experiences, personalized services, and social responsibility considerations, are all formed through translation and negotiation processes between human and non-human actors, further highlighting the core concepts of ANT theory, such as the interaction between human and non-human actors, translation and negotiation processes, and how these processes collectively shape the development of digital transformation and HCI. Additionally, it illustrates the close connection between digital transformation and HCI and how various factors influence HCI outputs and outcomes through complex interactions.

FACTORS DRIVING DIGITAL TRANSFORMATION AND ANT ANALYSIS

Digital transformation represents a critical challenge and opportunity for contemporary societies and organizations. It involves leveraging digital technologies to reimagine and redesign business models, products, and services in response to rapidly changing market demands and societal expectations (Vial, 2021). Applying ANT to analyze digital transformation can unveil the intricate networks of actors involved. In this process, ANT provides a robust analytical framework for understanding how technology, humans, and organizations interact within the socio-technical networks shaping and propelling digital transformation (Latour, 2005a). Technology is no longer merely a tool or medium for change but can actively participate as an actor in the construction of socio-technical systems. For instance, cloud computing platforms, as non-human actors, interact with enterprises (human actors) and market strategies (conceptual actors), jointly driving innovation and evolution in business models. Enterprises, by adopting cloud platforms, gain more flexible access to, storage of, and processing of large volumes of data, which may have been previously unattainable due to cost and technological constraints. This adoption not only alters the IT infrastructure of enterprises but also facilitates the emergence of new work patterns and service models. Within this new socio-technical structure, the interaction between cloud platforms and enterprises fosters process optimization, improved collaboration efficiency, and the creation of new services. Similarly, cloud platforms are closely linked with conceptual actors like market strategies. With intensified market competition, enterprises need to respond more flexibly and agilely to market changes, and the elasticity and scalability of cloud platforms meet this demand. Enterprises utilize cloud platforms to deploy applications and services rapidly, achieving personalization and customization, thereby better attracting and

retaining customers. Additionally, cloud platforms interact with regulatory bodies in the form of government regulations and standards. With the strengthening of data security and privacy regulations, cloud service providers must ensure compliance with legal requirements. This may influence the design and management of cloud services, thereby impacting how enterprises utilize these services to support their operations. Ultimately, consumer behavior also acts as a significant actor influencing the application and development of cloud platforms. As user expectations for internet services continue to rise, they increasingly favor services that offer seamless, instantaneous, and personalized experiences. Cloud platforms enable enterprises to meet these expectations, launching more attractive products and services, thereby shaping consumer usage habits and preferences. In this complex network comprised of diverse actors, cloud platforms symbolize not only technological innovation but also crucial participants driving socio-economic transformation and innovation in the digital age. Through interactions with other actors, cloud platforms continuously reshape the business landscape of the digital era, demonstrating their significant role in contemporary socio-technical change.

ANT challenges traditional technological determinism and social constructivist perspectives, proposing that technology and society are co-constituted through interactions within networks. This perspective is particularly useful for analyzing digital transformation as it necessitates researchers to consider a wide range of actors, including users, developers, policymakers, and the technology itself, and how they collaborate and compete within evolving networks. Furthermore, digital transformation is also regarded as a key driver of social and economic development. Kallinikos, Aaltonen, and Marton explore how digital technologies reshape modes of information processing, communication, and organizational collaboration, thereby influencing social structures and individual behaviors (Kallinikos et al., 2013). These changes not only reflect technological advancements but also embody a reimagination of how people live and work. Finally, as digital transformation deepens, considerations for ethics and privacy become increasingly important. The data collection and processing activities spurred by digital transformation exacerbate concerns regarding individual privacy protection and data security (Zuboff, 2019). Within the analytical framework of ANT, these concerns are viewed as actors within the network, whose voices and rights need to be fully considered and protected throughout the digitization process. By applying the core concepts of ANT to analyze digital transformation, we can gain a deeper understanding of how various actors interact and how these interactions shape and reshape the trajectory and outcomes of digital transformation. The author believes that ANT provides a robust framework for exploring and analyzing the complexity and dynamism of digital transformation, emphasizing the roles of both human and non-human actors in shaping and developing digital networks (Table 1.1).

KEY INDUSTRY EXAMPLES OF DIGITAL TRANSFORMATION

Digital transformation has brought revolutionary changes to traditional industries such as finance, retail, healthcare, and education by introducing digital technologies like mobile applications, online platforms, and AI, significantly enhancing

TABLE 1.1
ANT Core Concept Explanation and Application in Digital Transformation

Core Concepts of ANT	Conceptual Explanation	Application in Digital Transformation
Actor	Actors can be individuals, groups, organizations, or any non-human entities capable of influencing the network. In ANT, actors have equal status, whether human or non-human.	In digital transformation, actors include employees, management, IT systems, smart devices, and so on. For example, smart devices (such as IoT devices) act as actors by collecting and analyzing data, influencing business decisions and operations.
Network	The network is a relational structure formed by interactions among actors. These relationships define how actors influence each other and the behavior and development of the entire network.	The networks involved in digital transformation encompass various interconnected elements such as technological infrastructure, organizational structure, and business processes. For instance, cloud computing platforms connect different business applications and data storage, forming networks that support digital businesses.
Translation	Translation refers to the process of interaction among actors, through which actors translate their intentions, needs, or goals into actions and relationships within the network.	Translation occurs during the process of transforming organizational goals into specific technical solutions. For example, the digital strategy of a company (the intent of the actors) is translated into concrete technology deployments and business process transformations.
Mediator	Mediators in ANT refer to entities that, during the process of transmission, can change, transform, or reconstruct the content they transmit. Mediators cause changes in relationships and actions within the network.	In digital transformation, software tools and platforms serve as mediators; they not only transmit information but also can change work methods and business models. For example, data analytics software can transform raw data into insights, thereby altering the decision-making process.

operational efficiency and user experience, and driving service modernization. The author discusses digital banking and digital e-commerce as key examples.

In the financial sector, Singapore’s DBS Bank has successfully transformed into a leading digital bank through its “digital banking” strategy, introducing mobile banking apps, online trading platforms, and AI customer service, greatly optimizing traditional banking service models (Garg et al., 2021). In its digital transformation process, DBS adopted a “comprehensive and progressive” strategy. On the one hand, it vigorously embraced emerging digital technologies, continuously innovating digital products and services through a combination of internal development and external collaboration. On the other hand, it emphasized integration with traditional businesses, striving for seamless integration of online and offline, and old and new

systems. Specifically, DBS invested heavily in digital infrastructure construction, building a cloud-native modern IT architecture, significantly improving system flexibility and response speed. It also redesigned the entire digital operation and service process, improving front-end service efficiency and reducing back-end operating costs. In terms of customer experience, DBS is committed to providing users with simple, intelligent, and seamless experiences. By analyzing customer behavior preferences through big data, it launches personalized products and services. Leveraging technologies such as AI and machine learning (ML), it provides value-added services such as intelligent risk control and intelligent investment advice. Meanwhile, DBS Bank's integrated approach, combining its mobile app, online banking, and physical branches, offers customers a consistent cross-channel experience. Additionally, DBS actively embraces the concept of open banking, collaborating with fintech companies, e-commerce platforms, and social media to innovate financial scenarios continuously, expanding user touchpoints. For instance, it introduced the PayLah! e-wallet, integrating into daily life payment scenarios, and partnered with Taobao to launch the Tao Silver service, among others. These digital initiatives helped DBS Bank achieve low-cost, high-efficiency operations while providing customers with unprecedented premium experiences, facilitating its successful transformation into a leading digital bank.

In the retail industry, e-commerce giants Alibaba and Amazon have reshaped the shopping experience and supply chain management through digital platforms. Alibaba's "new retail" strategy, in particular, integrates online and offline scenes through an O2O model, delivering a seamless shopping experience to consumers and fundamentally changing traditional retail formats. Specifically, Alibaba, through its platforms such as Tmall and Taobao, has built an efficient digital trading scene for consumers and merchants. Consumers can purchase and pay online, enjoying convenient shopping experiences, while merchants utilize the platform for precise marketing and channel expansion. Alibaba also built an intelligent logistics system to improve delivery efficiency (Kim, 2018). Moreover, Alibaba's "new retail" strategy further integrates online and offline businesses, upgrading physical store operations through digital means to provide consumers with a seamless experience. On the other hand, Amazon's success stems from its advanced digital supply chain system and customer-centric philosophy. Through big data analysis, Amazon can accurately predict customer demands and achieve efficient inventory management. Its core lies in providing rich, low-cost, and efficient products and services. Additionally, Amazon has vigorously developed its self-operated logistics and AI technologies to continuously enhance operational efficiency. The digital practices of these two e-commerce giants greatly enrich consumers' shopping scenarios, bring new business growth opportunities to merchants, and drive the entire retail format toward digitization and intelligence.

During the pandemic, telemedicine has become an important means to ensure public health through digital means such as mobile applications, video consultations, and AI assistance, providing convenient medical services to patients at their doorsteps (Smith et al., 2020). In the education sector, online education platforms such as Coursera, Khan Academy, and edX have emerged, breaking geographical and time constraints, making high-quality educational resources accessible, and meeting

the needs of personalized and flexible learning for students. It is evident that digital transformation empowers traditional industries comprehensively, driving efficiency improvements and service optimization, bringing unprecedented convenience and intelligent experiences to people's production and life.

THE DEVELOPMENT TRENDS OF HUMAN-COMPUTER INTERACTION: STARTING FROM THE ANT PERSPECTIVE

HCI is a discipline that studies the interaction between humans and computer systems, aiming to design more user-friendly, efficient, and humane technological products and services. With the deepening of digital transformation, the HCI field faces unprecedented challenges and opportunities. Combining the characteristics of ANT mentioned earlier provides a useful analytical perspective for understanding and deciphering the intricate interactions between technology and human actors in HCI.

First, ANT emphasizes that HCI involves not only direct interactions between humans and machines but also the roles of various non-human actors such as the environment, society, and culture. The work of Norman emphasizes the importance of design in optimizing HCI, proposing that design principles should fully consider human needs and limitations (Norman, 2013). Through the theoretical framework of ANT, we can further expand this viewpoint, viewing the design process as an interaction and negotiation among human and non-human actors such as machines, environments, societies, and cultures. Suchman, through case studies of HCI, proposed the concept of "situated action," emphasizing the situational and interactive nature of the interaction process (Suchman, 1987). By applying ANT theory, this insight can be extended to a broader social-technical network, thus understanding how HCI is a dynamically constructed process involving multiple actors. On the other hand, with the continuous evolution of technology, the HCI field is exploring more complex interaction methods, such as communication with computer systems through touch, sound, brain signals, etc. Kaptelinin and Nardi discussed the application of activity theory in HCI design, emphasizing the interactive relationship between human activity practices and technology (Kaptelinin & Nardi, 2012). Combining activity theory with ANT provides an integrated theoretical framework for analyzing and designing complex HCI systems. Looking back to the present, the rise of AI and ML technologies has brought new changes to HCI. Oulasvirta and Hornbæk studied the role of AI in HCI design, particularly how AI is used to predict and adapt to user needs and behaviors (Oulasvirta & Hornbæk, 2016). From the perspective of ANT, the progress of such technology reflects not only the evolution of technology itself but also the redefinition of the roles and relationships between human and machine actors in the constantly changing social-technical network. Overall, with the continuous advancement of digital technology, ANT will undoubtedly open up new theoretical perspectives and practical paths for HCI research. ANT provides a social-technical integrative analysis perspective, helping to comprehensively understand the interactions among various actors in the HCI process and the relationship between technology and human activity practices, thus supporting the design of more humane and situational interaction experiences.

FOUR WAVES OF HCI

HCI is a multidisciplinary field focused on understanding and designing interactions between humans and computers. It integrates theories and methods from various disciplines such as anthropology, sociology, cognitive science, and psychology. The scope of HCI technology covers various aspects, from ethnography and participatory design to usability testing and controlled experiments. Over the years, HCI has evolved to involve various aspects of people's lives, including spirituality, global crises, disabilities, as well as emerging technologies such as wearable devices, robots, and virtual reality. The future prospects of HCI research include gamified interactions, self-tracking and behavior change technologies, conversational agents, among others (Seaborn & Fels, 2015; Kersten-van Dijk et al., 2017; Weger & Yeazitzis, 2023). The development of HCI can be divided into four stages or waves: the first wave of HCI focused on cognitive science and human factors, employing strict guidelines, formal methods, and systematic testing; the second wave shifted toward interactions within work environments and practice communities, introducing concepts such as context and adopting active methods like participatory design workshops and contextual inquiry (Bødker, 2015); the third wave emphasized the contextual nature of HCI, recognizing that interactions are embedded in complex and constantly changing environments, and emphasized the staged nature of language communication (Borin & Edlund, 2018). Some scholars advocate for embracing the fourth wave of HCI, prioritizing politics, values, and ethics, driving true institutional change, and incorporating political activism into mainstream HCI (Rydenfält & Persson, 2020). Additionally, feminist theories of science, technology, and society are used to examine normative cultures in computer science, revealing gender differences and power relations in the field (Ashby et al., 2019).

WHAT ARE THE CHALLENGES AND OPPORTUNITIES FOR HCI IN THE NEXT WAVE?

Currently, HCI is in a new era full of opportunities and challenges. With the rapid development of emerging technologies such as AI, the IoT, and virtual reality, HCI needs continuous innovation and adaptation to meet the growing needs and expectations of people. In this process, HCI faces many challenges but also contains enormous opportunities.

First, the emergence of human-computer hybrid systems poses new challenges to HCI. In these systems, humans and machines need to collaborate seamlessly to complete tasks. However, how to ensure effective communication and coordination between humans and machines, and how to manage and optimize the accuracy of language interactions are urgent issues to be addressed (Dove et al., 2022). Additionally, creating and conveying personalized interaction experiences in dialogue systems is also a topic worthy of in-depth exploration (Pinhanez, 2020). At the same time, mastering the appropriate timing of interactions, knowing when to initiate dialogue actively and when to listen silently, is crucial for enhancing user experience (Frauenberger, 2019). Despite the many challenges, HCI also faces numerous opportunities in the next wave of development. With the popularity of the IoT, supporting interactive skill sharing and autonomous learning becomes possible. Users can share their skills with

other users or smart devices in the IoT environment, or learn new skills autonomously by observing and imitating (Jones et al., 2023). This new interaction mode is expected to greatly enhance user creativity and productivity. Another opportunity is the development of Entanglement HCI. This emerging field focuses on the performance relationship between humans and technology, reconstructing the process of knowledge generation, tracking accountability and ethical issues, exploring design and material practices, etc. By integrating humanities and social sciences with engineering technology, Entanglement HCI is expected to reveal the deep-seated rules of HCI, and promote HCI toward a more humane, intelligent, and trustworthy direction. In addition, HCI education also faces opportunities for change and innovation. By studying the interaction modes between students and users, exploring reflective teaching methods, we can cultivate more HCI talents with interdisciplinary perspectives and innovative capabilities (Roldan et al., 2020). These talents not only master technology but also have profound humanistic literacy and social responsibility, able to think and design from the perspective of users, promoting HCI to better serve the development of human society.

The author believes that HCI is both facing challenges and full of opportunities in the next wave of development. As researchers or practitioners in HCI, we should base ourselves on the present, look to the future, bravely face challenges, seize opportunities, continuously innovate, and promote the continuous advancement of this dynamic and promising field of HCI. Only in this way can we better utilize HCI technology, let technology truly serve people, and benefit human society.

THE INTERACTION BETWEEN DIGITAL TRANSFORMATION AND HCI

In the wave of digital transformation, HCI plays a crucial role. As a bridge connecting technology and users, the development of HCI not only drives digital transformation but also is deeply influenced by it. From the perspective of ANT, digital transformation and HCI constitute a complex network composed of various actors, including technology, users, organizations, and social environments. In this network, each actor interacts and influences each other continuously, shaping the trajectory of digital transformation and HCI development collectively.

On the one hand, digital transformation provides new opportunities and challenges for HCI development. The emergence of emerging technologies such as AI, virtual reality/augmented reality (AR), and the IoT has opened up new possibilities for HCI design. These technologies not only change the way people interact with digital systems but also challenge traditional HCI design principles and methods. For instance, the development of AI technology enables more natural and intelligent HCI, but it also raises new issues regarding privacy, security, and ethics. On the other hand, the development of HCI also provides essential support and guidance for digital transformation. Well-designed HCI systems can significantly enhance the effectiveness of digital transformation, promote the adoption and application of new technologies. The research results in the HCI field, such as user experience design, ergonomics, and human-computer collaboration, provide important theoretical guidance and methodological support for the practice of digital transformation. For example, user-centered design concepts help ensure that digital transformation initiatives truly meet user

needs, thereby enhancing user acceptance and participation. The interaction between digital transformation and HCI is fully reflected in various industries. In finance, retail, healthcare, education, manufacturing, and other fields, digital transformation initiatives have introduced cutting-edge HCI technologies and design concepts, bringing innovation to business models and user experiences. Conversely, the digital transformation practices in these industries also provide rich application scenarios and empirical cases for HCI research, promoting further development of HCI theories and methods.

Successful HCI cases, such as intelligent assistants and wearable devices, demonstrate the interaction between technology, users, and social environments in the process of digital transformation, driving the evolution of HCI design. Take intelligent assistants as an example; their design not only reflects the progress of AI technology but also embodies the changes in user needs and society's expectations for convenience and intelligent services. In various industries' digital transformation processes, HCI plays a key role. For example, in the financial industry, the application of virtual customer service representatives and chatbots is becoming increasingly popular. These AI-based systems can provide 24/7 services, answer customer inquiries, process transactions, and even provide personalized financial advice. For instance, Bank of America's "Erica" virtual assistant uses AI and predictive analytics to help customers manage their finances ([Bank of America, n.d.](#)). In the retail industry, AR technology brings more interaction and fun to the shopping experience. IKEA's "IKEA Place" app allows users to virtually place furniture in their homes, helping them make wiser purchasing decisions while reducing returns due to size or style mismatch ([IKEA, 2017](#)). In the healthcare industry, wearable technology benefits from the push of digital transformation. Devices like Fitbit and Apple Watch can monitor users' health indicators in real-time, provide personalized health reports and advice through synchronization with smartphones, and even predict the risk of certain health issues ([Patel et al., 2012](#)). In the education field, VR and AR technologies are creating immersive learning experiences ([Google, 2017a](#)). Google Expeditions allow students and teachers to visit remote geographic locations or historical scenes through VR, providing a new interactive and participatory learning mode. In manufacturing, collaborative robots (Cobots) play an important role in the digital transformation of the manufacturing industry. These robots are designed to work safely with human workers, performing tasks such as assembly, polishing, and painting. Companies like General Electric and BMW have successfully deployed Cobots on their production lines, improving flexibility and efficiency ([Liu et al., 2024](#)).

With the continuous deepening of digital transformation, HCI plays an important role not only in the above-mentioned industries but also in a wider range of fields, and the boundaries of HCI are constantly expanding. The emergence of the "More-than-human HCI" concept marks the transition of HCI from a human-centered approach to a more ecological and diversified development stage. This trend is highly consistent with the sustainable development goals of digital transformation, emphasizing the full consideration of the interests and well-being of non-human actors (such as animals, plants, and the environment) in the digital transformation process, promoting harmonious coexistence between humans and nature. The interaction between digital transformation and HCI is complex and close. As an important part of digital

transformation, the development of HCI is not only driven and influenced by digital transformation but also provides crucial support for the successful implementation of digital transformation. From the perspective of ANT, examining the interaction between the two, we can more comprehensively grasp the opportunities and challenges of digital transformation and explore a more inclusive and sustainable development path. With the emergence of new concepts such as “More-than-human HCI,” the interaction between digital transformation and HCI will enter a new stage that is more ecological, intelligent, and human-centric, contributing wisdom and strength to the sustainable development of human society and the Earth’s home.

TECHNOLOGICAL INNOVATION AND USER EXPERIENCE

In the wave of digital transformation, the field of HCI is undergoing unprecedented changes. Technological innovation and user experience, as two core elements of HCI development, are increasingly receiving attention from both academia and industry for their interaction and influence. From the perspective of ANT, the enhancement of technological innovation and user experience depends not only on the efforts of individual actors but also on the result of the collaborative actions of the entire actor-network.

