Bibliography. Sample of publications retrieved from the ACM Digital Library based on the keyword search "human-computer interaction" and "military". They were published between 2018 and spring 2023 and used for the explorative text mining analysis.

[1] R.-A. A. Labarete, J. M. C. Ortiz, und J. Flores Villaverde, „Virtual Reality in Logic Circuits and Switching Theory Laboratory 1 using Support Vector Machine", in 2021 The 6th International Conference on Information and Education Innovations, Belgrade Serbia: ACM, Apr. 2021, S. 18–23. doi: 10.1145/3470716.3470720.

[2] D. Abadi u. a., „The Seattle Report on Database Research", SIGMOD Record, Bd. 48, Nr. 4, 2019.

[3] Y. Abdelrahman u. a., „Exploring the domestication of thermal imaging", in Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia, Pisa Italy: ACM, Nov. 2019, S. 1–7. doi: 10.1145/3365610.3365648.

[4] A. Agafonova, C. Connolly, und N. Marsden, „Sexism in remote collaboration in student teams", in Proceedings of the 4th Conference on Gender & IT - GenderIT '18, Heilbronn, Germany: ACM Press, 2018, S. 183–189. doi: 10.1145/3196839.3196868.

[5] A. Agrawal u. a., „The Next Generation of Human-Drone Partnerships: Co-Designing an Emergency Response System", in Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems, Honolulu HI USA: ACM, Apr. 2020, S. 1–13. doi: 10.1145/3313831.3376825.

[6] S. F. Ahmed, P. Saha, und S. M. T. Haque, „Technology Adoption Dynamics of the Press Workers in Bangladesh", in Proceedings of the 3rd ACM SIGCAS Conference on Computing and Sustainable Societies, Ecuador: ACM, Juni 2020, S. 148–159. doi: 10.1145/3378393.3402270.

[7] S. Ahn, M. Gorlatova, P. Naghizadeh, M. Chiang, und P. Mittal, „Adaptive Fog-Based Output Security for Augmented Reality", in Proceedings of the 2018 Morning Workshop on Virtual Reality and Augmented Reality Network, Budapest Hungary: ACM, Aug. 2018, S. 1–6. doi: 10.1145/3229625.3229626.

[8] K. Ahuja u. a., „Classroom Digital Twins with Instrumentation-Free Gaze Tracking", in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–9. doi: 10.1145/3411764.3445711.

[9] G. Akritidis und C. Katsanos, „Effect of Potential Issues Flagged by Automated Tools on Web Accessibility Evaluation Results: A Case Study on University Department Websites", in 25th Pan-Hellenic Conference on Informatics, Volos Greece: ACM, Nov. 2021, S. 113–117. doi: 10.1145/3503823.3503845.

[10] N. N. Al-Hiyari und S. S. Jusoh, „Healthcare Training Application: 3D First Aid Virtual Reality", in International Conference on Data Science, E-learning and Information Systems 2021, Ma'an Jordan: ACM, Apr. 2021, S. 107–116. doi: 10.1145/3460620.3460741.

[11] A. Albastaki, M. Hoggenmüller, F. A. Robinson, und L. Hespanhol, „Augmenting Remote Interviews through Virtual Experience Prototypes", in 32nd Australian Conference on Human-Computer Interaction, Sydney NSW Australia: ACM, Dez. 2020, S. 78–86. doi: 10.1145/3441000.3441057.

[12] Y. Albayram, T. Jensen, M. M. H. Khan, M. A. A. Fahim, R. Buck, und E. Coman, „Investigating the Effects of (Empty) Promises on Human-Automation Interaction and Trust Repair", in Proceedings of the 8th International Conference on Human-Agent Interaction, Virtual Event USA: ACM, Nov. 2020, S. 6–14. doi: 10.1145/3406499.3415064.

[13] E. Aldhahri, „An Augmented Reality Visualization Aid Associated to a Locker Reservation System“, in The 5th International Conference on Future Networks & Distributed Systems, Dubai United Arab Emirates: ACM, Dez. 2021, S. 265–269. doi: 10.1145/3508072.3508112.

[14] S. A. Alharthi, N. J. LaLone, H. N. Sharma, I. Dolgov, und Z. O. Toups, „An Activity Theory Analysis of Search & Rescue Collective Sensemaking and Planning Practices“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–20. doi: 10.1145/3411764.3445272.

[15] F. Allison, M. Carter, M. Gibbs, und W. Smith, „Design Patterns for Voice Interaction in Games“, in Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play, Melbourne VIC Australia: ACM, Okt. 2018, S. 5–17. doi: 10.1145/3242671.3242712.

[16] F. Allison, J. Newn, W. Smith, M. Carter, und M. Gibbs, „Frame Analysis of Voice Interaction Gameplay“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–14. doi: 10.1145/3290605.3300623.

[17] O. Alon, S. Rabinovich, C. Fyodorov, und J. R. Cauchard, „Drones in Firefighting: A User-Centered Design Perspective“, in Proceedings of the 23rd International Conference on Mobile Human-Computer Interaction, Toulouse & Virtual France: ACM, Sep. 2021, S. 1–11. doi: 10.1145/3447526.3472030.

[18] A. Alzahrani, S. Robinson, und M. Ahmad, „Exploring Factors Affecting User Trust Across Different Human-Robot Interaction Settings and Cultures“, in International Conference on Human-Agent Interaction, Christchurch New Zealand: ACM, Dez. 2022, S. 123–131. doi: 10.1145/3527188.3561920.

[19] A. H. Ambe, M. Brereton, A. Soro, L. Buys, und P. Roe, „The Adventures of Older Authors: Exploring Futures through Co-Design Fictions“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–16. doi: 10.1145/3290605.3300588.

[20] M. G. Ames, „Hackers, Computers, and Cooperation: A Critical History of Logo and Constructionist Learning“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–19, Nov. 2018, doi: 10.1145/3274287.

[21] S. Amritanand, S. Anand, und A. R. Amritesh, „Dynamic and Time Critical Emergency Management for Level Three Disaster: A Case Study Analysis of Kerala Floods 2018“, in Proceedings of the 21st International Conference on Distributed Computing and Networking, Kolkata India: ACM, Jan. 2020, S. 1–6. doi: 10.1145/3369740.3372755.

[22] B. An, I. Kim, E. Pakdamanian, und D. E. Brown, „EXPLORING GAZE BEHAVIOR TO ASSESS PERFORMANCE IN DIGITAL GAME-BASED LEARNING SYSTEMS“, in 2018 Winter Simulation Conference (WSC), Gothenburg, Sweden: IEEE, Dez. 2018, S. 2447–2458. doi: 10.1109/WSC.2018.8632230.

