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Gabriele Meiselwitz (Ed.)

Social Computing and Social Media

Design, Human Behavior and Analytics

11th International Conference, SCSM 2019

Held as Part of the 21st HCI International Conference, HCII 2019

Orlando, FL, USA, July 26–31, 2019

Proceedings, Part I

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Foreword

The 21st International Conference on Human-Computer Interaction, HCI International 2019, was held in Orlando, FL, USA, during July 26–31, 2019. The event incorporated the 18 thematic areas and affiliated conferences listed on the following page.

A total of 5,029 individuals from academia, research institutes, industry, and governmental agencies from 73 countries submitted contributions, and 1,274 papers and 209 posters were included in the pre-conference proceedings. These contributions address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The contributions thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The volumes constituting the full set of the pre-conference proceedings are listed in the following pages.

This year the HCI International (HCII) conference introduced the new option of “late-breaking work.” This applies both for papers and posters and the corresponding volume(s) of the proceedings will be published just after the conference. Full papers will be included in the *HCII 2019 Late-Breaking Work Papers Proceedings* volume of the proceedings to be published in the Springer LNCS series, while poster extended abstracts will be included as short papers in the *HCII 2019 Late-Breaking Work Poster Extended Abstracts* volume to be published in the Springer CCIS series.

I would like to thank the program board chairs and the members of the program boards of all thematic areas and affiliated conferences for their contribution to the highest scientific quality and the overall success of the HCI International 2019 conference.

This conference would not have been possible without the continuous and unwavering support and advice of the founder, Conference General Chair Emeritus and Conference Scientific Advisor Prof. Gavriel Salvendy. For his outstanding efforts, I would like to express my appreciation to the communications chair and editor of *HCI International News*, Dr. Abbas Moallem.

July 2019

Constantine Stephanidis

HCI International 2019 Thematic Areas and Affiliated Conferences

Thematic areas:

- HCI 2019: Human-Computer Interaction
- HIMI 2019: Human Interface and the Management of Information

Affiliated conferences:

- EPCE 2019: 16th International Conference on Engineering Psychology and Cognitive Ergonomics
- UAHCI 2019: 13th International Conference on Universal Access in Human-Computer Interaction
- VAMR 2019: 11th International Conference on Virtual, Augmented and Mixed Reality
- CCD 2019: 11th International Conference on Cross-Cultural Design
- SCSM 2019: 11th International Conference on Social Computing and Social Media
- AC 2019: 13th International Conference on Augmented Cognition
- DHM 2019: 10th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management
- DUXU 2019: 8th International Conference on Design, User Experience, and Usability
- DAPI 2019: 7th International Conference on Distributed, Ambient and Pervasive Interactions
- HCIBGO 2019: 6th International Conference on HCI in Business, Government and Organizations
- LCT 2019: 6th International Conference on Learning and Collaboration Technologies
- ITAP 2019: 5th International Conference on Human Aspects of IT for the Aged Population
- HCI-CPT 2019: First International Conference on HCI for Cybersecurity, Privacy and Trust
- HCI-Games 2019: First International Conference on HCI in Games
- MobiTAS 2019: First International Conference on HCI in Mobility, Transport, and Automotive Systems
- AIS 2019: First International Conference on Adaptive Instructional Systems

