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Gabriele Meiselwitz (Ed.)

Social Computing and Social Media

Communication and Social Communities

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 II

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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
10. LNCS 11575, Virtual, Augmented and Mixed Reality: Applications and Case Studies (Part II), edited by Jessie Y. C. Chen and Gino Fragomeni
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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