[23] S. An, Y. Kim, G. Jung, H. Jang, C. Song, und B. Ma, „Development of Chemical Incident Response Training Program by Applying Virtual Reality Technology“, in Proceedings of the 2019 3rd International Conference on Virtual and Augmented Reality Simulations, Perth WN Australia: ACM, Feb. 2019, S. 6–10. doi: 10.1145/3332305.3332308.

[24] J. Andres, T. Kari, J. Von Kaenel, und F. „Floyd“ Mueller, „Co-riding With My eBike to Get Green Lights“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 1251–1263. doi: 10.1145/3322276.3322307.

[25] J. M. Andrews, C. F. Rusnock, M. E. Miller, und D. P. Meador, „Reshaping Airpower: Development of an Imprint Model to Analyze the Effects of Manned-Unmanned Teaming On Operator Mental Workload“, in 2020 Winter Simulation Conference (WSC), Orlando, FL, USA: IEEE, Dez. 2020, S. 170–181. doi: 10.1109/WSC48552.2020.9383859.

[26] G. Anthes, „Augmented reality gets real“, Commun. ACM, Bd. 62, Nr. 9, S. 16–18, Aug. 2019, doi: 10.1145/3344293.

[27] S. Antoun, J. Auda, und S. Schneegass, „SlidAR: Towards using AR in Education“, in Proceedings of the 17th International Conference on Mobile and Ubiquitous Multimedia, Cairo Egypt: ACM, Nov. 2018, S. 491–498. doi: 10.1145/3282894.3289744.

[28] N. Arora, T. Starner, und G. D. Abowd, „SATURN: an introduction to the internet of materials“, Commun. ACM, Bd. 63, Nr. 12, S. 92–99, Nov. 2020, doi: 10.1145/3429948.

[29] N. Arora u. a., „SATURN: A Thin and Flexible Self-powered Microphone Leveraging Triboelectric Nanogenerator“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 2, Nr. 2, S. 1–28, Juli 2018, doi: 10.1145/3214263.

[30] S. Asthana und A. Halfaker, „With Few Eyes, All Hoaxes are Deep“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–18, Nov. 2018, doi: 10.1145/3274290.

[31] S. Auer, J. Gerken, H. Reiterer, und H.-C. Jetter, „Comparison Between Virtual Reality and Physical Flight Simulators for Cockpit Familiarization“, in Mensch und Computer 2021, Ingolstadt Germany: ACM, Sep. 2021, S. 378–392. doi: 10.1145/3473856.3473860.

[32] T. Bale, A. Calway, K. Cater, C. Bevan, R. Skilton, und T. Scott, „Evaluating Prototype Augmented and Adaptive guidance system to support Industrial Plant Maintenance“, in Proceedings of the 23rd International Conference on Mobile Human-Computer Interaction, Toulouse & Virtual France: ACM, Sep. 2021, S. 1–10. doi: 10.1145/3447526.3472042.

[33] S. Barko-Sherif, D. Elsweiler, und M. Harvey, „Conversational Agents for Recipe Recommendation“, in Proceedings of the 2020 Conference on Human Information Interaction and Retrieval, Vancouver BC Canada: ACM, März 2020, S. 73–82. doi: 10.1145/3343413.3377967.

[34] B. G. Batista, A. F. D. Rodrigues, D. M. Miranda, L. Ishitani, und C. N. Nobre, „Developing an edutainment game, taboo!, for children with ADHD based on socially aware design and VCIA model“, in Proceedings of the 21st Brazilian Symposium on Human Factors in Computing Systems, Diamantina Brazil: ACM, Okt. 2022, S. 1–11. doi: 10.1145/3554364.3559121.

[35] B. Beaton, „Crucial Answers about Humanoid Capital“, in Companion of the 2018 ACM/IEEE International Conference on Human-Robot Interaction, Chicago IL USA: ACM, März 2018, S. 5–12. doi: 10.1145/3173386.3173391.

[36] A. Benamara, „COPALZ: A Computational Model of Pathological Appraisal Biases for an Interactive Virtual Alzheimer’s patient“, 2022.

[37] A. Benito-Santos, A. R. Díaz, und R. T. Sánchez, „Exposing Uncertainty on the Historical Name Normalization Task“, in Proceedings of the Seventh International Conference on Technological Ecosystems for Enhancing Multiculturality, León Spain: ACM, Okt. 2019, S. 795–803. doi: 10.1145/3362789.3362920.

[38] M. Bernstein, „Links: Exercises In Style“, in Proceedings of the 2nd International Conference on Web Studies, Paris France: ACM, Okt. 2018, S. 5–11. doi: 10.1145/3240431.3240433.

[39] M. Bernstein, „On The Origins Of Hypertext In The Disasters Of The Short 20th Century“, in Proceedings of the ACM Web Conference 2022, Virtual Event, Lyon France: ACM, Apr. 2022, S. 3450–3457. doi: 10.1145/3485447.3512280.

[40] M. Bernstein, „Disaster, doubt, and the origins of hypertext“, SIGWEB Newsl., Bd. 2022, Nr. Summer, S. 1–7, Juli 2022, doi: 10.1145/3545196.3545198.

[41] A. Bhandari u. a., „Multi-stakeholder Perspectives on Digital Tools for U.S. Asylum Applicants Seeking Healthcare and Legal Information“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CSCW2, S. 1–21, Nov. 2022, doi: 10.1145/3555642.

[42] A. S. Bhat, C. Boersma, M. J. Meijer, M. Dokter, E. Bohlmeijer, und J. Li, „Plant Robot for At-Home Behavioral Activation Therapy Reminders to Young Adults with Depression“, J. Hum.-Robot Interact., Bd. 10, Nr. 3, S. 1–21, Sep. 2021, doi: 10.1145/3442680.

[43] A. Bhattacharya u. a., „The Pandemic as a Catalyst for Reimagining the Foundations of Location-Based Games“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CHI PLAY, S. 1–25, Okt. 2021, doi: 10.1145/3474707.

[44] N. J. Bidwell, R. Cibin, C. Linehan, L. Maye, und S. Robinson, „Being Regulated: Licence to Imagine New Technology for Community Radio“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–27, Apr. 2021, doi: 10.1145/3449228.