Pre-conference Proceedings Volumes Full List

1. LNCS 11566, Human-Computer Interaction: Perspectives on Design (Part I), edited by Masaaki Kurosu
2. LNCS 11567, Human-Computer Interaction: Recognition and Interaction Technologies (Part II), edited by Masaaki Kurosu
3. LNCS 11568, Human-Computer Interaction: Design Practice in Contemporary Societies (Part III), edited by Masaaki Kurosu
4. LNCS 11569, Human Interface and the Management of Information: Visual Information and Knowledge Management (Part I), edited by Sakae Yamamoto and Hirohiko Mori
5. LNCS 11570, Human Interface and the Management of Information: Information in Intelligent Systems (Part II), edited by Sakae Yamamoto and Hirohiko Mori
6. LNAI 11571, Engineering Psychology and Cognitive Ergonomics, edited by Don Harris
7. LNCS 11572, Universal Access in Human-Computer Interaction: Theory, Methods and Tools (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 11573, Universal Access in Human-Computer Interaction: Multimodality and Assistive Environments (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNCS 11574, Virtual, Augmented and Mixed Reality: Multimodal Interaction (Part I), edited by Jessie Y. C. Chen and Gino Fragomeni
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11. LNCS 11576, Cross-Cultural Design: Methods, Tools and User Experience (Part I), edited by P. L. Patrick Rau
12. LNCS 11577, Cross-Cultural Design: Culture and Society (Part II), edited by P. L. Patrick Rau
13. LNCS 11578, Social Computing and Social Media: Design, Human Behavior and Analytics (Part I), edited by Gabriele Meiselwitz
14. LNCS 11579, Social Computing and Social Media: Communication and Social Communities (Part II), edited by Gabriele Meiselwitz
15. LNAI 11580, Augmented Cognition, edited by Dylan D. Schmorow and Cali M. Fidopiastis
16. LNCS 11581, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Human Body and Motion (Part I), edited by Vincent G. Duffy

17. LNCS 11582, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Healthcare Applications (Part II), edited by Vincent G. Duffy
18. LNCS 11583, Design, User Experience, and Usability: Design Philosophy and Theory (Part I), edited by Aaron Marcus and Wentao Wang
19. LNCS 11584, Design, User Experience, and Usability: User Experience in Advanced Technological Environments (Part II), edited by Aaron Marcus and Wentao Wang
20. LNCS 11585, Design, User Experience, and Usability: Application Domains (Part III), edited by Aaron Marcus and Wentao Wang
21. LNCS 11586, Design, User Experience, and Usability: Practice and Case Studies (Part IV), edited by Aaron Marcus and Wentao Wang
22. LNCS 11587, Distributed, Ambient and Pervasive Interactions, edited by Norbert Streitz and Shin'ichi Konomi
23. LNCS 11588, HCI in Business, Government and Organizations: eCommerce and Consumer Behavior (Part I), edited by Fiona Fui-Hoon Nah and Keng Siau
24. LNCS 11589, HCI in Business, Government and Organizations: Information Systems and Analytics (Part II), edited by Fiona Fui-Hoon Nah and Keng Siau
25. LNCS 11590, Learning and Collaboration Technologies: Designing Learning Experiences (Part I), edited by Panayiotis Zaphiris and Andri Ioannou
26. LNCS 11591, Learning and Collaboration Technologies: Ubiquitous and Virtual Environments for Learning and Collaboration (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
27. LNCS 11592, Human Aspects of IT for the Aged Population: Design for the Elderly and Technology Acceptance (Part I), edited by Jia Zhou and Gavriel Salvendy
28. LNCS 11593, Human Aspects of IT for the Aged Population: Social Media, Games and Assistive Environments (Part II), edited by Jia Zhou and Gavriel Salvendy
29. LNCS 11594, HCI for Cybersecurity, Privacy and Trust, edited by Abbas Moallem
30. LNCS 11595, HCI in Games, edited by Xiaowen Fang
31. LNCS 11596, HCI in Mobility, Transport, and Automotive Systems, edited by Heidi Krömker
32. LNCS 11597, Adaptive Instructional Systems, edited by Robert Sottilare and Jessica Schwarz
33. CCIS 1032, HCI International 2019 - Posters (Part I), edited by Constantine Stephanidis

34. CCIS 1033, HCI International 2019 - Posters (Part II), edited by Constantine Stephanidis
35. CCIS 1034, HCI International 2019 - Posters (Part III), edited by Constantine Stephanidis

<http://2019.hci.international/proceedings>



11th International Conference on Social Computing and Social Media (SCSM 2019)

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The full list with the Program Board Chairs and the members of the Program Boards of all thematic areas and affiliated conferences is available online at:

<http://www.hci.international/board-members-2019.php>



HCI International 2020

The 22nd International Conference on Human-Computer Interaction, HCI International 2020, will be held jointly with the affiliated conferences in Copenhagen, Denmark, at the Bella Center Copenhagen, July 19–24, 2020. It will cover a broad spectrum of themes related to HCI, including theoretical issues, methods, tools, processes, and case studies in HCI design, as well as novel interaction techniques, interfaces, and applications. The proceedings will be published by Springer. More information will be available on the conference website: <http://2020.hci.international/>.