Technological innovation serves as a significant engine driving HCI development. The emergence of new technologies such as AI, virtual reality/AR, and the IoT has opened up new possibilities for HCI design. Take haptic feedback technology as an example; its development has significantly improved the immersion and interactivity of virtual reality systems, providing users with a more realistic and natural experience (Pacchierotti et al., 2017). However, ANT theory reminds us that the success of technological innovation depends not only on the advancement of technology itself but also on its alignment with factors such as user needs and sociocultural environments. Only when new technologies can effectively meet users’ real needs and are widely accepted and used in specific sociocultural contexts can their value be truly realized (Latour, 2005b).

User experience is a crucial indicator for measuring the success of HCI design. Digital transformation not only changes the way users interact with technology but also raises higher requirements for user experience. From the ANT perspective, the formation of user experience is not only influenced by technical factors but also closely related to users’ cognition, emotions, and behaviors (Hassenzahl, 2013). To enhance user experience, HCI designers need to deeply understand users’ needs and expectations and closely integrate them with the technological innovation process. Moreover, different sociocultural environments also have significant impacts on user experience. Cross-cultural studies indicate significant differences in user preferences and acceptance of interaction design across different cultural backgrounds (Reinecke & Bernstein, 2013). Therefore, HCI design needs to fully consider cultural diversity and provide user experience solutions that meet localization needs.

At the organizational level, digital transformation is reshaping the operation mode and value creation logic of traditional organizations. Traditional organizations are mostly centered around the physical world, emphasizing physical resources and offline operations, while digital organizations pay more attention to the development

and utilization of the virtual world. They reconstruct and optimize business models, organizational structures, and value chains through digital technology and innovative thinking (Vial, 2021). This transformation is not only reflected in the digitization and automation of internal processes but also in the fundamental change in the interaction mode between organizations and the external environment. Digital organizations are more open, agile, and flexible, capable of rapidly sensing and responding to market changes, and collaborating deeply with customers, partners, and other stakeholders through digital platforms and ecosystems (Vial, 2021).

In the production field, digital transformation is driving the transition from traditional manufacturing to smart manufacturing and personalized customization. Traditional production models primarily rely on the physical world, relying on large-scale, standardized production lines to achieve economies of scale. Digital production fully leverages the advantages of the virtual world, realizing intelligent design, simulation optimization, and rapid iteration of products through technologies such as digital twins and additive manufacturing (Tao et al., 2019). This production model is more flexible and efficient, capable of meeting the increasingly diverse and personalized needs of users. At the same time, the deep integration of the virtual world and the physical world also provides strong support for real-time monitoring, predictive maintenance, and other aspects of the production process, contributing to the improvement of production efficiency and product quality (Kusiak, 2018).

In summary, the interaction between technological innovation and user experience in digital transformation can be summarized in the following aspects (Table 1.2).

These transformations reflect the profound impact of digital transformation on the HCI field, while also indicating new directions and possibilities for HCI research and practice. As digital transformation continues to deepen, the synergistic development of technological innovation and user experience will become an important proposition in the HCI field.

TABLE 1.2
The Interaction between Technological Innovation and User Experience in Digital Transformation

Dimensions	Traditional Models	Digital Transformation
HCI Design	Technology-Centric	User-Centric, emphasizing alignment between technology and user needs, as well as societal and cultural contexts.
Organizational Operations	Physical World-Centric, emphasizing physical resources and offline operations.	Virtual World-Centric, restructuring business models and organizational structures through digital technologies and innovative thinking.
Production Models	Primarily relying on the physical world, leveraging large-scale, standardized production lines.	Primarily leveraging the virtual world, implementing intelligent design and personalized customization through digital twins, additive manufacturing, etc.

When exploring the impact of digital transformation on HCI, it may be beneficial to approach it from a scenario construction perspective. Analyzing the impact of digital transformation on HCI can help us to comprehensively and systematically understand this complex and dynamic process (Bishop et al., 2007). By identifying key uncertainties and exploring multiple possible future scenarios, decision-making and strategic planning can be facilitated. In the context of digital transformation, the dimensions of physical world/virtual world and traditional/digital represent crucial uncertainties shaping the future development of HCI. By constructing a 2×2 matrix based on these dimensions and utilizing relevant future research methods such as Futures Triangle (Inayatullah, 2008), Futures Signals (Hiltunen, 2008), Futures Signs (Saritas & Smith, 2011), and Futures Wheel (Glenn, 2009), a more comprehensive analysis of the impact of digital transformation on HCI can be achieved. Additionally, employing the causal layered analysis (CLA) method (Inayatullah, 1998), allows for the exploration of the deeper factors influencing how digital transformation affects HCI, such as worldviews, values, and institutions. From the perspective of the experience triangle, the future development of HCI needs to comprehensively consider the dimensions of product, audience, and context (Hassenzahl, 2018).

On the other hand, analyzing the internal and external influences of human-driven and technology-driven factors is crucial for understanding the motives, processes, and outcomes of digital transformation. Human-driven factors emphasize a people-centric approach, focusing on the impact of digital transformation on individuals, organizations, and society, and emphasizing the harmony between technological development and human values. Technology-driven factors, on the other hand, focus on driving business growth and efficiency improvement through technological innovation, emphasizing the leading role of technology in digital transformation (Vial, 2021). The impact of digital transformation on HCI can be examined from the perspectives of the Anthropocene and Metamodernism. In this context, human-driven approaches need to consider the ecological effects and social ethical impacts of technology, while technology-driven approaches need to balance technological humanistic connotations and social responsibilities, considering the shaping role of technology on deep-seated factors such as user emotions and identity. The concept of the Anthropocene emphasizes the profound impact of human activities on the Earth's ecosystem, prompting us to reflect on the relationship between technological development and sustainability (Latour, 2017). In this context, human-driven digital transformation needs to pay more attention to the ecological effects of technology, ensuring the coordination and unity of the digital process with environmental protection. At the same time, human-driven digital transformation also needs to consider the impact of technology on social ethics and human values, avoiding the negative externalities of technology. Metamodernism represents a cultural trend of reconstructing meaning and value after the deconstruction of postmodernity (Vermeulen & Van den Akker, 2010). In the context of metamodernism, technology-driven digital transformation not only seeks efficiency and functionality improvement but also considers the humanistic connotations and social responsibilities of technology. This implies that HCI design should not only meet users' functional needs but also consider the shaping role of technology on deep-seated factors such as user emotions and identity (Table 1.3).

TABLE 1.3
The Shaping Role of Underlying Factors

Analytical Dimensions	Internal Influences	External Influences
Human-driven	Emphasize the ecological impact of technology to ensure the coordination and harmony between digitalization processes and environmental conservation.	Pay attention to the impact of technology on social ethics and human values, avoiding negative externalities of technology.
Technology-driven	Pursue efficiency and functionality enhancement while also considering the humanistic implications and social responsibilities of technology.	Consider the role of technology in shaping deep-seated factors such as user emotions and identity.

DESIGN THINKING AND FUTURES THINKING: SHAPING THE DIGITAL FUTURE

INTEGRATION OF DESIGN THINKING AND FUTURES THINKING

In the digital age, the integration of design thinking and futures thinking has opened up new perspectives for HCI design. Design thinking emphasizes innovative approaches that are human-centered, technically feasible, and commercially viable (Brown, 2009), focusing on the process of innovative problem-solving and employing user-centered design methods and iterative experimentation. Futures thinking, on the other hand, focuses on exploring and predicting possible future scenarios, forming forward-looking innovative solutions based on this exploration. As mentioned earlier, the six pillars of futures thinking—mapping, predicting, timing, deepening, creating alternative futures, and transforming—provide HCI designers with a methodology to consider long-term social trends and technological developments during the design process, ensuring that design outcomes meet the needs and expectations of future users (Inayatullah, 2008).

The integration of design thinking and futures thinking not only enhances the foresight and capability to address complex problems but also encourages interdisciplinary collaboration. Sanders and Stappers emphasized the importance of co-creation, where designers, researchers, users, and other stakeholders participate in the design process, exploring and defining possible future scenarios and solutions through the integration of different perspectives and knowledge (Sanders & Stappers, 2014). Dubberly and Pangaro demonstrated how systems thinking can be applied in the design process, emphasizing the importance of considering interactions between systems when designing complex interactive systems (Dubberly & Pangaro, 2009). By combining systems thinking with design thinking and futures thinking, HCI designers can gain a more comprehensive understanding and design HCI systems that meet future user needs and technological trends.

IMPACT OF INTEGRATED THINKING ON HCI

The combination of design thinking and futures thinking has profound implications for the future development of HCI. It encourages designers to not only focus on the application of current technology and immediate user needs but also anticipate the impact of future technological changes and societal shifts on user experience. This approach leads to a series of innovative HCI patterns, such as more natural language interaction, more efficient user interface design, and more personalized services. Furthermore, this integration also encourages interdisciplinary collaboration, allowing knowledge and theories from fields such as psychology, cognitive science, and sociology to be incorporated into HCI design, resulting in more comprehensive and in-depth design solutions.

As design thinking and futures thinking become more deeply integrated, the design principles of HCI are evolving. Designers are increasingly concerned with how to use technological innovation to address social issues, how to consider sustainability in design, and how to ensure that technological progress benefits all demographics. This evolution not only drives technological and methodological innovation in the HCI field but also promotes a sense of social responsibility and ethical awareness in design practice. By applying design thinking and futures thinking to HCI design, we can better understand the interactions between humans, technology, and society, contributing to the creation of a more humane, inclusive, and sustainable digital future.

INNOVATIVE CASE ANALYSIS

With the widespread application of design thinking and futures thinking in the HCI field, we have seen many impressive innovative cases. These cases not only showcase the latest advances in current technology but, more importantly, demonstrate how designers shape the future through forward-thinking and user-centered design methods.

Smart home control systems like Google Nest represent the application of design thinking and futures thinking in daily life (Google, 2020). By learning user preferences and automatically adjusting the home environment, these systems provide a more personalized and intelligent living experience. This design not only considers the current needs of users but also anticipates future expectations for home automation and energy efficiency. Similarly, wearable devices like Fitbit and Apple Watch demonstrate how design thinking and futures thinking are applied in the field of health management (Patel et al., 2015). These devices help users develop healthy habits through continuous monitoring and personalized feedback, reflecting designers' considerations for future health management models. In the customer service field, Alibaba's "Xiaomi" robot represents the innovative application of AI technology in HCI (Zeng, 2018). Through natural language processing and ML, "Xiaomi" can understand customer intentions and provide precise answers, greatly improving service efficiency and user satisfaction. This case demonstrates the development trend of future HCI, namely, using AI technology to create more natural and efficient interaction experiences. The application of virtual reality technology in education

and training fields, such as Google Expeditions, demonstrates the potential of design thinking and futures thinking in reshaping learning methods (Google, 2017b). Through immersive experiences, students can learn knowledge in a more intuitive and interactive way, improving learning interest and effectiveness. This innovation not only addresses current pain points in education but is also based on thinking and exploration of future learning models. In the transportation field, Tesla's Autopilot autonomous driving technology demonstrates the application of design thinking and futures thinking in addressing urban traffic issues. By integrating advanced sensors and AI analysis, this technology can optimize traffic flow, improve road safety, and provide ideas for the construction of future smart cities (Tesla, Inc., n.d.).

These innovative cases demonstrate the application of design thinking and futures thinking in various fields and their tremendous potential in shaping the future of HCI. By being user-centered and based on insights into future technological and social trends, designers can create more intelligent, efficient, and personalized interaction experiences, bringing substantial improvements to people's lives. At the same time, these cases also inspire us that design thinking and futures thinking are not just methodologies but also a shift in mindset. It requires designers to break free from current limitations, think about future possibilities with an open and innovative mindset, and use interdisciplinary knowledge and skills to turn visions into reality. Only by embracing change and designing the future with foresight can we create HCI experiences that truly meet people's needs and drive social progress.

THE FUTURE OF HUMAN-COMPUTER INTERACTION: THE ROLE OF ARTIFICIAL INTELLIGENCE

THE IMPACT OF ARTIFICIAL INTELLIGENCE ON HCI

The rapid advancement of AI technology is profoundly shaping the future of the HCI field, becoming a key driver for innovation in interaction design. The introduction of AI not only enhances the intelligence level of devices but also enhances the personalization and adaptability of user experiences, while opening up new interaction patterns and application scenarios. The progress in NLP technology enables voice assistants to more accurately understand and respond to user voice commands, making interactions more intuitive and natural. ML algorithms, on the other hand, can continuously learn from user behavior and preferences to provide more customized services and recommendations. The application of these AI technologies greatly improves HCI design, providing users with smarter, more efficient, and insightful experiences. However, we also need to recognize the challenges AI application in HCI faces. Amershi, Cakmak, Knox, and Kulesza pointed out the crucial importance of ensuring the usability and accessibility of AI systems, as it relates to users' ability to effectively understand and control these systems (Amershi et al., 2014). Shneiderman criticized the risks of excessive reliance on AI, particularly in neglecting user control and transparency. He advocates for the adoption of "Human-in-the-Loop" design principles to ensure that the application of AI technology does not undermine human decision-making autonomy and agency (Shneiderman, 2020). These viewpoints indicate that when integrating AI into HCI design, we must

carefully weigh its pros and cons and prioritize human-centeredness to ensure that technology always serves human needs.

To better anticipate the future impact of AI on HCI, we need to gain insights into technological trends and user expectations. Horvitz explored the intersection of AI and HCI, particularly in the application of AI for predicting user intents and needs. He introduced the concept of “mixed heuristics” to guide AI system design for better supporting human decision-making processes and enhancing the efficiency and effectiveness of human-computer collaboration (Horvitz, 2007). Research by Wang, Yang, Abdul, and Lim showcased the potential applications of AI in affective computing and user emotion recognition (Wang et al., 2019). These advancements indicate that future AI technologies will be able to create more sensitive and empathetic interaction systems, significantly improving user experiences.

APPLICATIONS OF AI IN HCI: CASE STUDIES

The author believes that foreseeing the development trends of AI in the HCI field is crucial for designing future-oriented HCI systems. By understanding the potential and limitations of AI, grasping user expectations and values, we can better guide technological innovation to shape a more intelligent, humane, and inclusive digital future. This requires HCI researchers and practitioners to maintain a forward-thinking mindset, actively embrace change, and uphold human-centered principles to ensure that AI technology always serves the goal of improving human life and societal well-being. Therefore, from the perspective of technological progress, such as the continuous development and integration of technologies such as AI, robotics, and the IoT, will drive innovation and breakthroughs in these fields. Second, in terms of user demand, people’s expectations for smarter, more personalized, and efficient services and experiences are constantly increasing, which will drive the deepening application of AI in HCI. Furthermore, contemporary societal challenges, such as population aging, environmental degradation, and resource scarcity, highlight the potential key role of AI technology in addressing these challenges. Finally, in terms of value orientation, people’s values toward technology are changing, placing more emphasis on human-centeredness, inclusivity, and sustainability, which will influence the development direction of AI technology. By analyzing multiple factors such as technology, demand, society, and values, we can foresee that AI will trigger extensive and profound changes in the future HCI field, creating a more intelligent, humane, and sustainable HCI ecosystem (Table 1.4).

FUTURE OPPORTUNITIES AND CHALLENGES

With the rapid advancement of AI technology, its application in the HCI field brings numerous opportunities for future interaction design while also facing several challenges. On the one hand, the introduction of AI technology is expected to significantly enhance the intelligence level of HCI and improve user experiences by opening up new interaction modes and application scenarios. On the other hand, ensuring the human-centric nature of interaction design, safeguarding user privacy and security, and balancing human-machine decision-making authority pose

TABLE 1.4
Anticipating the Changes AI Will Trigger in the Future HCI Field

Domain	Concept	Present	Near Future (5–10 years)	Far Future (10–20 years or beyond)
Embodied Intelligence	Combining AI with robotics to achieve higher levels of autonomy and adaptability to the environment, facilitating human-robot collaboration.	Preliminary AI robotic applications, such as smart home robots, industrial robots, etc.	Highly autonomous robotic systems capable of flexibly adapting to complex environments and seamlessly collaborating with humans.	Anthropomorphic AI robotic assistants with human-like cognitive, interactive, and learning capabilities, becoming partners to humans.
Empathetic Agents	Emphasizing the connection between AI and human emotions, improving human-computer communication through accurate emotion recognition and response.	Initial applications of affective computing, such as sentiment analysis, facial recognition.	More advanced empathetic AI systems capable of understanding complex emotional states and providing personalized emotional support.	AI assistants with genuine empathy, able to engage in emotional communication like humans, becoming emotional supporters and listeners.
Collaborative Networks	Highlighting the integration of AI with social systems, such as smart cities and social governance, showcasing AI's potential in improving resource efficiency and social participation.	Preliminary smart city applications, such as traffic management, energy optimization.	More comprehensive social collaborative networks, utilizing AI to optimize resource allocation and promote public participation in decision-making.	Highly intelligent, adaptive social systems with AI and humans collaboratively governing to achieve sustainable development and social equity.
Symbiotic Ecosystems	Exploring the harmonious coexistence of AI and the natural environment, emphasizing AI's crucial role in environmental monitoring, ecological protection, and sustainable development.	Initial AI environmental applications, such as wildlife monitoring, pollution prediction.	Broader AI ecosystems capable of real-time monitoring of environmental health, optimizing resource utilization, and promoting harmony between humans and nature.	Highly intelligent Earth ecosystem management systems, with AI becoming a key force in maintaining Earth's health and protecting biodiversity.

higher demands for the future development of HCI. As pointed out by Shneiderman, overreliance on AI technology may neglect user control and transparency, thereby weakening human decision-making authority and autonomy (Shneiderman, 2020). To address this challenge, future HCI design needs to adopt the “Human-in-the-Loop” principle, ensuring that AI technology operates under human supervision and control rather than replacing human judgment. This requires HCI researchers and designers to fully consider human needs and values when developing AI-driven interaction systems and to design modes of human-machine collaboration that enhance human capabilities rather than replace them.

Additionally, the application of AI technology in HCI also faces ethical and sociocultural challenges. For example, AI systems may amplify inherent biases in data, leading to unfair or discriminatory interaction design (Springer & Whittaker, 2019). Therefore, HCI designers need to adopt a more comprehensive perspective, focusing not only on technological performance but also on ethical and moral standards and social impact. This requires interdisciplinary collaboration, incorporating knowledge and insights from fields such as ethics, sociology, and psychology to jointly promote the development of responsible and inclusive AI technology (Wang et al., 2019).

Digital transformation also has a significant impact on the future development of HCI. The progress of emerging technologies such as virtual/AR and wearable devices provides more possibilities for innovative interaction design (Ashtari et al., 2020; Khakurel et al., 2020). At the same time, digital transformation requires HCI to adopt a more user-centric design philosophy, focusing on end-to-end user experience and integrating usability with business objectives (Sheng et al., 2021). HCI professionals are expected to play a more critical role in this transformation, driving organizational cultural change, promoting interdisciplinary collaboration, and translating research findings into practical applications (Bannon et al., 2018).

In conclusion, AI and digital transformation bring both vast opportunities and formidable challenges to the future development of HCI. To address these challenges and seize opportunities, the HCI field needs to adopt a more comprehensive, multidisciplinary, and human-centric research and practice paradigm. This requires us to uphold the values of human-centeredness, inclusivity, and responsible innovation while embracing technological innovations. Through human-machine collaboration, we can continuously explore and optimize HCI, ultimately realizing the vision of technology benefiting humanity and enhancing social welfare.

CONCLUSION

This chapter delves into the close relationship between digital transformation and future HCI, focusing on the impact of design thinking, future thinking, and AI technology on HCI development. In today’s rapidly evolving digital age, understanding and guiding the progress of HCI are not only crucial for improving user experience but also key drivers of social and technological innovation. This study employs methods such as literature review, case analysis, and ANT to explore how digital transformation shapes the evolution of future HCI. By analyzing HCI development trends and technological innovations in different industries, the research

reveals that the integration of design thinking, future thinking, and AI technology is becoming the core driving force behind HCI field development. The findings confirm that through the application of these methodologies and technologies, we can effectively address the challenges brought by digital transformation and promote the design and implementation of more efficient and human-centered HCI systems.