[45] M. Bin Munir, F. R. Alam, S. Ishrak, S. Hussain, Md. Shalahuddin, und M. N. Islam, „A Machine Learning Based Sign Language Interpretation System for Communication with Deaf-mute People“, in Proceedings of the XXI International Conference on Human Computer Interaction, Málaga Spain: ACM, Sep. 2021, S. 1–9. doi: 10.1145/3471391.3471422.

[46] P. Bjørn und N. Boulus-Rødje, „Infrastructural Inaccessibility: Tech Entrepreneurs in Occupied Palestine“, ACM Trans. Comput.-Hum. Interact., Bd. 25, Nr. 5, S. 1–31, Okt. 2018, doi: 10.1145/3219777.

[47] O. Bjurling, R. Granlund, J. Alfredson, M. Arvola, und T. Ziemke, „Drone Swarms in Forest Firefighting: A Local Development Case Study of Multi-Level Human-Swarm Interaction“, in Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society, Tallinn Estonia: ACM, Okt. 2020, S. 1–7. doi: 10.1145/3419249.3421239.

[48] A. Boggust, B. Carter, und A. Satyanarayan, „Embedding Comparator: Visualizing Differences in Global Structure and Local Neighborhoods via Small Multiples“, in 27th International Conference on Intelligent User Interfaces, Helsinki Finland: ACM, März 2022, S. 746–766. doi: 10.1145/3490099.3511122.

[49] T. Bosse, T. Hartmann, R. A. M. Blankendaal, N. Dokter, M. Otte, und L. Goedschalk, „Virtually Bad: A Study on Virtual Agents that Physically Threaten Human Beings“, 2018.

[50] D. Brun, „Multimodal and Context-Aware Interaction in Augmented Reality for Active Assistance“, in Proceedings of the 20th ACM International Conference on Multimodal Interaction, Boulder CO USA: ACM, Okt. 2018, S. 506–510. doi: 10.1145/3242969.3264966.

[51] K. Brunet, „Antártica Tempo Live Cinema: Antarctica Tempo Live Cinema“, in 10th International Conference on Digital and Interactive Arts, Aveiro, Portugal Portugal: ACM, Okt. 2021, S. 1–2. doi: 10.1145/3483529.3483753.

[52] B. Burd u. a., „The internet of things in undergraduate computer and information science education: exploring curricula and pedagogy“, in Proceedings Companion of the 23rd Annual ACM

Conference on Innovation and Technology in Computer Science Education, Larnaca Cyprus: ACM, Juli 2018, S. 200–216. doi: 10.1145/3293881.3295784.

[53] A. R. Caballero und J. D. Niguidula, „Disaster Risk Management and Emergency Preparedness: A Case-Driven Training Simulation Using Immersive Virtual Reality“, in Proceedings of the 4th International Conference on Human-Computer Interaction and User Experience in Indonesia, CHIuXiD '18, Yogyakarta Indonesia: ACM, März 2018, S. 31–37. doi: 10.1145/3205946.3205950.

[54] J. P. Cabral und G. B. Remijn, „The Duration of an Auditory Icon Can Affect How the Listener Interprets Its Meaning“, ACM Trans. Appl. Percept., Bd. 19, Nr. 2, S. 1–16, Apr. 2022, doi: 10.1145/3527269.

[55] A. Campos, N. Correia, T. Romão, I. Nunes, und M. Simões-Marques, „Mobile augmented reality techniques for emergency response“, in Proceedings of the 16th EAI International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services, Houston Texas USA: ACM, Nov. 2019, S. 31–39. doi: 10.1145/3360774.3360825.

[56] A. Cannavò, F. G. Pratticò, G. Ministeri, und F. Lamberti, „A Movement Analysis System based on Immersive Virtual Reality and Wearable Technology for Sport Training“, in Proceedings of the 4th International Conference on Virtual Reality, Hong Kong Hong Kong: ACM, Feb. 2018, S. 26–31. doi: 10.1145/3198910.3198917.

[57] A. Cantu, J.-L. Vinot, C. Letondal, S. Pauchet, und M. Causse, „Does folding improve the usability of interactive surfaces in future airliner cockpits An evaluation under turbulent conditions and varying cognitive load: Apport de la physicalité et du changement de forme pour pallier les faiblesses de l'interaction tactile dans les cockpits d'avions“, in 32e Conférence Francophone sur l'Interaction Homme-Machine, Virtual Event France: ACM, Apr. 2021, S. 1–10. doi: 10.1145/3450522.3451246.

[58] S. Carnell und B. Lok, „The Effects of Author Identity on Dialogue for Virtual Human Communication Skills Training“, in Proceedings of the 18th International Conference on Intelligent Virtual Agents, Sydney NSW Australia: ACM, Nov. 2018, S. 65–70. doi: 10.1145/3267851.3267856.

[59] R. Carrasco, J. Waycott, S. Baker, und F. Vetere, „Designing the Lost Self: Older Adults' Self-representations in Online Games“, in Proceedings of the 2018 Designing Interactive Systems Conference, Hong Kong China: ACM, Juni 2018, S. 441–452. doi: 10.1145/3196709.3196773.

[60] J. T. Cassady, C. Robinson, und D. O. Popa, „Increasing user trust in a fetching robot using explainable AI in a traded control paradigm“, in Proceedings of the 13th ACM International Conference on PErvasive Technologies Related to Assistive Environments, Corfu Greece: ACM, Juni 2020, S. 1–8. doi: 10.1145/3389189.3393740.

[61] S. Castagnos, F. Marchal, A. Bertrand, M. Colle, und D. Mahmoudi, „Inferring Art Preferences from Gaze Exploration in a Museum“, in Adjunct Publication of the 27th Conference on User Modeling, Adaptation and Personalization, Larnaca Cyprus: ACM, Juni 2019, S. 425–430. doi: 10.1145/3314183.3323871.

[62] C. Caudwell, C. Lacey, und E. B. Sandoval, „The (Ir)relevance of Robot Cuteness: An Exploratory Study of Emotionally Durable Robot Design“, in Proceedings of the 31st Australian Conference on Human-Computer-Interaction, Fremantle WA Australia: ACM, Dez. 2019, S. 64–72. doi: 10.1145/3369457.3369463.

[63] J. Chakareski, M. Khan, T. Ropitault, und S. Blandino, „Millimeter Wave and Free-space-optics for Future Dual-connectivity 6DOF Mobile Multi-user VR Streaming“, ACM Trans. Multimedia Comput. Commun. Appl., Bd. 19, Nr. 2, S. 1–25, Mai 2023, doi: 10.1145/3544494.