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Contents – Part I

Social Media Design and Development

Wajeez: An Extractive Automatic Arabic Text Summarisation System.	3
<i>Abrar Al Oudah, Kholoud Al Bassam, Heba Kurdi, and Shiroq Al-Megren</i>	
Arabic Speech Recognition with Deep Learning: A Review	15
<i>Wajdan Algihab, Noura Alawwad, Anfal Aldawish, and Sarah AlHumoud</i>	
The State of the Awareness of Web Accessibility Guidelines of Student Website and App Developers	32
<i>Shiya Cao and Eleanor Loiacono</i>	
Using a Social Media Inspired Optimization Algorithm to Solve the Set Covering Problem	43
<i>Broderick Crawford, Ricardo Soto, Guillermo Cabrera, Agustín Salas-Fernández, and Fernando Paredes</i>	
Toward RNN Based Micro Non-verbal Behavior Generation for Virtual Listener Agents.	53
<i>Hung-Hsuan Huang, Masato Fukuda, and Toyoaki Nishida</i>	
Recommendations for the Design of Digital Memorials in Social Web.	64
<i>Cristiano Maciel, Aron Lopes, Vinicius Carvalho Pereira, Carla Leitão, and Clodis Boscarioli</i>	
How “Friendly” Integrated Development Environments Are?	80
<i>Jenny Morales, Federico Botella, Cristian Rusu, and Daniela Quiñones</i>	
Construction of Support System for Demand Driven Design of Cocktail Recipes by Deep Learning.	92
<i>Soichiro Ota, Kohei Otake, and Takashi Namatame</i>	
Methodologies and Trends in Multimedia Systems: A Systematic Literature Review	109
<i>Carlos Alberto Peláez, Andrés Solano, Toni Granollers, and Cesar Collazos</i>	
A Set of Usability and User eXperience Heuristics for Social Networks.	128
<i>María-Josée Saavedra, Cristian Rusu, Daniela Quiñones, and Silvana Roncagliolo</i>	

Infer Creative Analogous Relationships from Wikidata	140
<i>Mei Si</i>	
Research on O2O Product Design of Beautiful Rural Tourism in the We-Media Era.	152
<i>Congyao Xu and Xiwen Xu</i>	
Human Behaviour in Social Media	
User Characteristics of Vaguebookers versus General Social Media Users . . .	169
<i>Chloe Berryman, Bridget McHugh, Pamela Wisniewski, Chris Ferguson, and Charles Negy</i>	
The Digital Tools: Supporting the “Inner Lives” of Customers/Visitors in Museums	182
<i>Adela Coman, Ana-Maria Grigore, and Andreea Ardelean</i>	
Netflix, Who Is Watching Now?	202
<i>Cristóbal Fernández-Robin, Scott McCoy, Diego Yáñez, and Rodrigo Hernández-Sarpi</i>	
From Belief in Conspiracy Theories to Trust in Others: Which Factors Influence Exposure, Believing and Sharing Fake News.	217
<i>Daniel Halpern, Sebastián Valenzuela, James Katz, and Juan Pablo Miranda</i>	
Fifteen Seconds of Fame: A Qualitative Study of Douyin, A Short Video Sharing Mobile Application in China	233
<i>Xing Lu and Zhicong Lu</i>	
Understanding Appropriation Through End-User Tailoring in Communication Systems: A Case Study on Slack and WhatsApp	245
<i>Ana Paula Retore and Leonelo Dell Anhol Almeida</i>	
Social Network Analysis	
Automating Instagram Activities and Analysis: A Survey of Existing Tools . . .	267
<i>Asma Alsaeed, Ola Alotaibi, Norah Alotaibi, and Meznah Almutairy</i>	
User Motivation and Personal Safety on a Mobile Dating App	278
<i>Vanessa Breitschuh and Julia Göretz</i>	
An Empirical Analysis of Rumor Detection on Microblogs with Recurrent Neural Networks	293
<i>Margarita Bugueño, Gabriel Sepulveda, and Marcelo Mendoza</i>	