The main contribution of this chapter lies in the systematic analysis of the roles of design thinking, future thinking, and AI technology in promoting HCI development. Especially through the perspective of ANT, this study reveals the interactions and influences of multiple actors such as technology, users, and social environment in HCI development. Additionally, through multiple industry cases, the chapter demonstrates the practical application of the aforementioned theories and technologies, further promoting HCI innovation and evolution. These findings not only enrich the theoretical foundation of digital transformation and HCI but also provide valuable guidance and inspiration for practitioners. The work of this chapter not only answers the questions raised in the introduction but also provides new perspectives and methods for understanding and guiding the future development of HCI in the digital age. By emphasizing the integration of design thinking, future thinking, and AI technology, this study is of great significance for improving user experience and promoting technological innovation while laying a solid theoretical and practical foundation for building a more interconnected, intelligent, and human-centric digital world. In the future, HCI researchers and practitioners should continue to uphold the principles of human-centeredness, inclusivity, and responsible innovation, delve deeper into the integration of design thinking, future thinking, and AI technology, and continuously explore and optimize HCI through human-machine collaboration to ultimately realize the vision of technology benefiting humanity and enhancing social welfare.

REFERENCES

- Amershi, S., Cakmak, M., Knox, W. B., & Kulesza, T. (2014). Power to the people: The role of humans in interactive machine learning. *AI Magazine*, 35(4), 105–120.
- Ashby, S., Hanna, J., Matos, S., Nash, C., & Faria, A. (2019, November). Fourth-wave HCI meets the 21st century manifesto. In *Proceedings of the Halfway to the Future Symposium 2019* (pp. 1–11).
- Ashtari, N., Bunt, A., McGrenere, J., Nebeling, M., & Chilana, P. K. (2020, April). Creating augmented and virtual reality applications: Current practices, challenges, and opportunities. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1–13). https://www.mdpi.com/journal/BDCC/special_issues/Virt_Reality
- Bank of America. (n.d.). Erica. Retrieved October 7, 2024, from <https://promotions.bankofamerica.com/digitalbanking/mobilebanking/erica>
- Bannon, L., Bardzell, J., & Bødker, S. (2018). Reimagining participatory design. *Interactions*, 26(1), 26–32.
- Bishop, P., Hines, A., & Collins, T. (2007). The current state of scenario development: An overview of techniques. *Foresight*, 9(1), 5–25.

- Bødker, S. (2015). Third-wave HCI, 10 years later—Participation and sharing. *Interactions*, 22(5), 24–31.
- Bonomi, M. M., & Bonomi, M. M. (2019). Paradigms, Perspectives, and Context of Change for the Digital Transformation of Multidisciplinary Design Firms. *Digital Transformation of Multidisciplinary Design Firms: A Systematic Analysis-Based Methodology for Organizational Change Management*, 25–33.
- Borin, L., & Edlund, J. (2018). Language technology and 3rd wave HCI: Towards phatic communication and situated interaction. *New Directions in Third Wave Human-Computer Interaction: Volume 1-Technologies*, 251–264.
- Brown, T. (2009). *Change by Design: How design thinking transforms organizations and inspires innovation*. [Kindle 2 version]. Retrieved from [Amazon.com](https://www.amazon.com).
- Çebi, F., & Gözlü, S. (2023). Editorial technology management in digital transformation era. *IEEE Transactions on Engineering Management*, 70(7), 2463–2464.
- Cinque, T., & Vincent, J. B. (Eds.). (2022). *Materializing digital futures: Touch, movement, sound and vision*. USA: Bloomsbury Publishing.
- Dove, G., Chen, S., Fries, D., Johnson, V., Mydlarz, C., Bello, J. P., & Nov, O. (2022). From environmental monitoring to mitigation action: Considerations, challenges, and opportunities for HCI. *Proceedings of the ACM on Human-Computer Interaction*, 6(CSCW2), 1–31.
- Dubberly, H., & Pangaro, P. (2009). What is conversation? How can we design for effective conversation. *Interactions Magazine*, 16(4), 22–28.
- Frauenberger, C. (2019). Entanglement HCI the next wave? *ACM Transactions on Computer-Human Interaction (TOCHI)*, 27(1), 1–27.
- Garg, P., Gupta, B., Chauhan, A. K., Sivarajah, U., Gupta, S., & Modgil, S. (2021). Measuring the perceived benefits of implementing blockchain technology in the banking sector. *Technological Forecasting and Social Change*, 163, 120407.
- Glenn, J. C. (2009). *Futures research methodology: Version 3.0*. T. J. Gordon (Ed.). Washington, DC: Millennium Project.
- Google. (2017a). Google Expeditions [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is).
- Google. (2020). Google Nest: Smart Home Products & Solutions [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is available).
- Haktanır, E., Kahraman, C., Şeker, Ş., & Doğan, O. (2022). Future of digital transformation. *Intelligent systems in digital transformation: Theory and applications* (pp. 611–638). Cham: Springer International Publishing.
- Hanelt, A., Bohnsack, R., Marz, D., & Antunes Marante, C. (2021). A systematic review of the literature on digital transformation: Insights and implications for strategy and organizational change. *Journal of Management Studies*, 58(5), 1159–1197.
- Hassenzahl, M. (2013). User experience and experience design. *The Encyclopedia of Human-Computer Interaction*, 2, 1–14.
- Hassenzahl, M. (2018). The thing and I: understanding the relationship between user and product. *Funology 2: from usability to enjoyment*, 301–313.
- Hiltunen, E. (2008). The future sign and its three dimensions. *Futures*, 40(3), 247–260.
- Horvitz, E. J. (2007). Reflections on challenges and promises of mixed-initiative interaction. *AI Magazine*, 28(2), 3. <https://doi.org/10.1609/aimag.v28i2.2036>
- IKEA. (2017). IKEA Place App [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is available).
- Inayatullah, S. (1998). Causal layered analysis: Poststructuralism as method. *Futures*, 30(8), 815–829.
- Inayatullah, S. (2008). Six pillars: Futures thinking for transforming. *Foresight*, 10(1), 4–21.

Digital Transformation and Future HCI

- Amershi, S. , Cakmak, M. , Knox, W. B. , & Kulesza, T. (2014). Power to the people: The role of humans in interactive machine learning. *AI Magazine*, *35* (4), 105–120.
- Ashby, S. , Hanna, J. , Matos, S. , Nash, C. , & Faria, A. (2019, November). Fourth-wave HCI meets the 21st century manifesto. In *Proceedings of the Halfway to the Future Symposium 2019* (pp. 1–11).
- Ashtari, N. , Bunt, A. , McGrenere, J. , Nebeling, M. , & Chilana, P. K. (2020, April). Creating augmented and virtual reality applications: Current practices, challenges, and opportunities. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1–13). https://www.mdpi.com/journal/BDCC/special_issues/Virt_Reality
- Bank of America . (n.d.). Erica. Retrieved October 7, 2024, from <https://promotions.bankofamerica.com/digitalbanking/mobilebanking/erica>
- Bannon, L. , Bardzell, J. , & Bødker, S. (2018). Reimagining participatory design. *Interactions*, *26* (1), 26–32.
- Bishop, P. , Hines, A. , & Collins, T. (2007). The current state of scenario development: An overview of techniques. *Foresight*, *9* (1), 5–25.
- Bødker, S. (2015). Third-wave HCI, 10 years later—Participation and sharing. *Interactions*, *22* (5), 24–31.
- Bonanomi, M. M. , & Bonanomi, M. M. (2019). Paradigms, Perspectives, and Context of Change for the Digital Transformation of Multidisciplinary Design Firms. *Digital Transformation of Multidisciplinary Design Firms: A Systematic Analysis-Based Methodology for Organizational Change Management*, 25–33.
- Borin, L. , & Edlund, J. (2018). Language technology and 3rd wave HCI: Towards phatic communication and situated interaction. *New Directions in Third Wave Human-Computer Interaction: Volume 1-Technologies*, 251–264.
- Brown, T. (2009). *Change by Design: How design thinking transforms organizations and inspires innovation*. [Kindle 2 version]. Retrieved from Amazon.com.
- Çebi, F. , & Gözülü, S. (2023). Editorial technology management in digital transformation era. *IEEE Transactions on Engineering Management*, *70* (7), 2463–2464.
- Cinque, T. , & Vincent, J. B. (Eds.). (2022). *Materializing digital futures: Touch, movement, sound and vision*. USA: Bloomsbury Publishing.
- Dove, G. , Chen, S. , Fries, D. , Johnson, V. , Mydlarz, C. , Bello, J. P. , & Nov, O. (2022). From environmental monitoring to mitigation action: Considerations, challenges, and opportunities for HCI. *Proceedings of the ACM on Human-Computer Interaction*, *6* (CSCW2), 1–31.
- Dubberly, H. , & Pangaro, P. (2009). What is conversation? How can we design for effective conversation. *Interactions Magazine*, *16* (4), 22–28.
- Frauenberger, C. (2019). Entanglement HCI the next wave? *ACM Transactions on Computer-Human Interaction (TOCHI)*, *27* (1), 1–27.
- Garg, P. , Gupta, B. , Chauhan, A. K. , Sivarajah, U. , Gupta, S. , & Modgil, S. (2021). Measuring the perceived benefits of implementing blockchain technology in the banking sector. *Technological Forecasting and Social Change*, *163*, 120407.
- Glenn, J. C. (2009). *Futures research methodology: Version 3.0*. T. J. Gordon (Ed.). Washington, DC: Millennium Project.
- Google . (2017a). *Google Expeditions* [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is).
- Google . (2020). *Google Nest: Smart Home Products & Solutions* [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is available).
- Haktanir, E. , Kahraman, C. , Şeker, Ş , & Doğan, O. (2022). *Future of digital transformation. Intelligent systems in digital transformation: Theory and applications* (pp. 611–638). Cham: Springer International Publishing.
- Hanelt, A. , Bohnsack, R. , Marz, D. , & Antunes Marante, C. (2021). A systematic review of the literature on digital transformation: Insights and implications for strategy and organizational change. *Journal of Management Studies*, *58* (5), 1159–1197.
- Hassenzahl, M. (2013). User experience and experience design. *The Encyclopedia of Human-Computer Interaction*, *2*, 1–14.
- Hassenzahl, M. (2018). The thing and I: understanding the relationship between user and product. *Funology 2: from usability to enjoyment*, 301–313.

- Hiltunen, E. (2008). The future sign and its three dimensions. *Futures*, *40* (3), 247–260.
- Horvitz, E. J. (2007). Reflections on challenges and promises of mixed-initiative interaction. *AI Magazine*, *28* (2), 3. <https://doi.org/10.1609/aimag.v28i2.2036>
- IKEA . (2017). IKEA Place App [Mobile application software]. Retrieved from App Store (or Google Play Store, depending on where the app is available).
- Inayatullah, S. (1998). Causal layered analysis: Poststructuralism as method. *Futures*, *30* (8), 815–829.
- Inayatullah, S. (2008). Six pillars: Futures thinking for transforming. *Foresight*, *10* (1), 4–21.
- Jones, L. , Nouisir, A. , Everett, T. , & Nabil, S. (2023, April). Libraries of Things: Understanding the Challenges of Sharing Tangible Collections and the Opportunities for HCI. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* (pp. 1–18).
- Kaivo-Oja, J. , & Knudsen, M. S. , & Lauraéus, T. (2022) Future avenues of digital transformation. *Public Innovation and Digital Transformation*, 165.
- Kallinikos, J. , Aaltonen, A. , & Marton, A. (2013). The ambivalent ontology of digital artifacts. *MIS*, *37* (2), 357–370.
- Kaptelinin, V. , & Nardi, B. (2012). *Activity theory in HCI: Fundamentals and reflections*. Morgan & Claypool Publishers.
- Kersten-van Dijk, E. T. , Westerink, J. H. D. M. , Beute, F. , & IJsselsteijn, W. A. (2017). Personal informatics, self-insight, and behavior change: A critical review of current literature. *Human-Computer Interaction*, *32* (5-6), 268–296. <https://doi.org/10.1080/07370024.2016.1276456>
- Khakurel, J. , Porras, J. , Melkas, H. , & Fu, B. (2020). A comprehensive framework of usability issues related to the wearable devices. *Convergence of ICT and smart devices for emerging applications*, 21–66.
- Kim, Y. C. (2018). Alibaba: Jack Ma's unique growth strategy and the future of its global development in the Chinese digital business industry. *The digitization of business in China: exploring the transformation from manufacturing to a digital service hub*, 219–247.
- Kusiak, A. (2018). Smart manufacturing. *International Journal of Production Research*, *56* (1-2), 508–517.
- Latour, B. (2005a). *An introduction to actor-network-theory. Reassembling the social*. Oxford: Oxford University Press.
- Latour, B. (2005b). *Reassembling the social: An introduction to actor-network-theory*. Oxford University Press.
- Latour, B. (2007). *Reassembling the social: An introduction to actor-network-theory*. Oxford, UK: Oxford University Press.
- Latour, B. (2017). *Facing Gaia: Eight lectures on the new climatic regime*. John Wiley & Sons.
- Liu, L. , Guo, F. , Zou, Z. , & Duffy, V. G. (2024). Application, development and future opportunities of collaborative robots (cobots) in manufacturing: A literature review. *International Journal of Human-Computer Interaction*, *40* (4), 915–932.
- Markus, M. L. , & Rowe, F. (2023). The digital transformation conundrum: Labels, definitions, phenomena, and theories. *Journal of the Association for Information Systems*, *24* (2), 328–335.
- Mukhlisah, Fauziah . (2023). Examine the competencies for upskilling in VUCA era (volatility, uncertainty, complexity and ambiguity) in Indonesia. *KnE Social Sciences*. <https://doi.org/10.18502/kss.v8i11.13550>
- Norman, D. (2013). *The design of everyday things: Revised and expanded edition*. Basic books.
- Oulasvirta, A. , & Hornbæk, K. (2016, May). HCI research as problem-solving. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (pp. 4956–4967).
- Pacchierotti, C. , Sinclair, S. , Solazzi, M. , Frisoli, A. , Hayward, V. , & Prattichizzo, D. (2017). Wearable haptic systems for the fingertip and the hand: Taxonomy, review, and perspectives. *IEEE Transactions on Haptics*, *10* (4), 580–600.
- Patel, M. S. , Asch, D. A. , & Volpp, K. G. (2015). Wearable devices as facilitators, not drivers, of health behavior change. *JAMA*, *313* (5), 459–460.
- Patel, S. , Park, H. , Bonato, P. , Chan, L. , & Rodgers, M. (2012). A review of wearable sensors and systems with application in rehabilitation. *Journal of Neuroengineering and Rehabilitation*, *9* , 1–17.
- Pinhanez, C. S. (2020, July). HCI research challenges for the next generation of conversational systems. In *Proceedings of the 2nd Conference on Conversational User Interfaces* (pp. 1–4).

- Reinecke, K. , & Bernstein, A. (2013). Knowing what a user likes: A design science approach to interfaces that automatically adapt to culture. *MIS Quarterly*, *37* (2), 427–453.
- Roldan, W. , Gao, X. , Hishikawa, A. M. , Ku, T. , Li, Z. , Zhang, E. , ... & Yip, J. (2020, April). Opportunities and challenges in involving users in project-based HCI education. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1–15).
- Rydenfält, C. , & Persson, J. (2020). The usability and digitalization of healthcare: Third-wave HCI meets first-wave challenges. *XRDS: Crossroads, The ACM Magazine for Students*, *26* (3), 42–45.
- Sanders, E. B. N. , & Stappers, P. J. (2014). Probes, toolkits and prototypes: Three approaches to making in codesigning. *CoDesign*, *10* (1), 5–14.
- Saritas, O. , & Smith, J. E. (2011). The big picture—trends, drivers, wild cards, discontinuities and weak signals. *Futures*, *43* (3), 292–312.
- Seaborn, K. , & Fels, D. I. (2015). Gamification in theory and action: A survey. *International Journal of Human-Computer Studies*, *74* , 14–31. <https://doi.org/10.1016/j.ijhcs.2014.09.006>
- Sheng, J. , Amankwah-Amoah, J. , Khan, Z. , & Wang, X. (2021). COVID-19 pandemic in the new era of big data analytics: Methodological innovations and future research directions. *British Journal of Management*, *32* (4), 1164–1183.
- Shneiderman, B. (2020). Human-centered artificial intelligence: Reliable, safe & trustworthy. *International Journal of Human-Computer Interaction*, *36* (6), 495–504.
- Smith, A. C. , Thomas, E. , Snoswell, C. L. , Haydon, H. , Mehrotra, A. , Clemensen, J. , & Caffery, L. J. (2020). Telehealth for global emergencies: Implications for coronavirus disease 2019 (COVID-19). *Journal of Telemedicine and Telecare*, *26* (5), 309–313.
- Springer, A. , & Whittaker, S. (2019, March). Progressive disclosure: empirically motivated approaches to designing effective transparency. In *Proceedings of the 24th International Conference on Intelligent User Interfaces* (pp. 107–120).
- Suchman, L. A. (1987). *Plans and situated actions: The problem of human-machine communication*. Cambridge: Cambridge University Press.
- Tao, F. , Sui, F. , Liu, A. , Qi, Q. , Zhang, M. , Song, B. , ... & Nee, A. Y. (2019). Digital twin-driven product design framework. *International Journal of Production Research*, *57* (12), 3935–3953.
- Tesla, Inc . (n.d.). Autopilot. October 7, 2024, from <https://www.tesla.com/autopilot>
- Tratkowska, K. (2019). Digital transformation: Theoretical backgrounds of digital change. *Management Sciences. Nauki o Zarzadzaniu*, *24* (4), 32–37.
- Vermeulen, T. , & Van Den Akker, R. (2010). Notes on metamodernism. *Journal of Aesthetics & Culture*, *2* (1), 5677.
- Vial, G. (2021). Understanding digital transformation: A review and a research agenda. *Managing digital transformation*, 13–66.
- Wang, D. , Yang, Q. , Abdul, A. , & Lim, B. Y. (2019, May). Designing theory-driven user-centric explainable AI. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1–15).
- Weger, K. , & Yeazitzis, T. (2023, September). Conceptualizing a Socio-technical Model for Evaluating AI-driven Technology. In *Proceedings of the Human Factors and Ergonomics Society Annual Meeting* (Vol. 67, No. 1, pp. 1639–1644). Sage CA: Los Angeles, CA: SAGE Publications.
- Weritz, P. (2022). Hey leaders, it's time to train the workforce: Critical skills in the digital workplace. *Administrative Sciences*, *12* (3), 94.
- Wikipedia contributors . (n.d.). Actor–network theory. In *Wikipedia, The Free Encyclopedia*. Retrieved March 10, 2024, from https://en.wikipedia.org/wiki/Actor%E2%80%93network_theory
- Xu, X. , Hou, G. , & Wang, J. (2022). Research on digital transformation based on complex systems: Visualization of knowledge maps and construction of a theoretical framework. *Sustainability*, *14* (5), 2683.
- Zeng, M. (2018, September-October). Alibaba and the future of business. *Harvard Business Review*. Retrieved October 7, 2024, from <https://hbr.org/2018/09/alibaba-and-the-future-of-business>
- Zuboff, S. (2019). *The Age of Surveillance Capitalism: The Fight for a Human Future at the New Frontier of Power*. New York: Public Affairs.