[64] G. Chalhoub und A. Sarkar, „“It’s Freedom to Put Things Where My Mind Wants”: Understanding and Improving the User Experience of Structuring Data in Spreadsheets“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–24. doi: 10.1145/3491102.3501833.

[65] K. Cham, R. Shakiry, und C. Yates, „Dual Cognitive UXD and Explainable AI“, Bd. 17, Nr. 1, 2021.

[66] Y. Che, H. Culbertson, C.-W. Tang, S. Aich, und A. M. Okamura, „Facilitating Human-Mobile Robot Communication via Haptic Feedback and Gesture Teleoperation“, J. Hum.-Robot Interact., Bd. 7, Nr. 3, S. 1–23, Okt. 2018, doi: 10.1145/3243503.

[67] W. Chen, S. Lin, E. Thompson, und J. Stankovic, „SenseCollect: We Need Efficient Ways to Collect On-body Sensor-based Human Activity Data!“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 3, S. 1–27, Sep. 2021, doi: 10.1145/3478119.

[68] Y. Chen und F. Jia, „Educational Reform and Practice of Cultivating Unity3D+VR Somatosensory Interaction System Based on the Dual-Creation Ability Mode“, in 2021 2nd International Conference on Computers, Information Processing and Advanced Education, Ottawa ON Canada: ACM, Mai 2021, S. 1206–1210. doi: 10.1145/3456887.3457490.

[69] L.-P. Cheng, L. Chang, S. Marwecki, und P. Baudisch, „iTurk: Turning Passive Haptics into Active Haptics by Making Users Reconfigure Props in Virtual Reality“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–10. doi: 10.1145/3173574.3173663.

[70] T.-C. Cheng, T. W. Li, Y.-H. Chou, K. Karahalios, und H. Sundaram, „‚I can show what I really like.‘: Eliciting Preferences via Quadratic Voting“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–43, Apr. 2021, doi: 10.1145/3449281.

[71] Y. Cheng, R. Wang, Z. Pan, R. Feng, und Y. Zhang, „Look, Listen, and Attend: Co-Attention Network for Self-Supervised Audio-Visual Representation Learning“, in Proceedings of the 28th ACM International Conference on Multimedia, Seattle WA USA: ACM, Okt. 2020, S. 3884–3892. doi: 10.1145/3394171.3413869.

[72] M. Cheong, K. Leins, und S. Coghlan, „Computer Science Communities: Who is Speaking, and Who is Listening to the Women? Using an Ethics of Care to Promote Diverse Voices“, in Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency, Virtual Event Canada: ACM, März 2021, S. 106–115. doi: 10.1145/3442188.3445874.

[73] S.-Y. Chien, M. Lewis, K. Sycara, J.-S. Liu, und A. Kumru, „The Effect of Culture on Trust in Automation: Reliability and Workload“, ACM Trans. Interact. Intell. Syst., Bd. 8, Nr. 4, S. 1–31, Dez. 2018, doi: 10.1145/3230736.

[74] M. Chignell, L. Wang, A. Zare, und J. Li, „The Evolution of HCI and Human Factors: Integrating Human and Artificial Intelligence“, ACM Trans. Comput.-Hum. Interact., Bd. 30, Nr. 2, S. 1–30, Apr. 2023, doi: 10.1145/3557891.

[75] M. Chiou, N. Hawes, und R. Stolkin, „Mixed-initiative Variable Autonomy for Remotely Operated Mobile Robots“, J. Hum.-Robot Interact., Bd. 10, Nr. 4, S. 1–34, Dez. 2021, doi: 10.1145/3472206.

[76] Y. Chuang, „Designing the Expressivity of Multiple Smart Things for Intuitive and Unobtrusive Interactions“, in Proceedings of the 2020 ACM Designing Interactive Systems Conference, Eindhoven Netherlands: ACM, Juli 2020, S. 2007–2019. doi: 10.1145/3357236.3395450.

[77] N. Cila, „Designing Human-Agent Collaborations: Commitment, responsiveness, and support“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–18. doi: 10.1145/3491102.3517500.

[78] R. Cloete, C. Norval, und J. Singh, „Auditable Augmented/Mixed/Virtual Reality: The Practicalities of Mobile System Transparency“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 4, S. 1–24, Dez. 2021, doi: 10.1145/3495001.

[79] J. R. Cody, K. A. Roundtree, und J. A. Adams, „Human-Collective Collaborative Target Selection“, J. Hum.-Robot Interact., Bd. 10, Nr. 2, S. 1–29, Juni 2021, doi: 10.1145/3442679.

[80] M. Colley, P. Jansen, E. Rukzio, und J. Gugenheimer, „SwiVR-Car-Seat: Exploring Vehicle Motion Effects on Interaction Quality in Virtual Reality Automated Driving Using a Motorized Swivel Seat“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 4, S. 1–26, Dez. 2021, doi: 10.1145/3494968.

[81] L. Cortés-Rico, „Hand in hand: a situated reflection about knowledge mobilization between textile and digital“, interactions, Bd. 28, Nr. 2, S. 42–47, März 2021, doi: 10.1145/3449784.

[82] G. Cui, „Design of translation accuracy correction algorithm for English translation software based on Rough Set“, in 2021 4th International Conference on Information Systems and Computer Aided Education, Dalian China: ACM, Sep. 2021, S. 558–562. doi: 10.1145/3482632.3482750.

[83] M. D. Molina, S. S. Sundar, M. M. U. Rony, N. Hassan, T. Le, und D. Lee, „Does Clickbait Actually Attract More Clicks? Three Clickbait Studies You Must Read“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–19. doi: 10.1145/3411764.3445753.

[84] S. Daher, J. Hochreiter, N. Norouzi, L. Gonzalez, G. Bruder, und G. Welch, „Physical-Virtual Agents for Healthcare Simulation“, in Proceedings of the 18th International Conference on Intelligent Virtual Agents, Sydney NSW Australia: ACM, Nov. 2018, S. 99–106. doi: 10.1145/3267851.3267876.

[85] K. Danyluk, B. Ens, B. Jenny, und W. Willett, „A Design Space Exploration of Worlds in Miniature“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–15. doi: 10.1145/3411764.3445098.

[86] H. Dashuai, M. Wei, und F. Xiaoyu, „Aerial Object Tracking Dataset“, in Proceedings of the 2nd International Conference on Advances in Image Processing, Chengdu China: ACM, Juni 2018, S. 88–91. doi: 10.1145/3239576.3239577.

[87] C. V. Dayagdag, R. A. Catanghal, und T. D. Palaoag, „Improving vocational training in the Philippines using AR“, in Proceedings of the 8th International Conference on Informatics, Environment, Energy and Applications, Osaka Japan: ACM, März 2019, S. 253–257. doi: 10.1145/3323716.3323755.