Detection of Bots and Cyborgs in Twitter: A Study on the Chilean Presidential Election in 2017	311
<i>Samara Castillo, Héctor Allende-Cid, Wenceslao Palma, Rodrigo Alfaro, Heitor S. Ramos, Cristian Gonzalez, Claudio Elortegui, and Pedro Santander</i>	
A Computational Model of Dynamic Group Formation on Social Media	324
<i>Nick V. Flor and Erin D. Maestas</i>	
Emojis in Textual-Based Communication Among College Students: A Study in Perception and Frequency	336
<i>Hannah Kabir and David W. Marlow</i>	
Clustering Help-Seeking Behaviors in LGBT Online Communities: A Prospective Trial	345
<i>Chen Liang, Dena Abbott, Y. Alicia Hong, Mahboubeh Madadi, and Amelia White</i>	
Estimating Ground Shaking Regions with Social Media Propagation Trees. . .	356
<i>Marcelo Mendoza, Bárbara Poblete, and Ignacio Valderrama</i>	
Multimodal BigFive Personality Trait Analysis Using Communication Skill Indices and Multiple Discussion Types Dataset	370
<i>Candy Olivia Mawalim, Shogo Okada, Yukiko I. Nakano, and Masashi Unoki</i>	
Analysis of Review Text on a Golf Course Reservation Site.	384
<i>Shin Miyake, Kohei Otake, and Takashi Namatame</i>	
Gender-Specific Tagging of Images on Instagram	396
<i>Julia Philipps and Isabelle Dorsch</i>	
Implications of a Psychodynamic Discourse Analysis Study of Aggression in the Online Body Positive Community	414
<i>Heather Michelann Quimby</i>	
From Social Media to Expert Reports: The Impact of Source Selection on Automatically Validating Complex Conceptual Models of Obesity	434
<i>Mannila Sandhu, Philippe J. Giabbanelli, and Vijay K. Mago</i>	
Beware of the Fakes – Overview of Fake Detection Methods for Online Product Reviews	453
<i>Simon André Scherr, Svenja Polst, and Frank Elberzhager</i>	
Claim Behavior over Time in Twitter	468
<i>Fernanda Weiss, Ignacio Espinoza, Julio Hurtado, and Marcelo Mendoza</i>	

Community Engagement and Social Participation

Towards Understanding Negative Votes in a Question and Answer Social Network.	483
<i>Ifeoma Adaji, Kiemute Oyibo, and Julita Vassileva</i>	
From the Street to the Tweet: Applying Task Technology Fit to Examine the Information Technology Role in Revolutionizing Social Movements	499
<i>Fadi Almazayad and Eleanor Loiacono</i>	
The Olympic Games as a Multicultural Environment and Their Relationship with Social Media.	506
<i>Devena Haggis and Simona Vasilache</i>	
Bridging Between Jewish Ultra-Orthodox and the Start-up Nation: A Case Study	524
<i>Dalit Levy</i>	
The Effectiveness of Twitter as a Tertiary Education Stakeholder Communication Tool: A Case of #FeesMustFall in South Africa.	535
<i>Nkululeko Makhubu and Adheesh Budree</i>	
The Use of Social Media as Part of a Transmedia Storytelling Strategy in WWE's Professional Wrestling	556
<i>Eliseo Sciarretta</i>	
How Factors that Influence Engagement Impact Users' Evaluations in Mobile App Stores	571
<i>Leonardo Vasconcelos, Raissa Barcellos, José Viterbo, Flavia Bernardini, Clodis Boscarioli, and Eunice Nunes</i>	
Author Index	585