Vision of Digital Futures

- Amara, R. (1981). The futures field: Searching for dimensions and boundaries. *The Futurist*, 15, 1.
- Appadurai, A. (2014). *Il futuro come fatto culturale: saggi sulla condizione globale*. Raffaello Cortina. (The Future as Cultural Fact. Essays on the Global Condition, Cortina, Milano).
- Auger, J. (2013). Speculative design: Crafting the speculation. *Digital Creativity*, 24 (1), 11–35.
- Batchelor, D. , Schnabel, M. A. , & Dudding, M. (2021). Smart heritage – Defining the discourse. *Heritage*, 4 (2), 1005–1015. <http://doi.org/10.3390/heritage4020055>
- Carpo, M. (2017). *The second digital turn: Design beyond intelligence*. MIT Press.
- Cesário, V. , Acedo, A. , Nunes, N. , & Nisi, V. (2022). Promoting Social Inclusion around Cultural Heritage Through Collaborative Digital Storytelling. In *International Conference on ArtsIT, Interactivity and Game Creation* (pp. 248–260). Springer International Publishing.
- Corà, T. , Fazio, L. , & Collura, F. (2023). *Futures by Design. Progettare innovazione nella complessità* (pp. 105–112). Guerini Next, Milano.
- Floridi, L. (2015). *The onlife manifesto: Being human in a hyperconnected era* (p. 264). Springer Nature.
- Hallqvist, J. (2022). The making of a professional digital caregiver: Personalisation and friendliness as practices of humanisation. *Medical Humanities*, 48 (3), 347–356.
- Han, W. B. , Ko, G. J. , Jang, T. M. , & Hwang, S. W. (2021). Materials, devices, and applications for wearable and implantable electronics. *ACS Applied Electronic Materials*, 3 (2), 485–503.
- Inayatullah, S. , Bussey, M. , & Milojevic, I. (2006). *Neohumanist educational futures: Liberating the pedagogical intellect*. Tamkang University Press.
- Johansson, V. , Islind, A. S. , Lindroth, T. , Angenete, E. , & Gellerstedt, M. (2021). Online communities as a driver for patient empowerment: Systematic review. *Journal of Medical Internet Re-search*, 23 (2), e19910.
- Kor, A. L. , Yanovsky, M. , Pattinson, C. , & Kharchenko, V. (2016, December). SMART-ITEM: IoT-enabled smart living. In *2016 Future Technologies Conference (FTC)* (pp. 739–749). IEEE.
- Kringos, D. S. , Boerma, W. G. , Hutchinson, A. , & Saltman, R. B. (2015). *Building Primary Care in a Changing Europe; WHO: The European Observatory on Health Systems and Policies: København, Denmark*.
- Lee, H. , Jung, T. H. , Tom Dieck, M. C. , & Chung, N. (2020). Experiencing immersive virtual reality in museums. *Information & Management*, 57 (5), 103229.
- Light, A. (2006). Adding method to meaning: A technique for exploring peoples' experience with technology. *Behaviour & Information Technology*, 25 (2), 175–187.
- Ling, R. , & Campbell, S. W. (Eds.). (2008). *The reconstruction of space and time: Mobile communication practices*. Transaction Publishers.
- Mietzner, D. , & Reger, G. (2005). Advantages and disadvantages of scenario approaches for strategic foresight. *International Journal of Technology Intelligence and Planning*, 1 (2), 220–239.
- Miller, R. (2006, December). *From trends to futures literacy*. In Centre for Strategic Education. Seminar Series Paper. Melbourne.
- Milligan, C. (2016). *There's no place like home: Place and care in an ageing society*. Routledge.
- Mohamed Hassanein, H. (2017). Utilization of 'Multiple Kinetic Technology KT' in Interior Architecture Design as Concept of Futuristic Innovation. *ARChive, Forthcoming*.
- Paglalonga, A. , Patel, A. A. , Pinto, E. , Mugambi, D. , & Keshavjee, K. (2019). The healthcare system perspective in mHealth. *m_Health current and future applications*, 127–142.
- Poli, R. (2017). *Introduction to anticipation studies* (Vol. 1). Springer.
- Salim, A. , & Lim, S. (2019). Recent advances in non-invasive flexible and wearable wireless biosensors. *Biosensors and Bioelectronics*, 141 , 111422.
- Sardar, Z. (Ed.). (1999). *Rescuing all our futures: The future of futures studies* (No. 30). Praeger Publishers.
- Taormina, F. , & Baraldi, S. B. (2022). Museums and digital technology: A literature review on organizational issues. *European Planning Studies*, 30 (9), 1676–1694.

Futures Thinking and Futures Literacy

ADB (2020). Futures Thinking in Asia and the Pacific: Why Foresight Matters for Policy Makers. <https://www.adb.org/sites/default/files/publication/579491/futures-thinking-asia-pacific-policy-makers.pdf>

Relation to Chapter: Provides insights into how various governments within the Asia-Pacific region utilize Foresight and Futures Thinking in policy-making, relevant to the chapter's section on practical applications of these concepts in governance.

Arthur C. Clarke, writer, futurist, and inventor envisions the Future | Horizon | Past Predictions | BBC Archive. (1964). <https://www.youtube.com/watch?v=YwELr8ir9qM&t=131s>

García-Cruz, J. C. , et al. (2023). Myriad applications of bacteriophages beyond phage therapy. *PeerJ*, *11* , e15272. <https://doi.org/10.7717/peerj.15272>

Relation to Chapter: Cited to discuss the potential of bacteriophages in technology and HCI, relevant to the chapter's sections on biotechnological integration.

Harari, Y. N. (2016). *Homo Deus: A brief history of tomorrow*. Harvill Secker.

Relation to Chapter: Provides the futuristic context discussed in the concluding section of the chapter, especially regarding AI and biotechnology's impact on society.

Inayatullah, S. (2023) paper titled "Causal Layered Analysis: Poststructuralism as method" examines the application of poststructuralism in causal layered analysis. *Metafuture*:

<https://www.metafuture.org/2023/04/28/causal-layered-analysis-poststructuralism-as-method/>
Relation to Chapter: This seminal paper by Sohail Inayatullah introduces CLA, which is utilized in the chapter to discuss how HCI can benefit from deeper Foresight methodologies.

Jorion, P. (2021). *Humanism and its discontents: The rise of transhumanism and posthumanism*. Palgrave Macmillan.

Relation to Chapter: Paul Jorion delves into the evolving relationship between humans and technology within the context of HCI's future through discussions on Humanism, Transhumanism, and Posthumanism relevant to the chapter's sections on Philosophical Perspectives.

Miller, R. (2021). Report of The Futures Literacy Lab-Novelty Online, Egyptian Youth Rethink the Future of Wellbeing in 2050. UNESCO's Library.

Relation to Chapter: This report offers a detailed example of a Futures Literacy Lab application, supporting the chapter's focus on UNESCO's methodologies for applying Futures Literacy.

OECD (2019) document on "AI Principles" outlines guidelines for ethical AI development and implementation. <https://www.oecd.ai/en/ai-principles>

Relation to Chapter: Cited in the ethical considerations section, outlining the principles for AI that promote transparency, accountability, and fairness, which are advocated for in the HCI practices discussed.

UNESCO (2018) "Transforming the Future: Anticipation in the 21st Century" explores the role of anticipation in shaping future outcomes. Paris: UNESCO.

<https://unesdoc.unesco.org/ark:/48223/pf0000264644>

Relation to Chapter: This book, edited by Riel Miller, is one of the primary sources for the discussions on a central theme of this chapter Futures Literacy.

UNESCO . (2023). Futures literacy & foresight: Using futures to prepare, plan, and innovate (SHS/2023/PI/H/6). UNESCO. Retrieved from

<https://unesdoc.unesco.org/ark:/48223/pf0000386511>

Relation to Chapter: This source elaborates on the theoretical and practical applications of Futures Literacy as advocated by UNESCO, aligning with the methodologies discussed in the chapter.

UNESCO (2021). Recommendation on the Ethics of Artificial Intelligence.

<https://www.unesco.org/en/articles/recommendation-ethics-artificial-intelligence>

UNESCO, & Prince Mohammad bin Fahd University (Saudi Arabia), Center for Futuristic Studies . (2023). Futures literacy laboratory playbook: An essential guide for co-designing a lab to explore how and why we anticipate. UNESCO. <https://doi.org/10.54678/KSWO4445>

Relation to Chapter: This document is used to back the discussions on the ethical considerations necessary in the development of HCI technologies, as mentioned in the chapter.

Wang, Y. , Yang, X. , & Zhang, X. , et al. (2023). Implantable intracortical microelectrodes: Reviewing the present with a focus on the future. *Microsyst Nanoeng*, 9 , 7. <https://doi.org/10.1038/s41378-022-00451-6>

Relation to Chapter: Supports the chapter's exploration of emerging technologies such as neural microelectrodes and their implications for the future of HCI.

Zhu, L. , Chao, C. , & Fu, Z. (2024). How HCI integrates speculative thinking to envision futures. *Journal of Futures Studies*, 28 (4). <https://jfsdigital.org/how-hci-integrates-speculative-thinking-to-envision-futures/>

Relation to Chapter: Directly correlates with the chapter's discussions on integrating speculative thinking within HCI, providing a case study and theoretical background.

I originally composed the poems “Yes, You Can Imagine,” “Imagination,” and “Wonder” in my native Urdu language. I translated them into English for their relevance to the theme of this chapter.

Relation to Chapter: Each poem celebrates the potency of imagination, creativity, critical thinking, empathy, intuition, and wonder aligning closely with themes such as Futures Thinking, Futures Literacy, HCI futures, Speculative Design, and Design Fiction methodologies.

Future of Entertainment Technology Design

Baerten, N. (2019, June). Retrieved from <https://jfsdigital.org/wp-content/uploads/2019/06/12-Baerten-Napkin-Futures.pdf>

Burdick, A. (2019). Designing futures from the inside. *Journal of Futures Studies*, 23 (3), 75–92.

Candy, S. , & Watson, J. (2015). The thing from the future. *The APF methods anthology*. London: Association of Professional Futurists.

Coulton, P. , Burnett, D. , & Gradinar, A. I. (2016). Games as speculative design: allowing players to consider alternate presents and plausible features. In Lloyd, P. and Bohemia, E. (Eds.), *Future Focused Thinking - DRS International Conference 2016*, 27–30 June, Brighton, United Kingdom. <https://doi.org/10.21606/drs.2016.15>

Dunne, A. , & Raby, F. (2013). *Speculative everything: Design, fiction, and social dreaming*. Cambridge, MA: MIT Press.

Hancock, T. , & Bezold, C. (1994). Possible futures, preferable futures. *The Healthcare Forum Journal*, 37 (2), 23–29.

Henchey, N. (1978). Making sense of futures Studies. *Alternatives*, 7 , 24–29.

Sanders, E. B. N. , & Stappers, P. J. (2014). Probes, toolkits, and prototypes: Three approaches to making in codesigning. *CoDesign*, 10 (1), 5–14.

Sterling, B. (2013, November 26). Design fiction: Napkin futures. *Wired*. Retrieved from <http://www.wired.com/2013/11/design-fiction-napkin-futures/>

Studio PSK . *Quantum Parallelograph*. Retrieved from <https://www.studiopsk.com/quantumparallelograph.html>

Tucknott, T. (2009). Edible Cloud Project. Retrieved from <https://www.trendhunter.com/trends/the-cloud-project>

Voros, J. (2001). A primer on futures studies, foresight and the use of scenarios. *Prospect: The Foresight Bulletin*, 6 (1), 1–8

Yantaç, A. E. , Vatanserver, A. , Omaç, T. , Kayı, İ , & Kuşcu, K. (2021, June). WorldBuilding and Mandala as a Tool for Co-Speculating on the Healthcare Domain in 2050. In *Proceedings of the 24th International Academic Mindtrek Conference* (pp. 81–90).

Long-Term Thinking in Digital Product-Service System Design

An, M. , Fan, Q. , Yu, H. , & Zhao, H. (2023). Blockchain technology research and application: a systematic literature review and future trends. *arXiv preprint arXiv:2306.14802*.

Astafeva, O. , Pecherskaya, E. , Tarasova, T. , & Korobejnikova, E. (2020). Digital transformation in the management of contemporary organizations. *Digital Age: Chances*,

- Challenges and Future (pp. 382–389). Springer International Publishing.
- Baines, T. S. , Lightfoot, H. W. , Evans, S. , Neely, A. , Greenough, R. , Peppard, J. , Roy, R. , Shehab, E. , Braganza, A. , & Tiwari, A. (2007). State-of-the-art in product-service systems. *Proceedings of the Institution of Mechanical Engineers, Part B: Journal of Engineering Manufacture*, *221* (10), 1543–1552.
- Chan, L. , Hogaboam, L. , & Cao, R. (2022). Artificial Intelligence in Fashion. In L. Chan , L. Hogaboam , & R. Cao (Eds.), *Applied Artificial Intelligence in Business: Concepts and Cases* (pp. 325–334). Springer International Publishing. https://doi.org/10.1007/978-3-031-05740-3_21
- Cichocki, A. , & Kuleshov, A. P. (2021). Future trends for human-AI collaboration: A comprehensive taxonomy of AI/AGI using multiple intelligences and learning styles. *Computational Intelligence and Neuroscience*, *2021* , 1–21.
- Clemente, L. , & Bifulco, F. (2023). Time Stamp and Immutability as Key Factors for the Application of Blockchain in the Cultural Sector. In *Handbook of Research on Blockchain Technology and the Digitalization of the Supply Chain* (pp. 310–326). IGI Global.
- Choo, C. W. (2001). Environmental scanning as information seeking and organizational learning. [version électronique] *Information Research*, *7* (1), 29
- da Costa Fernandes, S. , Pigosso, D. C. , McAloone, T. C. , & Rozenfeld, H. (2020). Towards product-service system oriented to circular economy: A systematic review of value proposition design approaches. *Journal of Cleaner Production*, *257* , 120507.
- da Rosa, L. M. , & Janissek-Muniz, R. (2023). The impact of foresight on digital transformation strategies. *Revue internationale d'intelligence économique*, *14* (1), 63–83.
- Dyah, W. K. , Himawan, R. , & Ardianwiliandri, R. (2023). Strategy framework development based on business commercial integrating co-creation process to guide PSS transition. *JEMIS (Journal of Engineering & Management in Industrial System)*, *11* (1), 60–83.
- Duke, R. D. (2014). *Gaming: the future's language*. wbv Media GmbH & Company KG.
- Gordon, T. (1994). Trend impact analysis. In J. C. Glenn & T. J. Gordon (Eds.), *Futures research methodology* (pp. 1–21).
- Gill, S. , Xu, M. , Ottaviani, C. , Patros, P. , Bahsoon, R. , Shaghaghi, A. , & Uhlig, S. (2022). AI for next generation computing: Emerging trends and future directions. *Internet of Things*, *19* , 100514.
- Humbeck, P. , Rosenfelder, J. , & Bauernhansl, T. (2022). Organizational Capabilities for the Development of PSS in Business Ecosystems. 2022 Portland International Conference on Management of Engineering and Technology (PICMET), Portland, OR, USA. IEEE.
- Jia, Y. (2023). Application and development of artificial intelligence based on computer science. *Applied and Computational Engineering*, *6* , 874–878. <https://doi.org/10.54254/2755-2721/6/20230947>
- Kim, Y. S. (2021). Digital transformation types for product-service systems. *Proceedings of the Design Society*, *1* , 1283–1292.
- Kostin, K. B. (2018). Foresight of the global digital trends. *Strategic Management-International Journal of Strategic Management and Decision Support Systems in Strategic Management*, *23* (1).
- Lelah, A. , Boucher, X. , Moreau, V. , & Zwolinski, P. (2014). Scenarios as a tool for transition towards sustainable PSS. *Procedia CIRP*, *16* , 122–127.
- Lerch, C. , & Gotsch, M. (2015). Digitalized product-service systems in manufacturing firms: A case study analysis. *Research-Technology Management*, *58* (5), 45–52.
- Li, L. , & Mao, C. (2020). Big data supported PSS evaluation decision in service-oriented manufacturing. *IEEE Access*, *8* , 154663–154670.
- Li, Z. , Zhang, B. , Li, J. , Guo, J. , & Nie, F. (2022). Analysis of Industrial Internet Application Based on Blockchain. 2022 International Conference on Information Technology, Communication Ecosystem and Management (ITCEM),
- Lutfiani, N. , & Meria, L. (2022). Utilization of big data in educational technology research. *International Transactions on Education Technology*, *1* (1), 73–83.
- Lyu, F. , Feng, Z. , Li, F. , & Su, J. (2022). Customer requirements analysis in PSS design.
- Lyu, Y. , Shi, M. , Zhang, Y. , & Lin, R. (2023). From image to imagination: Exploring the impact of generative AI on cultural translation in jewelry design. *Sustainability*, *16* (1), 65.
- Linstone, H. A. , & Turoff, M. (Eds.). (1975). *The delphi method* (pp. 3–12). Reading, Addison-Wesley.

- Mao, Z. , Li, H. , Huang, Z. , Tian, Y. , Zhao, X. , & Zhang, H. (2022). Research on the value and application of power big data in external value-added services. 2022 International Conference on Cloud Computing, Big Data Applications and Software Engineering (CBASE),
- Mont, O. K. (2002). Clarifying the concept of product–service system. *Journal of Cleaner Production*, *10* (3), 237–245.
- Osborn, A. (2012). *Applied imagination-principles and procedures of creative writing*. Read Books Ltd.
- Popper, R. (2008). Foresight methodology. *The handbook of technology foresight*, 44–88.
- Petersen, J. L. (1999). *Out of the blue: How to anticipate big future surprises* (2nd ed.). Madison Books.
- Priyadarshini, I. (2019). Introduction to blockchain technology. *Cyber security in parallel and distributed computing: concepts, techniques, applications and case studies*, 91–107.
- Phaal, R. , Farrukh, C. J. , & Probert, D. R. (2004). Technology roadmapping—a planning framework for evolution and revolution. *Technological forecasting and social change*, *71*, 5–26.
- Richter, A. , Glaser, P. , Kölmel, B. , Waidelich, L. , & Bulander, R. (2019). A review of product-service system design methodologies. *ICETE (1)*, 121–132.
- Rivera, M. R. , & González, K. V. (2022). Advantages and Benefits of Big Data in Business Communication. In *Marketing and Smart Technologies: Proceedings of ICMarTech 2021*, Volume 1 (pp. 279–292). Springer.
- Rondini, A. , Pezzotta, G. , Pirola, F. , Rossi, M. , & Pina, P. (2016). How to design and evaluate early PSS concepts: The product service concept tree. *Procedia CIRP*, *50* , 366–371.
- Robinson, J. B. (1990). Futures under glass: a recipe for people who hate to predict. *Futures*, *22* (8), 820–842.
- Song, H. , Li, M. , & Yu, K. (2021). Big data analytics in digital platforms: How do financial service providers customise supply chain finance? *International Journal of Operations & Production Management*, *41* (4), 410–435.
- Schwartz, P. (1997). *Art of the long view: planning for the future in an uncertain world*. John Wiley & Sons.
- Tukker, A. (2004). Eight types of product–service system: Eight ways to sustainability? *Experiences from SusProNet. Business Strategy and the Environment*, *13* (4), 246–260.
- von Weizsäcker, E. U. (2019). Science and long-term thinking—The club of Rome, a club of long-term thinkers. *Europhysics News*, *50* (2), 29–31.
- Yan, Z. , Larsson, T. , & Larsson, A. (2022). PSS value transformation: From mass-manufactured vehicles to provision of mass-customized services—A case study of designing and prototyping customized digital services for SAIC motor in China. *Proceedings of the Design Society*, *2* , 1179–1188.

Design Futures Methodologies

- Botella, M. , Glaveanu, V. P. , Zenasni, F. , Storme, M. , Myszkowski, N. , Wolff, M. , & others. (2013). How artists create: Creative process and multivariate factors. *Learning and Individual Differences*, *26*, 161–170.
- Botella, M. , & Lubart, T. (2015). Creative processes: Art, design and science. In G. E. Corazza & S. Agnoli (Eds.), *Multidisciplinary contributions to the science of creative thinking* (pp. 53–65). Springer.
- Bruford, W. (2015). *Making it work: Creative music performance and the Western kit drummer*. University of Surrey. <https://billbruford.com/wp-content/uploads/2021/11/Bruford-Thesis.-Version-of-Record.pdf>
- Busse, T. V. , & Mansfield, R. S. (1980). Theories of the creative process: A review and a perspective. *The Journal of Creative Behavior*, *14*(2), 91–103, 132.
- Bühning, J. , & Liedtka, J. (2018). Embracing systematic futures thinking at the intersection of strategic planning, foresight, and design. *Journal of Innovation Management*, *6*(3), 134–152.
- Candy, S. (2010). The futures of everyday life: Politics and the design of experiential scenarios. <https://doi.org/10.13140/RG.2.1.1840.0248>
- Carson, D. K. (1999). Counseling. In M. A. Runco & S. R. Pritzker (Eds.), *Encyclopedia of creativity* (Vol. 1, pp. 395–402). Academic Press.

Cropley, D. H. , & Cropley, A. J. (2012). A psychological taxonomy of organizational innovation: Resolving the paradoxes. *The Creativity Research Journal*, 24, 29–40.

Curedale, R. A. (2013). *Design methods 2: 200 more ways to apply design thinking*. Design Community College.

Curedale, R. A. (2013). *Service design: 250 essential methods*. Design Community College.

Day, G. S. , & Schoemaker, P. J. (2006). *Peripheral vision: Detecting the weak signals that will make or break your company*. Harvard Business Press.

Dunne, A. , & Raby, F. (2013). *Speculative everything: Design, fiction, and social dreaming*. The MIT Press.

Förster, J. , Friedman, R. S. , & Liberman, N. (2004). Temporal construal effects on abstract and concrete thinking: Consequences for insight and creative cognition. *Journal of Personality and Social Psychology*, 87(2), 177–189.