[88] D. De Castro Leal, M. Krüger, K. Misaki, D. Randall, und V. Wulf, „Guerilla Warfare and the Use of New (and Some Old) Technology: Lessons from FARC's Armed Struggle in Colombia“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–12. doi: 10.1145/3290605.3300810.

[89] A. De Lima Salgado, F. M. Federici, R. P. De Mattos Fortes, und V. G. Motti, „Startup workplace, mobile games, and older adults: a practical guide on UX, usability, and accessibility evaluation“, in Proceedings of the 37th ACM International Conference on the Design of Communication, Portland Oregon: ACM, Okt. 2019, S. 1–9. doi: 10.1145/3328020.3353948.

[90] M. De Marsico und A. Spagnoli, „Using hands as an easy UAV joystick for entertainment applications“, in Proceedings of the 13th Biannual Conference of the Italian SIGCHI Chapter: Designing the next interaction, Padova Italy: ACM, Sep. 2019, S. 1–9. doi: 10.1145/3351995.3352042.

[91] V. Dean und I. Nourbakhsh, „Teaching Ethics by Teaching Ethics Pedagogy: A Proposal for Structural Ethics Intervention“, in Proceedings of the 53rd ACM Technical Symposium on Computer Science Education, Providence RI USA: ACM, Feb. 2022, S. 272–278. doi: 10.1145/3478431.3499319.

[92] L. Devendorf, K. Andersen, und A. Kelliher, „The Fundamental Uncertainties of Mothering: Finding Ways to Honor Endurance, Struggle, and Contradiction“, ACM Trans. Comput.-Hum. Interact., Bd. 27, Nr. 4, S. 1–24, Aug. 2020, doi: 10.1145/3397177.

[93] S. P. Devlin, J. K. Byham, und S. L. Riggs, „Does What We See Shape History? Examining Workload History as a Function of Performance and Ambient/Focal Visual Attention“, ACM Trans. Appl. Percept., Bd. 18, Nr. 2, S. 1–17, Apr. 2021, doi: 10.1145/3449066.

[94] A. Dey, H. Chen, M. Billinghurst, und R. W. Lindeman, „Effects of Manipulating Physiological Feedback in Immersive Virtual Environments“, in Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play, Melbourne VIC Australia: ACM, Okt. 2018, S. 101–111. doi: 10.1145/3242671.3242676.

[95] P. Díaz, A. Bellucci, C.-W. Yuan, und I. Aedo, „Augmented Experiences in Cultural Spaces through Social Participation“, J. Comput. Cult. Herit., Bd. 11, Nr. 4, S. 1–18, Dez. 2018, doi: 10.1145/3230675.

[96] X. Ding, „Innovation System of Interior Design Based on Big Data and Virtual Reality Technology“, in 2021 3rd International Conference on Artificial Intelligence and Advanced Manufacture, Manchester United Kingdom: ACM, Okt. 2021, S. 2881–2884. doi: 10.1145/3495018.3501200.

[97] T. Dingler, B. Tag, D. A. Eccles, N. Van Berkel, und V. Kostakos, „Method for Appropriating the Brief Implicit Association Test to Elicit Biases in Users“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–16. doi: 10.1145/3491102.3517570.

[98] V. Dissanayake, V. Tang, D. S. Elvitigala, E. Wen, M. Wu, und S. Nanayakkara, „Troi: Towards Understanding Users Perspectives to Mobile Automatic Emotion Recognition System in Their Natural Setting“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. MHCI, S. 1–22, Sep. 2022, doi: 10.1145/3546738.

[99] R. R. Divekar u. a., „Interaction Challenges in AI Equipped Environments Built to Teach Foreign Languages Through Dialogue and Task-Completion“, in Proceedings of the 2018 Designing Interactive Systems Conference, Hong Kong China: ACM, Juni 2018, S. 597–609. doi: 10.1145/3196709.3196717.

[100] E. Dixon und A. Lazar, „Approach Matters: Linking Practitioner Approaches to Technology Design for People with Dementia“, in Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems, Honolulu HI USA: ACM, Apr. 2020, S. 1–15. doi: 10.1145/3313831.3376432.

[101] J. Dodge u. a., „After-Action Review for AI (AAR/AI)“, ACM Trans. Interact. Intell. Syst., Bd. 11, Nr. 3–4, S. 1–35, Dez. 2021, doi: 10.1145/3453173.

[102] J. Dodge, S. Penney, C. Hilderbrand, A. Anderson, und M. Burnett, „How the Experts Do It: Assessing and Explaining Agent Behaviors in Real-Time Strategy Games“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–12. doi: 10.1145/3173574.3174136.

[103] L. Dole und W. Ju, „Face and Ecological Validity in Simulations: Lessons from Search-and-Rescue HRI“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–8. doi: 10.1145/3290605.3300681.

[104] N. Douer und J. Meyer, „Theoretical, Measured, and Subjective Responsibility in Aided Decision Making“, ACM Trans. Interact. Intell. Syst., Bd. 11, Nr. 1, S. 1–37, März 2021, doi: 10.1145/3425732.

[105] S. Draper und J. Maguire, „The Different Types of Contributions to Knowledge (in CER): All Needed, But Not All Recognised“, ACM Trans. Comput. Educ., Bd. 23, Nr. 1, S. 1–36, März 2023, doi: 10.1145/3487053.

[106] M. E. Duarte, M. Vigil-Hayes, E. Zegura, E. Belding, I. Masara, und J. C. Nevarez, „As a Squash Plant Grows: Social Textures of Sparse Internet Connectivity in Rural and Tribal Communities“, ACM Trans. Comput.-Hum. Interact., Bd. 28, Nr. 3, S. 1–16, Juni 2021, doi: 10.1145/3453862.

[107] H. Dubey, A. Sangwan, und J. H. L. Hansen, „Leveraging Frequency-Dependent Kernel and DIP-Based Clustering for Robust Speech Activity Detection in Naturalistic Audio Streams“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 26, Nr. 11, S. 2056–2071, Nov. 2018, doi: 10.1109/TASLP.2018.2848698.

[108] M. Dye, D. Nemer, N. Kumar, und A. S. Bruckman, „If it Rains, Ask Grandma to Disconnect the Nano: Maintenance & Care in Havana’s StreetNet“, Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. CSCW, S. 1–27, Nov. 2019, doi: 10.1145/3359289.