Contents – Part II

Computer Mediated Communication

Examining Parent Versus Child Reviews of Parental Control Apps on Google Play.	3
<i>Turki Alelyani, Arup Kumar Ghosh, Larry Moralez, Shion Guha, and Pamela Wisniewski</i>	
Every Picture Tells a Story - Exploring Personal Branding Communication Activities on Social Media	22
<i>Christian V. Baccarella, Lukas Maier, Sabine Eibl, and Kai-Ingo Voigt</i>	
Using Social Media to Express Grief While Considering Security Vulnerabilities of Inactive Accounts of the Deceased.	34
<i>James Braman, Alexander Wood, Alfreda Dudley, and Giovanni Vincenti</i>	
Estimating Interpersonal Reactivity Scores Using Gaze Behavior and Dialogue Act During Turn-Changing.	45
<i>Ryo Ishii, Kazuhiro Otsuka, Shiro Kumano, Ryuichiro Higashinaka, and Junji Tomita</i>	
Human-Computer Interaction (HCI) Between “Virtual Family” Members: A Bulgarian Case	54
<i>Mariyan Tomov</i>	
Gaze from and Toward the Silent Third Participant in a Triadic Conversation.	68
<i>Ichiro Umata, Koki Ijuin, Tsuneo Kato, and Seiichi Yamamoto</i>	

Healthcare Communities

What Health Information Are Consumers Seeking? A Comparison Between Two Types of Online Q&A Sites	79
<i>Ashwag Alasmari and Lina Zhou</i>	
Dr. Google, Please Help Me Understand!: The Quality of Health Information Found Through Web Searches.	90
<i>Lisa Beutelspacher</i>	
Examining Reply Bias and Effectiveness of Online Community for Suicide Prevention: A Case Study of /r/SuicideWatch.	108
<i>Hsiao-Ying Huang</i>	

Healthier Life and More Fun? Users' Motivations to Apply Activity Tracking Technology and the Impact of Gamification	124
<i>Linda Schaffarczyk and Aylin Ilhan</i>	
The Effects of Online Social Supports on Exercise Behavior	137
<i>Xinjia Yu, Chunyan Miao, Cyril Leung, and Charles T. Salmon</i>	
Social Media in Education	
Study Case of an Adaptive Educational Tool Oriented to University Students for an Object Orientation Course	153
<i>Ninozka González, Claudio Cubillos, Silvana Roncagliolo, and Rafael Mellado</i>	
Using a Gamification Tool to Support the Teaching-Learning Process in Computer Science Program.	170
<i>Pamela Hermosilla, Katherine Valencia, and Erick Jamet</i>	
Quality Assurance in Online Education: A Development Process to Design High-Quality Courses	182
<i>Fernando G. Paniagua</i>	
Mentoring College Students via Computer-Supported Tools in a Public University in Mexico.	195
<i>Cuauhtémoc Rivera-Loaiza, Karina Figueroa-Mora, and Francisco J. Domínguez-Mota</i>	
Pistacho: An Interactive System to Support the Development of Phonological Awareness for Blind Children	204
<i>Isabella Sánchez, Nataly Betancur, Andrés Solano, and Sandra Cano</i>	
EduGit: Toward a Platform for Publishing and Adopting Course Content.	217
<i>Michael C. Stewart, Jason Forsyth, and Zamua O. Nasrawt</i>	
Enhancing Database Courses Through the EDNA Project: A Preliminary Framework for the Extraction of Diverse Datasets and Analysis	227
<i>Sandra Tavegia, James Braman, Giovanni Vincenti, and Barbara Yancy</i>	
The Gamification Encouraging Access to Information and Academic Interaction.	238
<i>Klaudia Weronika Serwa Dionisio, Gustavo Marcelino Dionisio, Rafaela Oliveira Santos, Daniela de Freitas Guilhermino Trindade, Thiago Adriano Coleti, José Reinaldo Merlin, Ederson Marcos Sgarbi, and Carlos Eduardo Ribeiro</i>	