Gruber, H. E. (1989). The evolving systems approach to creative work. In D. B. Wallace & H. E. Gruber (Eds.), *Creative people at work: Twelve cognitive case studies* (pp. 3–24). Oxford University Press.

Guilford, J. P. (1956). Structure of intellect. *Psychological Bulletin*, 53, 267–293.

Lubart, T. I. (2001). Models of the creative process: Past, present, and future. *Creativity Research Journal*, 13, 295–308.

Mace, M. A. , & Ward, T. (2002). Modeling the creative process: A grounded theory analysis of creativity in the domain of art making. *The Creativity Research Journal*, 14, 179–192.

Martin, B. , & Hanington, B. (2012). *Universal methods of design*. Rockport Publishers.

McDowell, A. (2019). Storytelling shapes the future. *Journal of Futures Studies*, 23(3), 105–112.

Mumford, M. D. , Reiter-Palmon, R. , & Redmond, M. R. (1994). Problem construction and cognition: Applying problem representations in ill-defined domains. In M. A. Runco (Ed.), *Problem finding, problem solving, and creativity* (pp. 3–39). Ablex.

Osborn, A. F. (1963). *Applied imagination* (3rd ed.). Scribners.

Pantopicon . (2022, June 2). <https://pantopicon.be>

Runco, M. A. (1997). *The creativity research handbook*. Hampton Press.

Simon, H. A. (1996). *The sciences of the artificial* (3rd ed.). The MIT Press.

Stickdorn, M. , Hormess, M. , & Lawrence, A. (2018). *This is service design methods: A companion to this is service design doing*. O'Reilly Media.

Torrance, E. P. (1962). *Guiding creative talent*. Prentice-Hall.

Treffinger, D. J. (1995). Creative problem solving: Overview and educational implications. *Educational Psychology Review*, 7, 301–312.

Wakslak, C. J. , & others (2006). Seeing the forest when entry is unlikely: Probability and the mental representation of events. *Journal of Experimental Psychology: General*, 135(4), 641–653.

Wallas, G. (1926). *The art of thought*. Harcourt, Brace and Company.

AI Empathy in the Metaverses

Afzal, S. , Dempsey, B. , D'Helon, C. , Mukhi, N. , Pribic, M. , Sickler, A. , Strong, P. , Vanchiswar, M. , & Wilde, L. (2019). The personality of AI systems in education: Experiences with the Watson Tutor, a one-on-one virtual tutoring system. *Childhood Education*, 95 (1), 44–52. <https://doi.org/10.1080/00094056.2019.1565809>

Asada, M. (2015). Towards artificial empathy. *International Journal of Social Robotics*, 7 (1), 19–33. <https://doi.org/10.1007/s12369-014-0253-z>

Ball, M. (2022). *The Metaverse: And How It Will Revolutionize Everything*. Liveright Publishing.

Brave, S. , Nass, C. , & Hutchinson, K. (2005). Computers that care: Investigating the effects of orientation of emotion exhibited by an embodied computer agent. *International Journal of Human-Computer Studies*, 62 (2), 161–178. <https://doi.org/10.1016/j.ijhcs.2004.11.002>

Chakraborti, T. , Kambhampati, S. , Scheutz, M. , & Zhang, Y. (2017). AI Challenges in Human-Robot Cognitive Teaming (arXiv:1707.04775). <http://arxiv.org/abs/1707.04775>

Chao, C. , Wang, Q. , Wu, H. , & Fu, Z. (2023). Synneure: Intelligent Human-Machine Teamwork in Virtual Space. In P.-L. P. Rau (Ed.), *Cross-Cultural Design* (Vol. 14023, pp.

- 349–361). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-35939-2_25
- Cheng G. (2019). From A Man-Machine Relationship to Inter Human Relations: Definition and Strategy of Artificial Intelligence. *Journal of Dialectics of Nature*, *41* (01), 9–14. <https://doi.org/10.15994/j.1000-0763.2019.01.002>
- Chapman, J. (2012). *Emotionally Durable Design* (1st ed.). Routledge. <https://doi.org/10.4324/9781849771092>
- Cho, J. , & Rader, E. (2020). The role of conversational grounding in supporting symbiosis between people and digital assistants. *ACM on Human-Computer Interaction*, *4* (CSCW1), 1–28. <https://doi.org/10.1145/3392838>
- Cooke, N. J. , Gorman, J. C. , Myers, C. W. , & Duran, J. L. (2013). Interactive team cognition. *Cognitive Science*, *37* (2), 255–285. <https://doi.org/10.1111/cogs.12009>
- Cooper, B. , Brna, P. , & Martins, A. (2000). Effective Affective in Intelligent Systems – Building on Evidence of Empathy in Teaching and Learning. In A. Paiva (Ed.), *Affective Interactions* (Vol. 1814, pp. 21–34). Springer Berlin Heidelberg. https://doi.org/10.1007/10720296_3
- Dalvandi, B. (2013). A model of empathy for artificial agent teamwork. [Doctoral dissertation, University of Northern British Columbia]. <https://doi.org/10.24124/2013/bpgub878>
- Damm, L. (2012). Moral machines: Teaching robots right from wrong. *Philosophical Psychology*, *25* (1), 149–153. <https://doi.org/10.1080/09515089.2011.583029>
- de Vignemont, F. , & Singer, T. (2006). The empathic brain: How, when and why? *Trends in Cognitive Sciences*, *10* (10), 435–441. <https://doi.org/10.1016/j.tics.2006.08.008>
- Duan, H. , Li, J. , Fan, S. , Lin, Z. , Wu, X. , & Cai, W. (2021). Metaverse for Social Good: A University Campus Prototype. In *Proceedings of the 29th ACM International Conference on Multimedia* (pp. 153–161). <https://doi.org/10.1145/3474085.3479238>
- Fergnani, A. (2020). Futures Triangle 2.0: Integrating the Futures Triangle with Scenario Planning. *Foresight*, *22* (2), 178–188. <https://doi.org/10.1108/FS-10-2019-0092>
- Gu, J. (2018). *Artificial Intelligence: A Brief History of Development, Technical Case Studies, and Business Applications*. *Sci-Tech Innovations and Brands*, *7*, 4–4.
- Gushima, K. , & Nakajima, T. (2017). A design space for virtuality-introduced internet of things. *Future Internet*, *9* (4), 60. <https://doi.org/10.3390/fi9040060>
- Hegel, F. , Spexard, T. , Wrede, B. , Horstmann, G. , & Vogt, T. (2006). Playing a Different Imitation Game: Interaction with an Empathic Android Robot. *2006 6th IEEE-RAS International Conference on Humanoid Robots*, 56–61. <https://doi.org/10.1109/ICHR.2006.321363>
- Hiltunen, E. (2008). The future sign and its three dimensions. *Futures*, *40* (3), 247–260. <https://doi.org/10.1016/j.futures.2007.08.021>
- Hu, S. & Xiang, Y. (2020). The Complexity of AI Moral Judgment and its Solution—From the Perspective of “Man-computer Symbiosis”. *Journal of Jiangsu University (Social Sciences Edition)*, *22* (04), 16–28. <https://doi.org/10.13317/j.cnki.jdskxb.2020.036>
- Jack, A. I. , Dawson, A. J. , Begany, K. L. , Leckie, R. L. , Barry, K. P. , Ciccio, A. H. , & Snyder, A. Z. (2013). fMRI reveals reciprocal inhibition between social and physical cognitive domains. *NeuroImage*, *66*, 385–401. <https://doi.org/10.1016/j.neuroimage.2012.10.061>
- Jarrahi, M. H. (2018). Artificial intelligence and the future of work: Human-AI symbiosis in organizational decision making. *Business Horizons*, *61* (4), 577–586. <https://doi.org/10.1016/j.bushor.2018.03.007>
- Jianhua, M. (2018). Understanding and theory: The optimistic attitude and pessimistic attitude in the discussion of artificial intelligence. *Journal of Dialectics of Nature*, *40* (4), 1–8. <https://doi.org/10.15994/j.1000-0763.2018.04.001>
- Leite, I. , Pereira, A. , Mascarenhas, S. , Martinho, C. , Prada, R. , & Paiva, A. (2013). The influence of empathy in human–robot relations. *International Journal of Human-Computer Studies*, *71* (3), 250–260. <https://doi.org/10.1016/j.ijhcs.2012.09.005>
- Licklider, J. C. R. (1960). Man-computer symbiosis. *IRE Transactions on Human Factors in Electronics*, *HFE-1* (1), 4–11. <https://doi.org/10.1109/THFE2.1960.4503259>
- Lim, A. , & Okuno, H. G. (2015). A recipe for empathy. *International Journal of Social Robotics*, *7* (1), 35–49. <https://doi.org/10.1007/s12369-014-0262-y>
- Liu, B. (2012). *Sentiment Analysis and Opinion Mining*. Springer International Publishing. <https://doi.org/10.1007/978-3-031-02145-9>
- Luca, J. , & Tarricone, P. (2001). Does emotional intelligence affect successful teamwork? *18th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education*, 367–376. <https://ro.ecu.edu.au/ecuworks/4834>

- LuxAI . (2022). QT Robot. Retrieved 31 October, 2022, from <https://luxai.com/>
- Ma, X. (2018). Towards Human-Engaged AI. 27th International Joint Conference on Artificial Intelligence, 5682–5686. <https://doi.org/10.24963/ijcai.2018/809>
- McQuiggan, S. W. , & Lester, J. C. (2007). Modeling and evaluating empathy in embodied companion agents. *International Journal of Human-Computer Studies*, 65 (4), 348–360. <https://doi.org/10.1016/j.ijhcs.2006.11.015>
- Minsky, M. (1988). *The Society of Mind*. Simon & Schuster. https://discover.lib.tsinghua.edu.cn/entrance/searchEntrance/resourceDetail?id=86THU_ALMA_US21317328230003966&search_scope=default_scope&search=The%20society%20of%20mind&title=The%20Society%20of%20mind%20%2F&version=2&frbrgroupid=518346187&context=L&adaptor=Local%20Search%20Engine&qInclude=facet_frbrgroupid,exact,518346187%7C,%7C&query=any,contains,The%20society%20of%20mind&isFrbr=true
- Norman, D. A. (2004). *Emotional Design: Why We Love (or Hate) Everyday Things*. Basic Books. https://discover.lib.tsinghua.edu.cn/entrance/searchEntrance/resourceDetail?id=86THU_ALMA_CN21327758480003966&search_scope=default_scope&search=%E6%83%85%E6%84%9F%E5%8C%96%E8%AE%BE%E8%AE%A1&title=%E8%AE%BE%E8%AE%A1%E5%BF%83%E7%90%86%E5%AD%A6.%203.%20%E6%83%85%E6%84%9F%E5%8C%96%E8%AE%BE%E8%AE%A1%20%3D%20Emotional%20design&version=&frbrgroupid=553488162&context=L&adaptor=Local%20Search%20Engine&query=any,contains,%E6%83%85%E6%84%9F%E5%8C%96%E8%AE%BE%E8%AE%A1&isFrbr=true
- Paschkewitz, J. , & Patt, D. (2020). Can AI make your job more interesting? *Issues in Science and Technology*, 37 (1), 74–78.
- Picard, R. W. (1997). *Affective Computing*. MIT Press. https://discover.lib.tsinghua.edu.cn/entrance/searchEntrance/resourceDetail?id=86THU_ALMA_US51466979820003966&search_scope=default_scope&search=affective%20computing&title=Affective%20computing%20%2F&version=2&frbrgroupid=517949493&context=L&adaptor=Local%20Search%20Engine&query=any,contains,affective%20computing&isFrbr=true
- Preston, S. D. , & de Waal, F. B. M. (2002). Empathy: Its ultimate and proximate bases. *Behavioral and Brain Sciences*, 25 (1), 1–20. <https://doi.org/10.1017/S0140525X02000018>
- Rao, Y. , Wang, Y.-M. , Wu, L.-W. , & Feng C. (2018). Research Progress on Emotional Computation Technology Based on Semantic Analysis. *Journal of Software*, 29 (8), 2397–2426.
- Roblox . (2024). Retrieved August 27, 2024, from <https://www.roblox.com>
- Rodrigues, S. H. , Mascarenhas, S. F. , Dias, J. , & Paiva, A. (2009). “I can feel it too!”: Emergent empathic reactions between synthetic characters. *2009 3rd International Conference on Affective Computing and Intelligent Interaction and Workshops* , 1–7. <https://doi.org/10.1109/ACII.2009.5349570>
- Schwab, K. (2017). *The Fourth Industrial Revolution*. Crown.
- Lin, S. (2017). *Design of Intelligent Product*. Publishing House of Electronics Industry. https://tsinghua-primo.hosted.exlibrisgroup.com.cn/permalink/f/1secdm/86THU_ALMA_CN21465934010003966
- Sidner, C. L. , Lee, C. , Kidd, C. D. , Lesh, N. , & Rich, C. (2005). Explorations in engagement for humans and robots. *Artificial Intelligence*, 166 (1), 140–164. <https://doi.org/10.1016/j.artint.2005.03.005>
- Singer, T. , & Lamm, C. (2009). The social neuroscience of empathy. *Annals of the New York Academy of Sciences*, 1156 (1), 81–96. <https://doi.org/10.1111/j.1749-6632.2009.04418.x>
- Stephan, W. G. , & Finlay, K. (1999). The role of empathy in improving intergroup relations. *Journal of Social Issues*, 55 (4), 729–743. <https://doi.org/10.1111/0022-4537.00144>
- Szigeti, H. , Messaadia, M. , Majumdar, A. , & Eynard, B. (2011). STEEP analysis as a tool for building technology roadmaps. *Internationale challenges e-2011 conference. 2011* , 26–28.
- Taylor, S. , Jaques, N. , Nosakhare, E. , Sano, A. , & Picard, R. (2020). Personalized multitask learning for predicting Tomorrow's mood, stress, and health. *IEEE Transactions on Affective Computing*, 11 (2), 200–213. <https://doi.org/10.1109/TAFFC.2017.2784832>
- Xu, M. , David, J. M. , & Kim, S. H. (2018). The Fourth Industrial Revolution: Opportunities and Challenges. *International Journal of Financial Research*, 9 (2), 90. <https://doi.org/10.5430/ijfr.v9n2p90>
- Yalçın, ÖN ., & DiPaola, S. (2020). Modeling empathy: Building a link between affective and cognitive processes. *Artificial Intelligence Review*, 53 (4), 2983–3006.

<https://doi.org/10.1007/s10462-019-09753-0>

Zhuang, C. , Liu, J. , & Xiong, H. (2018). Digital twin-based smart production management and control framework for the complex product assembly shop-floor. *The International Journal of Advanced Manufacturing Technology*, 96 (1–4), 1149–1163. <https://doi.org/10.1007/s00170-018-1617-6>

Zong, Y. , & GuangXin, W. (2016). Anthropomorphism: The psychological application in the interaction between human and computer. *Psychology : Techniques and Applications*, 4 (5), 296–305. <https://doi.org/10.16842/j.cnki.issn2095-5588.2016.05.007>

Speculative Artifacts in HCI

Aladwan, A. , Kelly, R. M. , Baker, S. , & Velloso, E. (2019). A Tale of Two Perspectives: A Conceptual Framework of User Expectations and Experiences of Instructional Fitness Apps. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* , 1–15. <https://doi.org/10.1145/3290605.3300624>

Bardzell, J. , & Bardzell, S. (2013). What is “critical” about critical design? *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (CHI '13, pp. 3297–3306). New York, NY: Association for Computing Machinery. <https://doi.org/10.1145/2470654.2466451>

Bardzell, S. , Bardzell, J. , Forlizzi, J. , Zimmerman, J. , & Antanitis, J. (2012). Critical Design and Critical Theory: The Challenge of Designing for Provocation. *Proceedings of the Designing Interactive Systems Conference DIS '12*, 288–297. New York, NY: Association for Computing Machinery. <https://doi.org/10.1145/2317956.2318001>

Belcher, J. , Aidrus, R. , Congleton, B. , Hall, D. , Hussain, S. , Jablonski, M. , Klunk, T. , & McCrickard, D. S. (2005). NotiFly: Enhancing Design through Claims-Based Personas and Knowledge Reuse. *Proceedings of the 43rd Annual Southeast Regional Conference - Volume 2* , 359–364. <https://doi.org/10.1145/1167253.1167339>

Bell, F. , Al Naimi, L. , McQuaid, E. , & Alistar, M. (2022). Designing with Alganyl. *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction* , 1–14. <https://doi.org/10.1145/3490149.3501308>

Bødker, S. , & Klokmoose, C. N. (2012). Dynamics in artifact ecologies. *Proceedings of the 7th Nordic Conference on Human-Computer Interaction: Making Sense Through Design* , 448–457. <https://doi.org/10.1145/2399016.2399085>

Carroll, J. M. , & Kellogg, W. A. (1989). Artifact as Theory-Nexus: Hermeneutics Meets Theory-Based Design. *CHI'89: Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* , 7–14. <https://doi.org/10.1145/67450.67452>

Chen, W. , Crandall, D. J. , & Su, N. M. (2017). Understanding the Aesthetic Evolution of Websites: Towards a Notion of Design Periods. *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* , 5976–5987. <https://doi.org/10.1145/3025453.3025607>

DiSalvo, C. , Jenkins, T. , & Lodato, T. (2016). Designing Speculative Civics. *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* , 4979–4990. <https://doi.org/10.1145/2858036.2858505>

Dourish, P. (2004). What we talk about when we talk about context. *Personal and Ubiquitous Computing*, 8 (1), 19–30. <https://doi.org/10.1007/s00779-003-0253-8>

Duarte, E. F. , Gonçalves, F. M. , & Baranauskas, M. C. C. (2018). InstInt: Enacting a Small-Scale Interactive Installation through Co-design. *Proceedings of the 30th Australian Conference on Computer-Human Interaction* , 338–348. <https://doi.org/10.1145/3292147.3292158>

Dunne, A. (1999). *Hertzian tales: Electronic products, aesthetic experience, and critical design*. MIT Press.

Dunne, A. , & Raby, F. (2013). *Speculative everything: Design, fiction, and social dreaming*. The MIT Press.