[109] J. M. Echterhoff, M. Yarmand, und J. McAuley, „AI-Moderated Decision-Making: Capturing and Balancing Anchoring Bias in Sequential Decision Tasks“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–9. doi: 10.1145/3491102.3517443.

[110] O. A. Egaji, I. Asghar, M. Griffiths, und W. Warren, „Digital Speech Therapy for the Aphasia Patients: Challenges, Opportunities and Solutions“, in Proceedings of the 9th International Conference on Information Communication and Management, Prague Czech Republic: ACM, Aug. 2019, S. 85–88. doi: 10.1145/3357419.3357449.

[111] R. Eglash, A. Bennett, L. Cooke, W. Babbitt, und M. Lachney, „Counter-hegemonic Computing: Toward Computer Science Education for Value Generation and Emancipation“, ACM Trans. Comput. Educ., Bd. 21, Nr. 4, S. 1–30, Dez. 2021, doi: 10.1145/3449024.

[112] U. Ehsan, B. Harrison, L. Chan, und M. O. Riedl, „Rationalization: A Neural Machine Translation Approach to Generating Natural Language Explanations“, in Proceedings of the 2018 AAAI/ACM Conference on AI, Ethics, and Society, New Orleans LA USA: ACM, Dez. 2018, S. 81–87. doi: 10.1145/3278721.3278736.

[113] D. S. Elvitigala, D. J. C. Matthies, V. Dissanayaka, C. Weerasinghe, und S. Nanayakkara, „2bit-TactileHand: Evaluating Tactons for On-Body Vibrotactile Displays on the Hand and Wrist“, in Proceedings of the 10th Augmented Human International Conference 2019, Reims France: ACM, März 2019, S. 1–8. doi: 10.1145/3311823.3311832.

[114] D. S. Elvitigala, P. M. Scholl, H. Suriyaarachchi, V. Dissanayake, und S. Nanayakkara, „StressShoe: A DIY Toolkit for just-in-time Personalised Stress Interventions for Office Workers Performing Sedentary Tasks“, in Proceedings of the 23rd International Conference on Mobile Human-Computer Interaction, Toulouse & Virtual France: ACM, Sep. 2021, S. 1–14. doi: 10.1145/3447526.3472023.

[115] F. A. Epp, A. Kantosalo, N. Jain, A. Lucero, und E. D. Mekler, „Adorned in Memes: Exploring the Adoption of Social Wearables in Nordic Student Culture“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–18. doi: 10.1145/3491102.3517733.

[116] E. Eriksson und D. Pargman, „Meeting the future in the past - using counterfactual history to imagine computing futures“, in Proceedings of the 2018 Workshop on Computing within Limits, Toronto Ontario Canada: ACM, Mai 2018, S. 1–8. doi: 10.1145/3232617.3232621.

[117] J. B. F. V. Erp, K. I. Paul, und T. Mioch, „Tactile Working Memory Capacity of Users Who Are Blind in an Electronic Travel Aid Application with a Vibration Belt“, ACM Trans. Access. Comput., Bd. 13, Nr. 2, S. 1–14, Juni 2020, doi: 10.1145/3372273.

[118] R. Everthardus Pariama, A. Joko Santoso, und P. Mudjihartono Mudjihartono, „Study of the Effect of Cognitive and Affective Aspects of Smart Governance in Ambon City“, in Proceedings of the 2020 8th International Conference on Information Technology: IoT and Smart City, Xi'an China: ACM, Dez. 2020, S. 169–175. doi: 10.1145/3446999.3447031.

[119] S. S. Feger, F. Ehrentraut, C. Katins, P. Palanque, und T. Kosch, „HCI for general aviation: current state and research challenges“, interactions, Bd. 29, Nr. 6, S. 60–65, Nov. 2022, doi: 10.1145/3564040.

[120] J. Fell, P.-Y. Kuo, T. Greene, und J.-C. Wang, „A Biocentric Perspective on HCI Design Research Involving Plants“, ACM Trans. Comput.-Hum. Interact., Bd. 29, Nr. 5, S. 1–37, Okt. 2022, doi: 10.1145/3512887.

[121] J. Ferguson, E. Freeman, und S. Brewster, „Investigating the Effect of Polarity in Auditory and Vibrotactile Displays Under Cognitive Load“, in Proceedings of the 2021 International Conference on Multimodal Interaction, Montréal QC Canada: ACM, Okt. 2021, S. 379–386. doi: 10.1145/3462244.3479911.

[122] F. Fernandes, D. Castro, und C. Werner, „A Systematic Mapping Literature of Immersive Learning from SVR Publications“, in Symposium on Virtual and Augmented Reality, Virtual Event Brazil: ACM, Okt. 2021, S. 1–13. doi: 10.1145/3488162.3488163.

[123] C. Fiesler, N. Garrett, und N. Beard, „What Do We Teach When We Teach Tech Ethics?: A Syllabi Analysis“, in Proceedings of the 51st ACM Technical Symposium on Computer Science Education, Portland OR USA: ACM, Feb. 2020, S. 289–295. doi: 10.1145/3328778.3366825.

[124] B. Finley und T. Soikkeli, „Mobile Device Type Substitution“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 2, Nr. 1, S. 1–20, März 2018, doi: 10.1145/3191740.

[125] C. Flathmann, B. G. Schelble, R. Zhang, und N. J. McNeese, „Modeling and Guiding the Creation of Ethical Human-AI Teams“, in Proceedings of the 2021 AAAI/ACM Conference on AI, Ethics, and Society, Virtual Event USA: ACM, Juli 2021, S. 469–479. doi: 10.1145/3461702.3462573.

[126] C. Flathmann, B. Schelble, B. Tubre, N. McNeese, und P. Rodeghero, „Invoking Principles of Groupware to Develop and Evaluate Present and Future Human-Agent Teams“, in Proceedings of the 8th International Conference on Human-Agent Interaction, Virtual Event USA: ACM, Nov. 2020, S. 15–24. doi: 10.1145/3406499.3415072.

[127] J. Fritsch, J. Saad-Sulonen, und G. Poderi, „The Problem(s) of Caring for the Commons“, in Nordic Human-Computer Interaction Conference, Aarhus Denmark: ACM, Okt. 2022, S. 1–9. doi: 10.1145/3546155.3547287.

[128] H. C. Gagnon u. a., „Far Distance Estimation in Mixed Reality“, in ACM Symposium on Applied Perception 2020, Virtual Event USA: ACM, Sep. 2020, S. 1–8. doi: 10.1145/3385955.3407933.