Digital Marketing and Consumer Experience

Product Placements by Micro and Macro Influencers on Instagram	251
<i>Rachidatou Alassani and Julia Göretz</i>	
Social Media Conversations: When Consumers Do Not React Positively to Brands' Kindness to Others	268
<i>Andria Andriuzzi and Géraldine Michel</i>	
Evaluating the McKinsey's Choices Framework: A Chilean Experiment of Online Customers	279
<i>Jaime Díaz, Ángela Patricia Villareal-Freire, Andrés Felipe Aguirre Aguirre, and Freddy Paz</i>	
The Post-advertising Condition. A Socio-Semiotic and Semio-Pragmatic Approach to Algorithmic Capitalism	291
<i>Ruggero Eugeni</i>	
Do Consumers Dream of Digital Advertising? New Communication Rules in Social Media.	303
<i>Mauro Ferraresi</i>	
Customer Preference and Latent Needs Analysis Using Data of TV Viewing and Web Browsing.	319
<i>An Guo, Kohei Otake, and Takashi Namatame</i>	
When Complaining Is the Advertising: Towards a Collective Efficacy Model to Understand Social Network Complaints	330
<i>Daniel Halpern, Gerald C. Kane, and Claudia Montero</i>	
The Cultural Component in Advertising Analysis. A Non-numerical Vision of the Programmatic Advertising	346
<i>Pedro Antonio Hellín Ortuño</i>	
Reciprocal Customer Transfer Analysis at Golf Course Reservation Service and Golf Goods EC Site.	361
<i>Kento Hirota, Kohei Otake, and Takashi Namatame</i>	
Analysis of the Characteristics of Customer Defection on a Hair Salon Considering Individual Differences	378
<i>Mana Iwata, Kohei Otake, and Takashi Namatame</i>	
Analysis of Characteristics of Golf Course Using User Review at Golf Portal Site	392
<i>Mizuki Izawa, Takashi Namatame, and Kohei Otake</i>	

Blockchain Technologies in E-commerce: Social Shopping and Loyalty Program Applications	403
<i>Yi Han Lim, Halimin Hashim, Nigel Poo, Danny Chiang Choon Poo, and Hoang D. Nguyen</i>	
Advertising or not Advertising: Representations and Expressions of Advertising Digital Literacy on Social Media	417
<i>Caroline Marti and Karine Berthelot-Guiet</i>	
Study on the Relationship Between Loyalty Program and Consumer Behavior on EC Site	434
<i>Yusuke Nakasatomi, Takashi Namatame, and Kohei Otake</i>	
Digital Marketing Research – How to Effectively Utilize Online Research Methods.	444
<i>Marc Oliver Opresnik</i>	
On-Line Travel Agencies' Usability: Evaluator eXperience.	452
<i>Virginica Rusu, Cristian Rusu, Daniela Quiñones, Federico Botella, Silvana Roncagliolo, and Virginia Zaraza Rusu</i>	
Purchase and Its Sign Analysis from Customer Behaviors Using Deep Convolutional Neural Networks	464
<i>Shintaro Saito, Kohei Otake, and Takashi Namatame</i>	
Analysis of the Characteristic Behavior of Loyal Customers on a Golf EC Site	475
<i>Yue Su, Kohei Otake, and Takashi Namatame</i>	
Extraction of Product Features from Customer's Perspective Using User Review at the Golf EC Site	486
<i>Ryota Takahashi, Takashi Namatame, and Kohei Otake</i>	
Searching for Community and Safety: Evaluating Common Information Shared in Online Ex-Vaxxer Communities	495
<i>Alicia J. W. Takaoka</i>	
Algorithms and Advertising in Consumption Mediations: A Semio-pragmatic Perspective.	514
<i>Eneus Trindade</i>	
Author Index	527