Elsden, C. , Chatting, D. , Durrant, A. C. , Garbett, A. , Nissen, B. , Vines, J. , & Kirk, D. S. (2017). On Speculative Enactments. *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* , 5386–5399. <https://doi.org/10.1145/3025453.3025503>

Ferri, G. , Bardzell, J. , Bardzell, S. , & Louraine, S. (2014). Analyzing critical designs: Categories, Distinctions, and Canons of Exemplars. *Proceedings of the 2014 Conference on Designing Interactive Systems* , 355–364. <https://doi.org/10.1145/2598510.2598588>

- Filimowicz, M. , & Tzankova, V. (Eds.). (2018). New directions in third wave human-computer interaction: Volume 2 - methodologies. Springer International Publishing. <https://doi.org/10.1007/978-3-319-73374-6>
- Forlano, L. E. , & Halpern, M. K. (2023). Speculative Histories, Just Futures. *ACM Trans. Comput.-Hum. Interact.* <https://doi.org/10.1145/3577212>
- Freytag, P. V. , & Young, L. (Eds.). (2018). Collaborative research design. Springer Singapore. <https://doi.org/10.1007/978-981-10-5008-4>
- Gaver, B. , & Martin, H. (2000). Alternatives: Exploring information appliances through conceptual design proposals. *In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '00)* , 209–216. Association for Computing Machinery. <https://doi.org/10.1145/332040.332433>
- Harrison, S. , Tatar, D. , & Sengers, P. (2007). The Three Paradigms of HCI. *Alt. Chi. theIGCHI Conference on Human Factors in Computing Systems San Jose, California* ,
- Hauser, S. , Wakkary, R. , Odom, W. , Verbeek, P. P. , Desjardins, A. , Lin, H. , Dalton, M. , Schilling, M. , & de Boer, G. (2018). Deployments of the table-non-table: A Reflection on the Relation Between Theory and Things in the Practice of Design Research. *In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* ,1–13. <https://doi.org/10.1145/3173574.3173775>
- Howarth, L. C. , & Knight, E. (2015). To every artifact its voice: Creating surrogates for hand-crafted indigenous objects. *Cataloging & Classification Quarterly* , 53 (5–6), 580–595. <https://doi.org/10.1080/01639374.2015.1008719>
- Hutchinson, H. , Mackay, W. , Westerlund, B. , Bederson, B. B. , Druin, A. , Plaisant, C. , Beaudouin-Lafon, M. , Conversy, S. , Evans, H. , Hansen, H. , Roussel, N. , Eiderbäck, B. , Lindquist, S. , & Sundblad, Y. (2003). Technology probes: Inspiring design for and with families. *In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* , 17–24. <https://doi.org/10.1145/642611.642616>
- International Chindogu Society. (n.d.). Chindogu: Official home of the International Chindogu Society. Retrieved April 14, 2023, from <http://chindogu.com/ics/>
- Ivanov, A. , Au Yeung, T. , Blair, K. , Danyluk, K. , Freeman, G. , Friedel, M. , Hull, C. , Hung, M. Y.-S. , Pratte, S. , & Willett, W. (2022). One Week in the Future: Previs Design Futuring for HCI Research. *CHI Conference on Human Factors in Computing Systems* , 1–15. <https://doi.org/10.1145/3491102.3517584>
- Jacobs, R. , Benford, S. , & Luger, E. (2016). The Prediction Machine: Performing Scientific and Artistic Process. *In Proceedings of the 2016 ACM Conference on Designing Interactive Systems* , 497–508. <https://doi.org/10.1145/2901790.2901825>
- Jung, H. , & Stolterman, E. (2011). Form and materiality in interaction design: A new approach to HCI. *In CHI '11 Extended Abstracts on Human Factors in Computing Systems* , 399–408. Association for Computing Machinery. <https://doi.org/10.1145/1979742.1979619>
- Kalma, A. , Ploderer, B. , Sitbon, L. , & Brereton, M. (2019). Probing Yarns about Ageing and Making. *Proceedings of the 31st Australian Conference on Human-Computer-Interaction* , 173–183. <https://doi.org/10.1145/3369457.3369472>
- Kaur, J. , Devgon, R. , Goel, S. , Singh, A. , Monteiro, K. , & Singh, A. (2023). Future of Intimate Artefacts: A Speculative Design Investigation. *Proceedings of the 13th Indian Conference on Human-Computer Interaction* , 57–66. <https://doi.org/10.1145/3570211.3570216>
- Kong, B. , Liang, R. -H. , Liu, M. , Chang, S.-H. , Tseng, H. -C. , & Ju, C. -H. (2021). Neuromancer Workshop: Towards Designing Experiential Entanglement with Science Fiction. *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* , 1–17. <https://doi.org/10.1145/3411764.3445273>
- Leong, T. W. , Su, C.-S. , Liang, R.-H. , & Tsai, W.-C. (2021). Experiential Persona: Towards supporting richer and unfinalized representations of people. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems* , Article 222, 1–6. <https://doi.org/10.1145/3411763.3451700>
- Liang, R. -H. , & Chang, H. -M. (2013). Hypnotist Framing: Hypnotic Practice as a Resource for Poetic Interaction Design. *Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces* , 241–250. <https://doi.org/10.1145/2513506.2513532>
- Liu, J. , Byrne, D. , & Devendorf, L. (2018). Design for Collaborative Survival: An Inquiry into Human-Fungi Relationships. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* , 1–13. <https://doi.org/10.1145/3173574.3173614>

Lockton, D. , Zea-Wolfson, T. , Chou, J. , Song, Y. (Antonio), Ryan, E. , & Walsh, C. (2020). Sleep Ecologies: Tools for Snoozy Autoethnography. *Proceedings of the 2020 ACM Designing Interactive Systems Conference* , 1579–1591. <https://doi.org/10.1145/3357236.3395482>

Luu, T. , van den Broeck, M. , & Søndergaard, M. L. J. (2018). Data Economy: Interweaving Storytelling and World Building in Design Fiction. *Proceedings of the 10th Nordic Conference on Human-Computer Interaction* , 771–786. <https://doi.org/10.1145/3240167.3240270>

Malpass, M. (2016). Critical design practice: Theoretical perspectives and methods of engagement. *The Design Journal*, 19 (3), 473–489. <https://doi.org/10.1080/14606925.2016.1161943>

Mankoff, J. , Rode, J. A. , & Faste, H. (2013). Looking past yesterday's tomorrow: Using futures studies methods to extend the research horizon. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)*, pp. 1629–1638). Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/2470654.2466216>

Moher, D. G. , Liberati, A. , Tetzlaff, J. , & Altman . (2009). Preferred reporting items for systematic reviews and meta-analyses: the PRISMA statement. *PLoS Med*, 6(7), e1000097. <https://doi.org/10.1371/journal.pmed.1000097>

Murray-Rust, D. , Elsdén, C. , Nissen, B. , Tallyn, E. , Pschetz, L. , & Speed, C. (2022). Blockchain and beyond: Understanding blockchains through prototypes and public engagement. *ACM Transactions on Computer-Human Interaction*, 29 (5), 1–73. <https://doi.org/10.1145/3503462>

Nägele, L. V. , Ryöppy, M. , & Wilde, D. (2018). PDFi: Participatory Design Fiction with Vulnerable Users. *Proceedings of the 10th Nordic Conference on Human-Computer Interaction* , 819–831. <https://doi.org/10.1145/3240167.3240272>

Pierce, J. , Sengers, P. , Hirsch, T. , Jenkins, T. , Gaver, W. , & DiSalvo, C. (2015). Expanding and Refining Design and Criticality in HCI. *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* , 2083–2092. <https://doi.org/10.1145/2702123.2702438>

Sabie, D. , Sabie, S. , & Ahmed, S. I. (2020). Memory through Design: Supporting Cultural Identity for Immigrants through a article-Based Home Drafting Tool. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* , 1–16. <https://doi.org/10.1145/3313831.3376636>

Schuler, D. , & Namioka, A. (Eds.). (1993). Participatory design: Principles and practices. CRC Press. <https://doi.org/10.1201/9780203744338>

Smith, R. C. , Iversen, O. S. , Hjermitslev, T. , & Lynggaard, A. B. (2013). Towards an Ecological Inquiry in Child-Computer Interaction. *Proceedings of the 12th International Conference on Interaction Design and Children* , 183–192. <https://doi.org/10.1145/2485760.2485780>

Søndergaard, M. L. J. , & Hansen, L. K. (2016). PeriodShare: A Bloody Design Fiction. *Proceedings of the 9th Nordic Conference on Human-Computer Interaction* , 1–6. <https://doi.org/10.1145/2971485.2996748>

Stead, M. , & Coulton, P. (2022). Sustainable Technological Futures: Moving beyond a One-World-World perspective. *Nordic Human-Computer Interaction Conference* , 1–17. <https://doi.org/10.1145/3546155.3547283>

Sterling, B. (2005). *Shaping things*. Cambridge, MA: MIT Press.

Tharp, B. (2013). Discursive design basics: Mode and audience. *Nordes 2013: Experiments in Design Research*. <https://doi.org/10.21606/nordes.2013.051>

Wakkary, R. , Odom, W. , Hauser, S. , Hertz, G. , & Lin, H. (2016). A short guide to material speculation: Actual artifacts for critical inquiry. *Interactions*, 23 (2), 44–48. <http://dx.doi.org/10.1145/2889278>

Wakkary, R. , Oogjes, D. , & Behzad, A. (2022). Two Years or More of Co-speculation: Polylogues of Philosophers, Designers, and a Tilting Bowl. *ACM Transactions on Computer-Human Interaction*, 29(5), Article 47, 1–44. <https://doi.org/10.1145/3514235>

Wong, R. Y. , & Khovanskaya, V. (2018). *Speculative design in HCI: From corporate imaginations to critical orientations*. Springer International Publishing, 175–202. https://doi.org/10.1007/978-3-319-73374-6_10

Wu, S. , & Devendorf, L. (2020). Unfabricate: Designing Smart Textiles for Disassembly. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* , 1–14. <https://doi.org/10.1145/3313831.3376227>

Interactive Narrative and Scenario Building

- Murray, J. H. (1997). *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. The Free Press.
- Ryan, M. L. (2006). *Avatars of Story*. University of Minnesota Press.
- Zurlo, F. , & Cautela, C. (2014). Design strategies in different narrative frames. *Design Issues*, 30 (1), 19–35. https://doi.org/10.1162/DESI_a_00246
- Green, M. C. , & Bavelier, D. (2012). Learning and attention in action games. *Current Biology*, 22(6), R198–R203.
- Wixon, D. , & Hollands, J. G. (2005). *Scenario-Based Design: A Human-Centred Approach to Information System Development*. John Wiley & Sons.
- Hassenzahl, M. , & Tractinsky, N. (2006). User experience—a research agenda. *Behaviour & Information Technology*, 25(2), 91–97.
- Nielsen, J. (1993). *Usability Engineering*. Academic Press.
- Gaver, W. W. , & Schwartz, D. L. (Eds.). (2003). *Principles of Learning and Instruction: Theory and Practice*. Academic Press.
- Carroll, J. M. (Ed.). (1995). *Scenario-Based Design: Envisioning Work and Technology in System Development*. John Wiley and Sons.
- Simon, H. A. (1969). *The Sciences of the Artificial*. The MIT Press.
- Aarseth, E. (1997). *Cybertext: Perspectives on Ergodic Literature*. Johns Hopkins University Press.
- Vervoort, J. M. , Bendor, R. , Kelliher, A. , Strik, O. , & Helfgott, A. E. R. (2015). Scenarios and the art of worldmaking. *Futures*, 74, 62–70. <https://doi.org/10.1016/j.futures.2015.08.009>.
- Stackelberg, P. , & Alex, M. (2015). What in the world? Storyworlds, science fiction, and futures studies. *Journal of Futures Studies*, 20(2), 25–46.
- Zaidi, L. (2017). *Building Brave New Worlds: Science Fiction and Transition Design*. Accessed February 20, 2023. <https://openresearch.ocadu.ca/id/eprint/2123/>
- Raven, P. H. , & Elahi, S. (2015). The new narrative: applying narratology to the shaping of futures outputs. *Futures*, 74, 49–61.
- Negroponce, N. (1995). *Being Digital*. Alfred A. Knopf.
- Ramirez, R. , Selsky, J. W. , & Van der Heijden, K. (2010). *Business planning for turbulent times: new methods for applying scenarios*. Routledge.

Digital Curation and Evaluation

- Acheampong, F. A. , Wenyu, C. , et al. (2020). Text-Based Emotion Detection: Advances, Challenges, and Opportunities. *Engineering Reports*, 2(7), Article e12189. <https://doi.org/10.1002/eng2.12189>
- Achiam, J. , Adler, S. , et al. (2023). Gpt-4 Technical Report. arXiv. <https://arxiv.org/abs/2303.08774>
- Ahmad, Z. , & Khan, N. (2022). A Survey on Physiological Signal-Based Emotion Recognition. *Bioengineering*, 9(11), 688.
- Amershi, S. , Weld, D. , et al. (2019, May). Guidelines for Human-AI Interaction. In *Proceedings of the 2019 Chi Conference on Human Factors in Computing Systems*, 1–13.
- Birjali, M. , Kasri, M. , et al. (2021). A Comprehensive Survey on Sentiment Analysis: Approaches, Challenges and Trends. *Knowledge-Based Systems*, 226, Article 107134. <https://doi.org/10.1016/j.knosys.2021.107134>
- Bota, P. J. , Wang, C. , et al. (2019). A Review, Current Challenges, and Future Possibilities on Emotion Recognition Using Machine Learning and Physiological Signals. *IEEE Access*, 7, 140990–141020. <https://doi.org/10.1109/ACCESS.2019.2944001>
- Brave, S. , & Nass, C. (2007). Emotion in human-computer interaction. In *The human-computer interaction handbook* (pp. 103–118). CRC Press.
- Cabanac, M. (2002). What is Emotion? *Behavioural Processes*, 60(2), 69–83. [https://doi.org/10.1016/S0376-6357\(02\)00078-5](https://doi.org/10.1016/S0376-6357(02)00078-5)
- Can, Y. S. , Mahesh, B. , et al. (2023). Approaches, Applications, and Challenges in Physiological Emotion Recognition-A Tutorial Overview. *Proceedings of the IEEE*.

<https://doi.org/10.1109/JPROC.2023.3286445>

- Colman, A. M. (2015). *A dictionary of psychology* (4th ed.). Oxford University Press.
- Colombo, S. , Rampino, L. , & Zambrelli, F. (2021). The adaptive affective loop: how AI agents can generate empathetic systemic experiences. In *Advances in Information and Communication: Proceedings of the 2021 Future of Information and Communication Conference (FICC)*, Volume 1 (pp. 547–559). Springer International Publishing.
- Damasio, A. R. (2000). A second chance for emotion. In R. D. Lane & L. Nadel (Eds.), *Cognitive neuroscience of emotion* (pp. 12–23). Oxford University Press.
- Ekman, P. (1999). Facial expressions. In T. Dalgleish & M. J. Power (Eds.), *Handbook of cognition and emotion* (pp. 301–320). New York, NY: Wiley.
- Esteva, A. , Chou, K. , et al. (2021). Deep Learning-Enabled Medical Computer Vision. *NPJ Digital Medicine*, 4(1), 5. <https://doi.org/10.1038/s41746-020-00376-2>
- Gabriel, I. (2020). Artificial Intelligence, Values, and Alignment. *Minds and Machines*, 30(3), 411–437. <https://doi.org/10.1007/s11023-020-09539-2>
- Garrison, J. (2003). Dewey's Theory of Emotions: The Unity of Thought and Emotion in Naturalistic Functional "Co-ordination" of Behavior. *Transactions of the Charles S. Peirce Society*, 39(3), 405–443.
- Giorgi, I. , Tiroto, F. A. , et al. (2022). Friendly but Faulty: A Pilot Study on the Perceived trust of Older Adults in a Social Robot. *IEEE Access*, 10, 92084–92096. <https://doi.org/10.1109/ACCESS.2022.3202942>.
- Goleman, D. (2021). *Leadership: The power of emotional intelligence*. More Than Sound LLC.
- Harada, A. (2002). Towards Establishment of Kansei Science. *Special Issue of Japanese Society for the Science of Design*, 10(2), 39–46. [In Japanese]
- Helander, M. G. (Ed.). (2014). *Handbook of human-computer interaction* (pp. 1003–1041). Elsevier, North-Holland.
- Hemment, D. , Murray-Rust, D. , Belle, V. , Aylett, R. , Vidmar, M. , & Broz, F. (2023). *Experiential AI: A Transdisciplinary Framework for Legibility and Agency in AI*. arXiv preprint arXiv:2306.00635.
- Hickson, S. , Dufour, N. , et al. (2019). Eyemotion: Classifying Facial Expressions in VR Using Eye-Tracking Cameras. In *2019 IEEE Winter Conference on Applications of Computer Vision (WACV)*, 1626–1635. IEEE. <https://doi.org/10.1109/WACV.2019.00178>
- Höök, K. (2002). *Evaluating affective interaction*. In *AAMAS'2002: Workshop on Embodied Conversational Agents - Let's Specify and Evaluate Them*. RISE, Swedish ICT, SICS. <https://vhml.org/workshops/AAMAS/papers/hook.pdf>
- Izard, C. E. (2013). *Human emotions*. Springer Science & Business Media.
- Kim, K. , Boelling, L. , et al. (2018). Does a Digital Assistant Need a Body? The Influence of Visual Embodiment and Social Behavior on the Perception of Intelligent Virtual Agents in AR. In *2018 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, 105–114. IEEE. <https://doi.org/10.1109/ISMAR.2018.00039>
- Laura-Ochoa, L. , & Tejada-Toledo, F. (2020, September 16–18). CovidEmoVis - An interactive visual analytic tool for exploring emotions from Twitter data of Covid-19. In *Human-computer interaction: 6th Iberomarian workshop, HCI-Collab 2020, Arequipa, Peru, Proceedings 6* (pp. 94–106). Springer International Publishing.
- Lavoué, E. , Molinari, G. , & Trannois, M. (2017). Emotional Data Collection Using Self-Reporting Tools in Distance Learning Courses. <http://doi.org/10.1109/ICALT.2017.94>
- Lazar, J. , Feng, J. H. , & Hochheiser, H. (2017). *Research methods in human-computer interaction*. Morgan Kaufmann.
- Leahu, L. , & Sengers, P. (2014). Freaky: Performing Hybrid Human-Machine Emotion. In *Proceedings of the 2014 Conference on Designing Interactive Systems*, 607–616. <https://doi.org/10.1145/2598510.2600879>
- Levy, P. , & Yamanaka, T. (2006). Towards a definition of Kansei. In Friedman, K. , Love, T. , Côte-Real, E. and Rust, C. (Eds.), *Wonderground - DRS International Conference 2006*, 1–4.
- Lisetti, C. L. (1998). Review of the book *affective computing*, by R. Picard. MIT Press.
- Lokman, A. M. (2010). Design & Emotion: The Kansei Engineering Methodology. *Malaysian Journal of Computing*, 1(1), 1–11.
- López, Ó. , Murillo, C. , & González, A. (2021). State of the Art Analysis of Emotional Design Methodologies and Their Demonstrated Results. In *Advances in Industrial Design: Proceedings of the AHFE 2021 Virtual Conferences on Design for Inclusion, Affective and Pleasurable*

Design, Interdisciplinary Practice in Industrial Design, Kansei Engineering, and Human Factors for Apparel and Textile Engineering, July 25-29, 2021, USA (pp. 943–951). Springer International Publishing.

Luxton, D. D. (2020). Ethical Implications of Conversational Agents in Global Public Health. *Bulletin of the World Health Organization*, 98(4), 285. <https://pubmed.ncbi.nlm.nih.gov/32284654/>

Lyall, S. , Elmiligi, H. , & Ortner, C. N. M. (2016). Using Mobile and Web Technologies to Collect and Analyze Emotion Survey Data. <http://doi.org/10.1145/2910925.2910939>

Ma, C. , Song, J. -C. , Zhu, Q. , Maher, K. T. , Maher, K. T. , Huang, Z. -Y. , & Wang, H. (2020). EmotionMap: Visual Analysis of Video Emotional Content on a Map. *Journal of Computer Science and Technology*, 35(3), 576–591. <http://doi.org/10.1007/S11390-020-0271-2>

Minsky, M. L. (1991). Logical Versus Analogical or Symbolic Versus Connectionist or Neat Versus Scruffy. *AI Magazine*, 12(2), 34–34.

Miura, K. (2011). Kansei as Mental Activity: Perception with Impression, Intuitive Judgment and the Basis of Creativity. *Japanese Psychological Research*, 53(4), 341–348. <https://doi.org/10.1111/j.1468-5884.2011.00485.x>

Morris, M. W. , & Keltner, D. (2000). How Emotions Work: The Social Functions of Emotional Expression in Negotiations. *Research in Organizational Behavior*, 22, 1–50. [https://doi.org/10.1016/S0191-3085\(00\)22002-9](https://doi.org/10.1016/S0191-3085(00)22002-9)

Peeters, M. M. , van Diggelen, J. , et al. (2021). Hybrid Collective Intelligence in a Human–AI Society. *AI Society*, 36, 217–238.

Picard, R. W. (2000). *Affective computing*. MIT Press.

Picard, R. W. (2010). Affective Computing: From Laughter to IEEE. *IEEE Transactions on Affective Computing*, 1(1), 11–17. <https://doi.org/10.1109/T-AFFC.2010.10>

Picard, R. W. , & Scheirer, J. (2001, August). The Galvactivator: A Glove that Senses and Communicates Skin Conductivity. In *Proceedings 9th Int. Conf. on HCI*.

Pullman, M. E. , & Gross, M. A. (2004). Ability of Experience Design Elements to Elicit Emotions and Loyalty Behaviors. *Decision Sciences*, 35(3), 551–578.

Ranade, A. G. , Patel, M. , & Magare, A. (2018). Emotion Model for Artificial Intelligence and Their Applications. <http://doi.org/10.1109/PDGC.2018.8745840>

Rousi, R. , & Alanen, H. -K. (2021). Socio-Emotional Experience in Human Technology Interaction Design – A Fashion Framework Proposal. http://doi.org/10.1007/978-3-030-77431-8_8

Russell, J. A. (2003). Core Affect and the Psychological Construction of Emotion. *Psychological Review*, 110(1), 145–172. <https://doi.org/10.1037/0033-295X.110.1.145>

Russell, J. A. , & Barrett, L. F. (1999). Core Affect, Prototypical Emotional Episodes, and Other Things Called Emotion: Dissecting the Elephant. *Journal of Personality and Social Psychology*, 76(5), 805.