[129] H. C. Gagnon, C. S. Rosales, R. Mileris, J. K. Stefanucci, S. H. Creem-Regehr, und R. E. Bodenheimer, „Estimating Distances in Action Space in Augmented Reality“, ACM Trans. Appl. Percept., Bd. 18, Nr. 2, S. 1–16, Apr. 2021, doi: 10.1145/3449067.

[130] A. Galani und J. Kidd, „Evaluating Digital Cultural Heritage ‘In the Wild’: The Case For Reflexivity“, J. Comput. Cult. Herit., Bd. 12, Nr. 1, S. 1–15, Feb. 2019, doi: 10.1145/3287272.

[131] A. Ganji, M. Orand, und D. W. McDonald, „Ease on Down the Code: Complex Collaborative Qualitative Coding Simplified with ‚Code Wizard‘“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–24, Nov. 2018, doi: 10.1145/3274401.

[132] M. Gao, X. Liu, A. Xu, und R. Akkiraju, „Chatbot or Chat-Blocker: Predicting Chatbot Popularity before Deployment“, in Designing Interactive Systems Conference 2021, Virtual Event USA: ACM, Juni 2021, S. 1458–1469. doi: 10.1145/3461778.3462147.

[133] Y. Gao, „Construction of an Intelligent Fuzzy System for English Teaching Based on Data Mining Algorithms“, in 2021 International Conference on Aviation Safety and Information Technology, Changsha China: ACM, Dez. 2021, S. 142–146. doi: 10.1145/3510858.3510910.

[134] D. Gasques u. a., „ARTEMIS: A Collaborative Mixed-Reality System for Immersive Surgical Telementoring“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–14. doi: 10.1145/3411764.3445576.

[135] S. Gautam und M. B. Rosson, „Exploring Feelings of Student Community across a Geographically Distributed University“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–16, Apr. 2021, doi: 10.1145/3449167.

[136] C. Gena, C. Mattutino, D. Cellie, F. Di Ninno, und E. Mosca, „Teaching and learning educational robotics: an open source robot and its e-learning platform“, in FabLearn Europe / MakeEd 2021 - An International Conference on Computing, Design and Making in Education, St. Gallen Switzerland: ACM, Juni 2021, S. 1–4. doi: 10.1145/3466725.3466739.

[137] F. Gervits, D. Thurston, R. Thielstrom, T. Fong, Q. Pham, und M. Scheutz, „Toward Genuine Robot Teammates: Improving Human-Robot Team Performance Using Robot Shared Mental Models“, New Zealand, 2020.

[138] A. Ghodrati, R. Blagojevic, H. W. Guesgen, S. Marsland, und B. Plimmer, „The role of grouping in sketched diagram recognition“, in Proceedings of the Joint Symposium on Computational Aesthetics and Sketch-Based Interfaces and Modeling and Non-Photorealistic Animation and Rendering, Victoria British Columbia Canada: ACM, Aug. 2018, S. 1–12. doi: 10.1145/3229147.3229160.

[139] T. E. Ghoniemy und M. M. Fouad, „Hybrid Siamese-attention Robust Tracker for SOT“, in Proceedings of the 6th International Conference on Algorithms, Computing and Systems, Larissa Greece: ACM, Sep. 2022, S. 1–6. doi: 10.1145/3564982.3564997.

[140] D. J. Gillan, „Invited Essay: Usability Issues in Human-Robot Interaction“, Bd. 15, Nr. 4, 2020.

[141] I. Gironacci, K. Vincs, und J. McCormick, „A Recommender System of Extended Reality Experiences“, in Proceedings of the 2020 3rd International Conference on Image and Graphics Processing, Singapore Singapore: ACM, Feb. 2020, S. 96–100. doi: 10.1145/3383812.3383839.

[142] M. G. Glaholt, J. G. Hollands, G. Sim, T. Spivak, und B. Sacripanti, „Visual Information Requirements for Dismounted Soldier Target Acquisition“, ACM Trans. Appl. Percept., Bd. 17, Nr. 1, S. 1–20, Jan. 2020, doi: 10.1145/3375000.

[143] Y. Golan, A. Shapiro, I. Nisky, B. Serota, und O. Shriki, „Dogs Can Understand Haptic Communication“, in Proceedings of the Sixth International Conference on Animal-Computer Interaction, Haifa Israel: ACM, Nov. 2019, S. 1–6. doi: 10.1145/3371049.3371066.

[144] G. D. Gomes, R. Flynn, und N. Murray, „Continuous-time feedback device to enhance situation awareness during take-over requests in automated driving conditions“, in Proceedings of the 13th ACM Multimedia Systems Conference, Athlone Ireland: ACM, Juni 2022, S. 319–323. doi: 10.1145/3524273.3532905.

[145] D. Gomme und R. Bartle, „Strategy Games: The Components of A Worthy Opponent“, in International Conference on the Foundations of Digital Games, Bugibba Malta: ACM, Sep. 2020, S. 1–9. doi: 10.1145/3402942.3403018.

[146] F. Gonçalves und P. Campos, „Mild Place Illusion: A Virtual Reality Factor to Spark Creativity in Writing“, in Proceedings of the 36th European Conference on Cognitive Ergonomics, Utrecht Netherlands: ACM, Sep. 2018, S. 1–8. doi: 10.1145/3232078.3232085.

[147] S. Gonzalez-Jimenez, D. Gallo, R. Sosa, E. B. Sandoval, T. Colombino, und M. A. Grasso, „A Decision Support Design Framework for Selecting a Robotic Interface“, in International Conference on Human-Agent Interaction, Christchurch New Zealand: ACM, Dez. 2022, S. 104–113. doi: 10.1145/3527188.3561913.

[148] S. Gradl u. a., „The Stroop Room: A Virtual Reality-Enhanced Stroop Test“, in 25th ACM Symposium on Virtual Reality Software and Technology, Parramatta NSW Australia: ACM, Nov. 2019, S. 1–12. doi: 10.1145/3359996.3364247.

[149] L. Graf u. a., „Perceived Trustworthiness of an Interactive Robotic System“, in 2022 17th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Sapporo, Japan: IEEE, März 2022, S. 773–777. doi: 10.1109/HRI53351.2022.9889667.

[150] S. A. Grandhi, L. Plotnick, und S. R. Hiltz, „An Internet-less World?: Expected Impacts of a Complete Internet Outage with Implications for Preparedness and Design“, Proc. ACM Hum.-Comput. Interact., Bd. 4, Nr. GROUP, S. 1–24, Jan. 2020, doi: 10.1145/3375183.