Salmeron-Majadas, S. , Santos, O. C. , Boticario, J. G. , Cabestrero, R. , Quirós, P. , & Saneiro, M. (2013, July 6-9). Gathering emotional data from multiple sources. In S. K. D'Mello , R. A. Calvo , & A. Olney (Eds.), *Proceedings of the 6th International Conference on Educational Data Mining* (pp. 404–405). International Educational Data Mining Society. http://www.educationaldatamining.org/EDM2013/papers/rn_paper_100.pdf

Salovey, P. , & Pizarro, D. A. (2003). The value of emotional intelligence. In R. J. Sternberg , J. Lautrey , & T. I. Lubart (Eds.), *Models of intelligence* (pp. 263–278). American Psychological Association.

Scherer, K. R. (2000). Psychological Models of Emotion. *The Neuropsychology of Emotion*, 137(3), 137–162. Oxford University Press.

Schuller, B. W. (2018). Speech Emotion Recognition: Two Decades in a Nutshell, Benchmarks, and Ongoing Trends. *Communications of the ACM*, 61(5), 90–99. <https://doi.org/10.1145/3129340>

Seo, C. , Zhang, L. , Kim, Y.-H. , Yun, S.-J. , Lee, D. , Kim, Y. , & Lee, J. (2021). Electronic device and method of obtaining emotion information (European Patent No. EP3820369A1). European Patent Office. <https://patents.google.com/patent/EP3820369A1/en>

Sobue, S. , Huang, X. , & Chen, Y. W. (2008). Mapping Functions between Image Features and KANSEI and its Application to KANSEI Based Clothing Fabric Image Retrieval. In *ITC-CSCC: International Technical Conference on Circuits Systems, Computers and Communications*, 705–708.

- Weis, P. P. , & Herbert, C. (2022). Do I Still Like Myself? Human-Robot Collaboration Entails Emotional Consequences. *Computers in Human Behavior*, 127, 107060.
- Yan, H. (2023). Emotional Product Development: Concepts, Framework, and Methodologies. In *Knowledge Technology and Systems: Toward Establishing Knowledge Systems Science* (pp. 197–225). Singapore: Springer Nature Singapore.
- Zhao, X. , Deng, Y. , et al. (2023). A Comprehensive Survey on Deep Learning for Relation Extraction: Recent Advances and New Frontiers. *arXiv*. <https://arxiv.org/abs/2306.02051>

Design Futures Education in HCI

- Bell, W. (2003). *Foundations of futures studies* (Vol. 1, rev. ed.). Transaction.
- Bleecker, J. , Foster, N. , Girardin, F. , Nova, N. , Frey, C. , & Pittman, P. & Near Future Laboratory (Organization) . (2022). *The manual of design fiction*. Near Future Laboratory.
- Bødker, S. (2006). When second wave HCI meets third wave challenges. In *Proceedings NordiCHI 2006* , pp. 14–18. ACM, New York. <https://doi.org/10.1145/1182475.1182476>
- Bødker, S. (2015). Third-wave HCI, 10 years later—Participation and sharing. *Interactions*, 22(5), 24–31.
- Boulding, E. (1988). *Building a global civic culture: Education for an interdependent world*. Syracuse University Press.
- Candy, S. (2010). *The futures of everyday life: Politics and the design of experiential scenarios*. Doctoral Dissertation. University of Hawaii.
- Cascio, J. (2012). *Ten Rules for Creating Awful Scenarios*. http://www.openthefuture.com/2012/08/ten_rules_for_creating_awful_s.html
- Cascio, J. (2013). *Bad Futurism*. http://www.openthefuture.com/2013/02/humanity_plus_talk_bad_futuris.html
- Collins, T. , & Hines, A. (2010). The evolution of integral futures a status update. *World Futures Review*, 5–16. <https://doi.org/10.1177/194675671000200303>
- Dator, J. (2009). Alternative futures at the Manoa School. *Journal of Futures Studies*, 14 (2), 1–18.
- Dator, J. (2019). What futures studies is, and is not. In Jim Dator: A Noticer in Time. *Anticipation Science*, vol 5. Springer, Cham. https://doi.org/10.1007/978-3-030-17387-6_1
- Dunne, A. (2005). *Hertzian tales: electronic products, aesthetic experience, and critical design*. MIT Press.
- Dunne, A. , & Raby, F. (2001). *Design noir: the secret life of electronic objects*. August; Birkhäuser.
- Dunne, A. , & Raby, F. (2013). *Speculative everything: Design, fiction, and social dreaming*. MIT Press.
- Esbjrn-Hargens, S. (2009). “An Overview of Integral Theory: An All-Inclusive Framework for the 21st Century,” *Integral Institute*, Resource Paper No. 1 (March 2009): 1.
- Fry, T. (1999). *A new design philosophy : an introduction to defuturing*. UNSW Press.
- Fry, T. (2008). *Design futuring : sustainability, ethics and new practice*. Berg.
- Gidley, J. M. (2017). *The future: A very short introduction*. Oxford University Press.
- Gordon, A. (2009). *Future savvy: identifying trends to make better decisions manage uncertainty and profit from change*. American Management Association.
- Harrison, S. , Tatar, D. , & Sengers, P. (2007, April). The three paradigms of HCI. In *Alt. Chi. Session at the SIGCHI Conference on human factors in computing systems San Jose , California, USA* (pp. 1–18).
- Inayatullah, S. (1998). Causal layered analysis: Poststructuralism as method. *Futures*, 30 (8), 815–829.
- Intergovernmental Panel Climate Change (IPCC) . (2023). <https://www.ipcc.ch/reports/>
- Lopes, A. G. (2022). HCI Four Waves Within Different Interaction Design Examples. In: Bhutkar, G. , et al. *Human Work Interaction Design. Artificial Intelligence and Designing for a Positive Work Experience in a Low Desire Society*. HWID 2021. IFIP Advances in Information and Communication Technology, vol 609. Springer, Cham. https://doi.org/10.1007/978-3-031-02904-2_4

Mitrović, I. , Auger, J. , Hanna, J. , & Helgason, I. (2021). Beyond Speculative Design: Past – Present – Future, SpeculativeEdu; Arts Academy, University of Split.

Morrison, A. , Celi, M. , & Cleriès, L. (2021). Anticipatory design and futures literacies. In *Proceedings of CUMULUS ROME 2020* . <https://cumulusroma2020.org/>

Rijn, M. van , & Burgt, R. v. d.. (2021). Explore the big picture: Forces shaping the future of humanity. Pearson.

Schemel, S. , Simunich, J. , Luebkehan, C. , Ozinsky, A. , McCullough, R. , & Bushnell, L. (2019). Four plausible futures 2050 scenarios (p. 68). ARUP. <https://www.arup.com/perspectives/publications/research/section/2050-scenarios-four-plausible-futures>

Schwartz, P. (1991). *The art of the long view* (First). Doubleday/Currency.

Scupelli, P. (2021). Teaching designers to anticipate future challenges with causal layered analysis. IASDR 2021: With Design: Reinventing Design Modes. December 5–9, 2021. <https://www.sd.polyu.edu.hk/iasdr2021/abstracts/download.php>

Scupelli, P. (2022). Does when and how design students learn causal layered analysis matter? *Journal of Futures Studies*, 27 (2), 28–41.

Scupelli, P. (2023) Teaching to transfer causal layered analysis from futures thinking to design thinking, in De Sainz Molestina, D. , Galluzzo, L. , Rizzo, F. , Spallazzo, D. (Eds.), *IASDR 2023: Life-Changing Design* , 9–13 October, Milan, Italy. <https://doi.org/10.21606/iasdr.2023.383>

Slaughter, R. A. (1998). Transcending flatland: Implications of Ken Wilber's meta-narrative for futures studies. *Futures*, 519–533. [https://doi.org/10.1016/S0016-3287\(98\)00056-1](https://doi.org/10.1016/S0016-3287(98)00056-1)

Sterling, B. (2005). *Shaping things*. MIT Press.

Tharp, B. M. , & Tharp, S. M. (2019). *Discursive design: Critical, speculative, and alternative things*. MIT Press.

World Business Council for Sustainable Development (WBCSD) (2009). *Nine Pathways to a Sustainable 2050*. <https://www.wbcd.org/vision-2050/>

Ecological Thinking in HCI

Barba, E. , & MacIntyre, B. (2011, November). A scale model of mixed reality. In *Proceedings of the 8th ACM Conference on Creativity and Cognition* (pp. 117–126). ACM.

Biggs, H. R. , Bardzell, J. , & Bardzell, S. (2021, May). Watching myself watching birds: Abjection, ecological thinking, and posthuman design. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1–16).

Blevis, E. , Bødker, S. , Flach, J. , Forlizzi, J. , Jung, H. , Kaptelinin, V. , Nardi, B. , & Rizzo, A. (2015, April). Ecological perspectives in HCI: Promise, problems, and potential. In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 2401–2404).

Bødker, S. , & Klokmoose, C. N. (2011). The human–artifact model: An activity theoretical approach to artifact ecologies. *Human–Computer Interaction*, 26 (4), 315–371.

Bourdieu, P. (1990). *The logic of practice*. Stanford University Press.

Buçinca, Z. , Malaya, M. B. , & Gajos, K. Z. (2021). To trust or to think: Cognitive forcing functions can reduce overreliance on AI in AI-assisted decision-making. *Proceedings of the ACM on Human-Computer Interaction*, 5 (CSCW1), 1–21.

Cervato, C. , & Frodeman, R. (2012). The significance of geologic time: Cultural, educational, and economic frameworks. *Geological Society of America Special Papers*, 486 , 19–27.

Code, L. (2006). *Ecological thinking: The politics of epistemic location*. Oxford University Press.

Commoner, B. (2020). *The closing circle: Nature, man, and technology*. Courier Dover Publications.

Conley, V. A. (2006). *Ecopolitics: The environment in poststructuralist thought*. Routledge.

Daniel, K. (2017). *Thinking, fast and slow*. Farrar, Straus and Giroux. New York.

Deleuze, G. (1988). *Spinoza: Practical philosophy*. City Lights Books.

Deleuze, G. , & Guattari, F. (1994). *What is philosophy?* Columbia University Press.

Dema, T. , Brereton, M. , Esteban, M. , Soro, A. , Sherub, S. , & Roe, P. (2020, April). Designing in the network of relations for species conservation: The playful Tingtibi community birdhouse.

In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (pp. 1–14).

Fletcher, R. , Fortin, M. J. , Fletcher, R. , & Fortin, M. J. (2018). Introduction to spatial ecology and its relevance for conservation. *Spatial Ecology and Conservation Modeling: Applications with R*, 1–13.

Forlizzi, J. (2008). The product ecology: Understanding social product use and supporting design culture. *International Journal of Design*, 2 (1).

Fuller, M. (2005). *Media ecologies: Materialist energies in art and technoculture*. MIT Press.

Gibson, J. J. (1977). The theory of affordances. *Hilldale, USA*, 1 (2), 67–82.

Hallnäs, L. , & Redström, J. (2001). Slow technology—designing for reflection. *Personal and ubiquitous computing*, 5 , 201–212.

Hayden, P. (1997). Gilles Deleuze and naturalism: A convergence with ecological theory and politics. *Environmental Ethics*, 19 (2), 185–204.

Hazas, M. , & Nathan, L. (Eds.). (2017). *Digital technology and sustainability: Engaging the paradox*. Routledge.

Heringman, N. (2015). Deep time at the dawn of the Anthropocene. *Representations*, 129 (1), 56–85.

He, Z. , Zhu, F. , Perlin, K. , & Ma, X. (2018). Manifest the invisible: Design for situational awareness of physical environments in virtual reality. arXiv preprint arXiv:1809.05837.

Irvine, R. D. G. (2014). Deep time: An anthropological problem. *Social Anthropology*, 22 (2), 157–172.

Jackson, S. J. , & Kang, L. (2014, April). Breakdown, obsolescence and reuse: HCI and the art of repair. In *Proceedings of the SIGCHI conference on human factors in computing systems* (pp. 449–458).

Jacob, R. J. , Girouard, A. , Hirshfield, L. M. , Horn, M. S. , Shaer, O. , Solovey, E. T. , & Zigelbaum, J. (2008, April). Reality-based interaction: A framework for post-WIMP interfaces. In *Proceedings of the SIGCHI conference on Human factors in computing systems* (pp. 201–210).

Kaptelinin, V. (2014). *Affordances and design*. Interaction Design Foundation.

Kimmerer, R. W. (2014). Returning the gift. *Minding Nature*, 7 (2), 18–24.

Kingsland, S. E. (1995). *Modeling nature*. University of Chicago Press.

Kjærup, M. , Skov, M. B. , Nielsen, P. A. , Kjeldskov, J. , Gerken, J. , & Reiterer, H. (2021). Longitudinal studies in HCI research: A review of CHI publications from 1982–2019 (pp. 11–39). Springer International Publishing.

Kleinberger, R. , Cunha, J. , Vemuri, M. M. , & Hirskyj-Douglas, I. (2023, April). Birds of a feather video-flock together: Design and Evaluation of an agency-based parrot-to-parrot video-calling system for interspecies ethical enrichment. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* (pp. 1–16).

Knowles, B. , Bates, O. , & Håkansson, M. (2018). This changes sustainable HCI. In *Proceedings of the CHI 2018* (pp. 1–12). Montréal, QC, Canada: ACM.

Latour, B. (1992). Where are the missing masses? The sociology of a few mundane artifacts, in Bijker, W. E. and Law, J. (Eds.), *Shaping Technology/Building Society: Studies in Sociotechnical Change* (pp. 225–258), MIT Press.

Lear, L. (1998). *Rachel Carson: Witness for nature*. Macmillan.

Light, A. , Shklovski, I. , & Powell, A. (2017, May). Design for existential crisis. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 722–734).

Lin, C. E. , Cheng, T. Y. , & Ma, X. (2020, April). Architect: Building interactive virtual experiences from physical affordances by bringing human-in-the-loop. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1–13).

Liu, S. Y. , Bardzell, S. , & Bardzell, J. (2019a). Symbiotic encounters: HCI and sustainable agriculture. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1–13).

Liu, S. Y. , Liu, J. , Dew, K. , Zdziarska, P. , Livio, M. , & Bardzell, S. (2019b). Exploring noticing as method in design research. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion* (pp. 377–380).

Ma, X. , Fang, K. , & Zhu, F. (2016, June). From breakage to icebreaker: Inspiration for designing technological support for human-human interaction. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems* (pp. 403–414).

- Mancini, C. (2011). Animal-computer interaction: A manifesto. *Interactions*, 18 (4), 69–73.
- Mazé, R. , & Redström, J. (2005). Form and the computational object. *Digital Creativity*, 16 (1), 7–18.
- Meeghapola, L. , Constantinides, M. , Radivojevic, Z. , Li, H. , Quercia, D. , & Eggleston, M. S. (2023, April). Quantified canine: Inferring dog personality from wearables. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* (pp. 1–19).
- Montello, D. R. (1993, September). Scale and multiple psychologies of space. In *European Conference on Spatial Information Theory* (pp. 312–321). Springer Berlin Heidelberg.
- Montero, C. S. , Alexander, J. , Marshall, M. T. , & Subramanian, S. (2010, September). Would you do that? Understanding social acceptance of gestural interfaces. In *Proceedings of the 12th International Conference on Human Computer Interaction with Mobile Devices and Services* (pp. 275–278).
- Morton, T. (2010). *The ecological thought*. Harvard University Press.
- Naess, A. (1990). *Ecology, community and lifestyle: Outline of an ecosophy*. Cambridge University Press.
- Naess, A. (2017). The shallow and the deep, long-range ecology movement. A summary. In *The ethics of the environment* (pp. 115–120). Routledge.
- Nardi, B. A. , & O'Day, V. (2000). *Information ecologies: Using technology with heart*. MIT Press.
- Norman, D. (2004). *Affordances and design*. Unpublished article, available online at: https://www.researchgate.net/publication/265618710_Affordances_and_Design
- Norman, D. A. (1988). *The psychology of everyday things*. Basic Books.
- Norman, D. A. (1990). *The design of everyday things*. Doubleday.
- Odom, W. (2015, April). Understanding long-term interactions with a slow technology: An investigation of experiences with FutureMe. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* (pp. 575–584).
- Odom, W. , Linehan, C. , Pschetz, L. , Tsaknaki, V. , Vallgård, A. , Wiberg, M. , & Yoo, D. (2018a). Time, temporality, and slowness: Future directions for design research. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (pp. 383–386). Hong Kong, China: ACM.
- Odom, W. T. , Sellen, A. J. , Banks, R. , Kirk, D. S. , Regan, T. , Selby, M. , Forlizzi, J. L. , & Zimmerman, J. (2014, April). Designing for slowness, anticipation and re-visitation: A long term field study of the photobox. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 1961–1970).
- Odom, W. , Wakkary, R. , Bertran, I. , Harkness, M. , Hertz, G. , Hol, J. , Lin, H. , Naus, B. , Tan, P. , & Verburg, P. (2018b). Attending to slowness and temporality with Olly and slow game: A design inquiry into supporting longer-term relations with everyday computational objects. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1–13).
- Odom, W. , Wakkary, R. , Hol, J. , Naus, B. , Verburg, P. , Amram, T. , & Chen, A. Y. S. (2019, May). Investigating slowness as a frame to design longer-term experiences with personal data: A field study of Olly. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1–16).
- Park, J. S. , Barber, R. , Kirlik, A. , & Karahalios, K. (2019). A slow algorithm improves users' assessments of the algorithm's accuracy. *Proceedings of the ACM on Human-Computer Interaction*, 3 (CSCW), 1–15.
- Peng, Z. , Mo, K. , Zhu, X. , Chen, J. , Chen, Z. , Xu, Q. , & Ma, X. (2020, April). Understanding user perceptions of robot's delay, voice quality-speed trade-off and GUI during conversation. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1–8).
- Pierce, J. (2012, May). Undesigning technology: Considering the negation of design by design. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 957–966).
- Rahm-Skågeby, J. , & Rahm, L. (2022). HCI and deep time: Toward deep time design thinking. *Human-computer interaction*, 37 (1), 15–28.
- Reed, E. S. (1996). *Encountering the world: Toward an ecological psychology*. Oxford University Press.
- Rico, J. , & Brewster, S. (2010, April). Usable gestures for mobile interfaces: Evaluating social acceptability. In *Proceedings of the SIGCHI Conference on Human Factors in Computing*

Systems (pp. 887–896).

Roo, J. S. , Gervais, R. , Frey, J. , & Hachet, M. (2017, May). Inner garden: Connecting inner states to a mixed reality sandbox for mindfulness. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* (pp. 1459–1470).

Shekhar, S. , Feiner, S. K. , & Aref, W. G. (2015). Spatial computing. *Communications of the ACM*, 59 (1), 72–81.

Shekhar, S. , & Vold, P. (2020). *Spatial computing*. MIT Press.

Smith, N. , Bardzell, S. , & Bardzell, J. (2017, May). Designing for cohabitation: Naturecultures, hybrids, and decentering the human in design. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* (pp. 1714–1725).

Sun, Z. , Cao, N. , & Ma, X. (2017, May). Attention, comprehension, execution: Effects of different designs of biofeedback display. In *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 2132–2139).

Sun, Z. , Han, F. , & Ma, X. (2018, April). Exploring the Effects of Scale in Augmented Reality-Empowered Visual Analytics. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1–6).

Sun, Z. , Reani, M. , Li, Q. , & Ma, X. (2020a). Fostering engagement in technology-mediated stress management: A comparative study of biofeedback designs. *International Journal of Human-Computer Studies*, 140 , 102430.

Sun, Z. , Wang, S. , Liu, C. , & Ma, X. (2022). Metaphoraction: Support gesture-based interaction design with metaphorical meanings. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 29 (5), 1–33.

Sun, Z. , Wang, S. , Yang, W. , Yürüten, O. , Shi, C. , & Ma, X. (2020b). “A Postcard from Your Food Journey in the Past”: Promoting Self-Reflection on Social Food Posting. In *Proceedings of the 2020 ACM Designing Interactive Systems Conference* (pp. 1819–1832).

Tilman, D. , & Kareiva, P. (Eds.). (1997). *Spatial ecology: The role of space in population dynamics and interspecific interactions*. Princeton University Press.

Tsing, A. L. (2015). *The mushroom at the end of the world: On the possibility of life in capitalist ruins*. Princeton University Press.

Tversky, B. (2003). Structures of mental spaces: How people think about space. *Environment and behavior*, 35 (1), 66–80.

Vaughan, M. , Courage, C. , Rosenbaum, S. , Jain, J. , Hammontree, M. , Beale, R. , & Welsh, D. (2008). Longitudinal usability data collection: Art versus science? In *CHI'08 extended abstracts on Human factors in computing systems* (pp. 2261–2264).

Williams, R. (1976). *Keywords: A vocabulary of culture and society*. Oxford University Press.

Wu, Z. , Guo, J. , Zhang, S. , Zhao, C. , & Ma, X. (2019, July). An AR benchmark system for indoor planar object tracking. In *2019 IEEE International Conference on Multimedia and Expo (ICME)* (pp. 302–307). IEEE.

Wu, C. , He, K. , Chen, J. , Zhao, Z. , & Du, R. (2020). Liveness is not enough: Enhancing fingerprint authentication with behavioral biometrics to defeat puppet attacks. In *29th USENIX Security Symposium (USENIX Security 20)* (pp. 2219–2236).

Zhao, M. , Chen, Z. , Lu, K. , Li, C. , Qu, H. , & Ma, X. (2016, October). Blossom: Design of a tangible interface for improving intergenerational communication for the elderly. In *Proceedings of the International Symposium on Interactive Technology and Ageing Populations* (pp. 87–98).

Zhu, B. , Hedman, A. , & Li, H. (2017). Designing digital mindfulness: Presence-in and presence-with versus presence-through. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI'17)* (pp. 2685–2695). ACM.

Zhu, Q. , Wang, Z. , Zeng, W. , Tong, W. , Lin, W. , & Ma, X. (2024). Make Interaction Situated: Designing User Acceptable Interaction for Situated Visualization in Public Environments. In *Proceedings of the CHI Conference on Human Factors in Computing Systems* (pp. 1–21).

Zhu, B. , Zhang, Y. , Ma, X. , & Li, H. (2015). Bring Chinese Aesthetics into Designing the Experience of Personal Informatics for Wellbeing. In *9th Interactional Conference on Design and Semantics of Form and Movement (DeSForm 2015)*.

Social HCI

- Basapur, S. , Mandalia, H. , Chaysinh, S. , Lee, Y. , Venkitaraman, N. , & Metcalf, C. (2012). FANFEEDS: Evaluation of Socially Generated Information Feed on Second Screen as a TV Show Companion. In *Proceedings of the 10th European Conference on Interactive TV and Video* , 87–96. <https://doi.org/10.1145/2325616.2325636>
- Bennett, C. L. , E, J., Mott, M. E. , Cutrell, E. , & Morris, M. R. (2018). How Teens with Visual Impairments Take, Edit, and Share Photos on Social Media. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* , 1–12. <https://doi.org/10.1145/3173574.3173650>
- Cai, J. , Wohn, D. Y. , Mittal, A. , & Sureshbabu, D. (2018). Utilitarian and Hedonic Motivations for Live Streaming Shopping. In *Proceedings of the 2018 ACM International Conference on Interactive Experiences for TV and Online Video* , 81–88. <https://doi.org/10.1145/3210825.3210837>
- Chen, S. , Chen, X. , Lu, Z. , & Huang, Y. (2023). “My Culture, My People, My Hometown”: Chinese Ethnic Minorities Seeking Cultural Sustainability by Video Blogging. In *Proceedings of the ACM Human-Computer Interaction* , 7 (CSCW1). <https://doi.org/10.1145/3579509>
- Chen, D. L. , Freeman, D. , & Balakrishnan, R. (2019). Integrating Multimedia Tools to Enrich Interactions in Live Streaming for Language Learning. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* , 1–14. <https://doi.org/10.1145/3290605.3300668>
- Cummings, J. J. , & Bailenson, J. N. (2016). How Immersive Is Enough? A Meta-Analysis of the Effect of Immersive Technology on User Presence. *Media Psychology* , 19 (2), 272–309. <https://doi.org/10.1080/15213269.2015.1015740>
- Dougherty, A. (2011). Live-Streaming Mobile Video : Production as Civic Engagement. In *Proceedings of the 13th International Conference on Human Computer Interaction with Mobile Devices and Services (MobileHCI '11)* , 425. <https://doi.org/10.1145/2037373.2037437>
- Dove, G. , Halskov, K. , Forlizzi, J. , & Zimmerman, J. (2017). UX Design Innovation: Challenges for Working with Machine Learning as a Design Material. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* , 278–288. <https://doi.org/10.1145/3025453.3025739>
- Fiesler, C. , Jiang, J. , McCann, J. , Frye, K. , & Brubaker, J. (2018). Reddit Rules! Characterizing an Ecosystem of Governance. In *Proceedings of the International AAAI Conference on Web and Social Media* , 12 (1). <https://doi.org/10.1609/icwsm.v12i1.15033>
- Gamage, D. , Ghasiya, P. , Bonagiri, V. , Whiting, M. E. , & Sasahara, K. (2022). Are Deepfakes Concerning? Analyzing Conversations of Deepfakes on Reddit and Exploring Societal Implications. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* . <https://doi.org/10.1145/3491102.3517446>
- Gillespie, T. (2018). *Custodians of the Internet: Platforms, Content Moderation, and the Hidden Decisions That Shape Social media*. Yale University Press.
- Glickman, S. , McKenzie, N. , Seering, J. , Moeller, R. , & Hammer, J. (2018). Design Challenges for Livestreamed Audience Participation Games. In *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play* , 187–199. <https://doi.org/10.1145/3242671.3242708>
- Haimson, O. L. , & Tang, J. C. (2017). What Makes Live Events Engaging on Facebook Live, Periscope, and Snapchat. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI'17)* , 48–60. <https://doi.org/10.1145/3025453.3025642>
- Hamilton, W. A. , Garretson, O. , & Kerne, A. (2014). Streaming on twitch: Fostering Participatory Communities of Play Within Live Mixed Media. In *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems (CHI'14)* , 1315–1324. <https://doi.org/10.1145/2556288.2557048>
- Hamilton, W. A. , Lupfer, N. , Botello, N. , Tesch, T. , Stacy, A. , Merrill, J. B. , Williford, B. , Bentley, F. R. , & Kerne, A. (2018). Collaborative Live Media Curation: Shared Context for Participation in Online Learning. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)* , Paper 555, 14 pages.

<https://doi.org/10.1145/3173574.3174129>

Han, C. , Seering, J. , Kumar, D. , Hancock, J. T. , & Durumeric, Z. (2023). Hate Raids on Twitch: Echoes of the Past, New Modalities, and Implications for Platform Governance. In *Proceedings of the ACM Human-Computer Interaction*, 7(CSCW1).

<https://doi.org/10.1145/3579609>

He, W. , Gordon, M. L. , Popowski, L. , & Bernstein, M. S. (2023). Cura: Curation at Social Media Scale. In *Proceedings of the ACM on Human-Computer Interaction*, 7(CSCW2).

<https://doi.org/10.1145/3610186>

He, C. , He, L. , Lu, Z. , & Li, B. (2023). Seeking Love and Companionship through Streaming: Unpacking Livestreamer-Moderated Senior Matchmaking in China. In *Conference on Human Factors in Computing Systems - Proceedings*, 18. <https://doi.org/10.1145/3544548.3581195>

Jakesch, M. , Bhat, A. , Buschek, D. , Zalmanson, L. , & Naaman, M. (2023). Co-Writing with Opinionated Language Models Affects Users' Views. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* .

<https://doi.org/10.1145/3544548.3581196>

Jakesch, M. , French, M. , Ma, X. , Hancock, J. T. , & Naaman, M. (2019). AI-Mediated Communication: How the Perception that Profile Text Was Written by AI Affects Trustworthiness. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*, 1–13. <https://doi.org/10.1145/3290605.3300469>

Lessel, P. , Vielhauer, A. , & Krüger, A. (2017). Expanding Video Game Live-Streams with Enhanced Communication Channels: A Case Study. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*, 1571–1576.

<https://doi.org/10.1145/3025453.3025708>

Lin, J. , & Lu, Z. (2017). The Rise and Proliferation of Live-Streaming in China: Insights and Lessons. In *International Conference on Human-Computer Interaction*, 632–637.

Lu, Z. (2019). Live Streaming in China for Sharing Knowledge and Promoting Intangible Cultural Heritage. *Interactions*, 27 (1), 58–63.

Lu, Z. , Annett, M. , Fan, M. , & Wigdor, D. (2019). I Feel It Is My Responsibility to Stream: Streaming and Engaging with Intangible Cultural Heritage through Livestreaming. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*, 229.

<https://doi.org/10.1145/3290605.3300459>

Lu, Z. , Habib, R. , Wei, L.-Y. , Dontcheva, M. , Karahalios, K. , Kazi, R. H. , Wei, L.-Y. , Dontcheva, M. , & Karahalios, K. (2021). StreamSketch: Exploring Multi-Modal Interactions in Creative Live Streams. In *Proceedings of the ACM on Human-Computer Interaction*, 5 (CSCW), 1–26.

Lu, Z. , Heo, S. , & Wigdor, D. (2018a). StreamWiki: Enabling Viewers of Knowledge Sharing Live Streams to Collaboratively Generate Archival Documentation for Effective In-Stream and Post-Hoc Learning. In *Proceedings of the ACM on Human-Computer Interaction*, 2 (CSCW), Article 112, 24 pages. <https://doi.org/10.1145/3274381>

Lu, X. , & Lu, Z. (2019). Fifteen Seconds of Fame: A Qualitative Study of Douyin, A Short Video Sharing Mobile Application in China. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 11578 LNCS, 233–244. https://doi.org/10.1007/978-3-030-21902-4_17#Tab1

Lu, X. , Lu, Z. , & Liu, C. (2020). Exploring TikTok use and non-use practices and experiences in China. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 12195 LNCS, 57–70.

https://doi.org/10.1007/978-3-030-49576-3_5

Lu, Z. , Xia, H. , Heo, S. , & Wigdor, D. (2018b). You Watch, You Give, and You Engage: A Study of Live Streaming Practices in China. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)*, Paper 466, 13 pages.

<https://doi.org/10.1145/3173574.3174040>

Morris, M. R. , Zolyomi, A. , Yao, C. , Bahram, S. , Bigham, J. P. , & Kane, S. K. (2016). "With Most of It Being Pictures Now, I Rarely Use It": Understanding Twitter's Evolving Accessibility to Blind Users. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, 5506–5516. <https://doi.org/10.1145/2858036.2858116>

Preece, J. (2000). Online Communities: Designing Usability, Supporting Sociability. *Industrial Management & Data Systems*, 100 (9), 459–460.

<https://doi.org/10.1108/IMDS.2000.100.9.459.3>

- Reeves, S. , Greiffenhagen, C. , Flintham, M. , Benford, S. , Adams, M. , Row Farr, J. , & Tandavantij, N. (2015). I'd Hide You: Performing Live Broadcasting in Public. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems* , 2573–2582. <https://doi.org/10.1145/2702123.2702257>
- Roberts, S. T. (2019). Content Moderation in the Shadows of Social Media. Yale University Press. <https://doi.org/10.2307/j.ctvhrcz0v>
- Seering, J. , Kraut, R. , & Dabbish, L. (2017). Shaping Pro and Anti-Social Behavior on Twitch through Moderation and Example-Setting. In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing* , 111–125. <https://doi.org/10.1145/2998181.2998277>
- Tang, N. , Tao, L. , Wen, B. , & Lu, Z. (2022). Dare to Dream, Dare to Livestream: How E-Commerce Livestreaming Empowers Chinese Rural Women. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* . <https://doi.org/10.1145/3491102.3517634>
- Tang, J. C. , Venolia, G. , & Inkpen, K. M. (2016). Meerkat and Periscope: I Stream, You Stream, Apps Stream for Live Streams. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI'16)* , 4770–4780. <https://doi.org/10.1145/2858036.2858374>
- Wang, P. , Hu, S. , Wen, B. , & Lu, Z. (2024). “There Is a Job Prepared for Me Here”: Understanding How Short Video and Live-Streaming Platforms Empower Ageing Job Seekers in China. In *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI'24)*, May 11–16, 2024, Honolulu, HI, USA , 1 . <https://doi.org/10.1145/3613904.3642959>
- Wohn, D. Y. (2019). Volunteer Moderators in Twitch Micro Communities: How They Get Involved, the Roles They Play, and the Emotional Labor They Experience. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1–13). Association for Computing Machinery. <https://doi.org/10.1145/3290605.s3300390>
- Wu, Q. , Sang, Y. , Wang, D. , & Lu, Z. (2023). Malicious Selling Strategies in Livestream E-Commerce: A Case Study of Alibaba's Taobao and ByteDance's TikTok. *ACM Transactions on Computer-Human Interaction*, 30 (3). <https://doi.org/10.1145/3577199>
- Yang, S. , Lee, C. , Shin, H. V. , & Kim, J. (2020). Snapstream: Snapshot-Based Interaction in Live Streaming for Visual Art. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems* , 1–12. <https://doi.org/10.1145/3313831.3376390>
- Yen, R. , Feng, L. , Mehra, B. , Pang, C. C. , Hu, S. , & Lu, Z. (2023). StoryChat: Designing a Narrative-Based Viewer Participation Tool for Live Streaming Chatrooms. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* . <https://doi.org/10.1145/3544548.3580912>

Digital Wellbeing

- Abeele, M. M. V. (2021). Digital wellbeing as a dynamic construct. *Communication Theory*, 31 (4), 932–955.
- Abeele, M. M. V. , Halfmann, A. , & Lee, E. W. (2022). Drug, demon, or donut? Theorizing the relationship between social media use, digital well-being and digital disconnection. *Current Opinion in Psychology*, 45 , 101295.
- Adeoye, M. A. (2023). From variables to research design: A deep dive into educational research methodology. *Journal of Education Research and Evaluation*, 7 (4), 622–628.
- Adler, A. , Gujar, A. , Harrison, B. L. , O'Hara, K. , & Sellen, A. (1998). A Diary Study of Work-Related Reading: Design Implications for Digital Reading Devices. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 241–248).
- Berman, M. G. , Jonides, J. , & Kaplan, S. (2008). The cognitive benefits of interacting with nature. *Psychological science*, 19(12), 1207–1212.
- Burr, C. , Taddeo, M. , & Floridi, L. (2020). The ethics of digital well-being: A thematic review. *Science and Engineering Ethics*, 26 , 2313–2343. <https://doi.org/10.1007/s11948-020-00175-8>.
- Cecchinato, M. E. , Rooksby, J. , Hiniker, A. , Munson, S. , Lukoff, K. , Ciolfi, L. , Thieme, A. , & Harrison, D. (2019). Designing for Digital Wellbeing: A Research & Practice Agenda. In *Paper presented at the Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1–8). ACM.

- Chakraborty, K. , Basu, D. , & Kumar, K. V. (2010). Internet addiction: Consensus, controversies, and the way ahead. *East Asian Archives of Psychiatry*, *20* (3), 123–132.
- Cho, H. , Choi, D. , Kim, D. , Kang, W. J. , Choe, E. K. , & Lee, S. J. (2021). Reflect, not regret: Understanding regretful smartphone use with app feature-level analysis. *Proceedings of the ACM on Human-Computer Interaction*, *5* (CSCW2), 1–36.
- Gergen, K. J. (2002). The Challenge of Absent Presence. *Perpetual Contact: Mobile Communication, Private Talk, Public Performance* (pp. 227–241). <http://doi.org/10.1017/CBO9780511489471.018>; <https://works.swarthmore.edu/fac-psychology/569>
- Gupta, P. , Shah, D. , Bedi, N. , Galagali, P. , Dalwai, S. , & Agrawal, S. , ... & IAP Guideline Committee on Digital Wellness and Screen Time in Infants, Children and Adolescents (2022). Indian Academy of pediatrics guidelines on screen time and digital wellness in infants, children and adolescents. *Indian Pediatrics*, *59* (3), 235–244.
- Harmon, E. , & Mazmanian, M. (2013). Stories of the Smartphone in Everyday Discourse: Conflict, Tension & Instability. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 1051–1060).
- Hayama, Y. , & Desai, H. (2022). Educational probe for developing online education: A case of online problem-based learning in design education in India. *Proceedings of the Design Society*, *2* , 2283–2292.
- Hiniker, A. , Hong, S. , Kohno, T. , & Kientz, J. A. (2016). MyTime: Designing and Evaluating an Intervention for Smartphone Non-Use. In *Paper presented at the Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, San Jose, CA* .
- Huppert, F. A. (2009). Psychological well-being: Evidence regarding its causes and consequences. *Applied Psychology: Health and Well-Being*, *1* (2), 137–164.
- Johnson, D. , Deterding, S. , Kuhn, K. A. , Staneva, A. , Stoyanov, S. , & Hides, L. (2016). Gamification for health and wellbeing: A systematic review of the literature. *Internet Interventions*, *6* , 89–106.
- Ko, M. , Choi, S. , Yatani, K. , & Lee, U. (2016, May). Lock n'LoL: Group-Based Limiting Assistance App to Mitigate Smartphone Distractions in Group Activities. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (pp. 998–1010).
- Lanaj, K. , Johnson, R. E. , & Barnes, C. M. (2014). Beginning the workday yet already depleted? Consequences of late-night smartphone use and sleep. *Organizational Behavior and Human Decision Processes*, *124* (1), 11–23.
- Lee, U. , Lee, J. , Ko, M. , Lee, C. , Kim, Y. , Yang, S. , ... & Song, J. (2014, April). Hooked on Smartphones: An Exploratory Study on Smartphone Overuse Among College Students. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 2327–2336).
- Leung, L. (2008). Digital experience design: Ideas, industries, interaction (pp. 1–128). Intellect.
- Mackert, M. , Champlin, S. E. , Holton, A. , Muñoz, I. I. , & Damásio, M. J. (2014). eHealth and health literacy: A research methodology review. *Journal of Computer-Mediated Communication*, *19* (3), 516–528.
- Marino, C. , Gini, G. , Vieno, A. , & Spada, M. M. (2018). A comprehensive meta-analysis on problematic Facebook use. *Computers in Human Behavior*, *83* , 262–277. <https://doi.org/10.1016/j.chb.2018.02.009>
- Mark, G. , Wang, Y. , & Niiya, M. (2014). Stress and Multitasking in Everyday College Life: An Empirical Study of Online Activity. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (Toronto, Ontario, Canada) (CHI'14)* . ACM, New York, NY, USA, 41–50. <https://doi.org/10.1145/2556288.2557361>
- McMahon, C. , & Aiken, M. (2015, October). Introducing Digital Wellness: Bringing Cyberpsychological Balance to Healthcare and Information Technology. In *2015 IEEE International Conference on Computer and Information Technology; Ubiquitous Computing and Communications; Dependable, Autonomic and Secure Computing; Pervasive Intelligence and Computing* (pp. 1417–1422). IEEE.
- Peters, D. , Calvo, R. A. , & Ryan, R. M. (2018). Designing for motivation, engagement and wellbeing in digital experience. *Frontiers in Psychology*, *9* , 797. <http://doi.org/10.3389/fpsyg.2018.00797>
- Ruggeri, K. , Garcia-Garzon, E. , Maguire, Á , Matz, S. , & Huppert, F. A. (2020). Well-being is more than happiness and life satisfaction: A multidimensional analysis of 21 countries. *Health and Quality of Life Outcomes*, *18* (1), 1–16.

- Ryan, R. M. , & Deci, E. L. (2001). On happiness and human potentials: A review of research on hedonic and eudaimonic well-being. *Annual Review of Psychology*, *52* , 141–166.
<http://doi.org/10.1146/annurev.psych.52.1.141>
- Ryan, R. M. , & Deci, E. L. (2017). *Self-Determination Theory: Basic Psychological Needs in Motivation, Development, and Wellness*. New York, NY: Guilford Press.
- Sawyer, B. , (2014). Games for Health. MIT. In *Presented at the MIT Media Lab Talks, Cambridge, MA*. <https://www.media.mit.edu/video/view/wellbeing-2014-11-05>.
- Sirgy, J. (2012). *The Psychology of Quality of Life: Hedonic Well-Being, Life Satisfaction, and Eudaimonia*. New York, NY: Springer.
- Van den Berg, A. E. , Maas, J. , Verheij, R. A. , & Groenewegen, P. P. (2010). Green space as a buffer between stressful life events and health. *Social science & medicine*, *70*(8), 1203–1210.
- Wolsko, C. , & Lindberg, K. (2013). Experiencing connection with nature: The matrix of psychological well-being, mindfulness, and outdoor recreation. *Ecopsychology*, *5* (2), 80–91.
<http://doi.org/10.1089/eco.2013.0008>