[151] S. Greengard, „When drones fly“, Commun. ACM, Bd. 62, Nr. 11, S. 16–18, Okt. 2019, doi: 10.1145/3360913.

[152] G. C. Guerino und N. M. C. Valentim, „‚Is anybody there?‘: exploring the use and difficulties of Brazilians with conversational systems“, in Proceedings of the 19th Brazilian Symposium on Human Factors in Computing Systems, Diamantina Brazil: ACM, Okt. 2020, S. 1–6. doi: 10.1145/3424953.3426649.

[153] V. Guljajeva, „Synthetic Books“, in 10th International Conference on Digital and Interactive Arts, Aveiro, Portugal Portugal: ACM, Okt. 2021, S. 1–7. doi: 10.1145/3483529.3483663.

[154] X. Guo, X. Chen, X. Feng, und S. Zheng, „The Enlightenment of ‚AR / VR‘ Technical University Course Education in Taiwan, China“, in 2020 4th International Conference on Artificial Intelligence and Virtual Reality, Kumamoto Japan: ACM, Okt. 2020, S. 22–28. doi: 10.1145/3439133.3439146.

[155] P. Gupta und A. W. Woolley, „Productivity in an Era of Multi-Teaming: The Role of Information Dashboards and Shared Cognition in Team Performance“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–18, Nov. 2018, doi: 10.1145/3274331.

[156] M. J. Hallewell, N. Hughes, D. R. Large, C. Harvey, J. Springthorpe, und G. Burnett, „Deriving Personas to Inform HMI Design for Future Autonomous Taxis: A Case Study on User Requirement Elicitation“, J. Usability Studies, Bd. 17, Nr. 2, S. 41–64, Feb. 2022.

[157] F. Hamidi, K. Poneres, A. Massey, und A. Hurst, „Who Should Have Access to my Pointing Data?: Privacy Tradeoffs of Adaptive Assistive Technologies“, in Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility, Galway Ireland: ACM, Okt. 2018, S. 203–216. doi: 10.1145/3234695.3239331.

[158] A. Handler, N. Mahyar, und B. O'Connor, „ClioQuery : Interactive Query-oriented Text Analytics for Comprehensive Investigation of Historical News Archives“, ACM Trans. Interact. Intell. Syst., Bd. 12, Nr. 3, S. 1–49, Sep. 2022, doi: 10.1145/3524025.

[159] B. L. Handoko, A. S. L. Lindawati, und A. Y. Budiarto, „Using Mixed Reality to Provide Experience for Internship Students in the Field of Auditing Studies during Covid 19“, in 2020 2nd International Conference on E-Business and E-commerce Engineering, Bangkok Thailand: ACM, Dez. 2020, S. 17–22. doi: 10.1145/3446922.3446926.

[160] B. Hanus, J. C. Windsor, und Y. Wu, „Definition and Multidimensionality of Security Awareness: Close Encounters of the Second Order“, SIGMIS Database, Bd. 49, Nr. SI, S. 103–133, Apr. 2018, doi: 10.1145/3210530.3210538.

[161] J. Happa, I. Agrafiotis, M. Helmhout, T. Bashford-Rogers, M. Goldsmith, und S. Creese, „Assessing a Decision Support Tool for SOC Analysts“, Digital Threats, Bd. 2, Nr. 3, S. 1–35, Sep. 2021, doi: 10.1145/3430753.

[162] R. Haque, Md. M. Islam, S. Salma, Md. A. Al Jubair, und N. G. Weng, „Extracting Relevant Information Using Handheld Augmented Reality“, in Proceedings of the International Conference on Computing Advancements, Dhaka Bangladesh: ACM, Jan. 2020, S. 1–6. doi: 10.1145/3377049.3377069.

[163] D. P. Harvie, T. T. Estes, und M. J. Kranch, „Crafting a Foundation for Computing Majors“, in Proceedings of the 19th Annual SIG Conference on Information Technology Education, Fort Lauderdale Florida USA: ACM, Sep. 2018, S. 13–17. doi: 10.1145/3241815.3241857.

[164] M. Hassenzahl, J. Dörrenbächer, M. Laschke, und S. Sadeghian, „European Union's Green Smart Directive or How Resource-Conscious Smart Systems Saved the World“, in Nordic Human-Computer Interaction Conference, Aarhus Denmark: ACM, Okt. 2022, S. 1–5. doi: 10.1145/3546155.3547277.

[165] M. Haynes und T. Starner, „Effects of Lateral Eye Displacement on Comfort While Reading from a Video Display Terminal“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 1, Nr. 4, S. 1–17, Jan. 2018, doi: 10.1145/3161177.

[166] K. Helms und Y. Fernaeus, „Humor in design fiction to suspend disbelief and belief“, in Proceedings of the 10th Nordic Conference on Human-Computer Interaction, Oslo Norway: ACM, Sep. 2018, S. 801–818. doi: 10.1145/3240167.3240271.

[167] O. J. Heng und Q. Albert, „Bubble Tower: Breathing Based Virtual Reality Action Game“, in Proceedings of the 2020 4th International Conference on Big Data and Internet of Things, Singapore Singapore: ACM, Aug. 2020, S. 33–37. doi: 10.1145/3421537.3421552.

[168] L. Herckis u. a., „Exploring Hybrid Virtual-Physical Homes“, in Proceedings of the 2020 ACM Designing Interactive Systems Conference, Eindhoven Netherlands: ACM, Juli 2020, S. 669–680. doi: 10.1145/3357236.3395561.

[169] V. Herdel, L. J. Yamin, E. Ginosar, und J. R. Cauchard, „Public Drone: Attitude Towards Drone Capabilities in Various Contexts“, in Proceedings of the 23rd International Conference on Mobile Human-Computer Interaction, Toulouse & Virtual France: ACM, Sep. 2021, S. 1–16. doi: 10.1145/3447526.3472053.

[170] J. Hermann, M. Plückthun, A. Dogangün, und M. Hesenius, „User-Defined Gesture and Voice Control in Human-Drone Interaction for Police Operations“, in Nordic Human-Computer Interaction Conference, Aarhus Denmark: ACM, Okt. 2022, S. 1–11. doi: 10.1145/3546155.3546661.

[171] Y. Heshmat und C. Neustaedter, „Family and Friend Communication over Distance in Canada During the COVID-19 Pandemic“, in Designing Interactive Systems Conference 2021, Virtual Event USA: ACM, Juni 2021, S. 1–14. doi: 10.1145/3461778.3462022.

[172] G. Hillaire u. a., „Digital Clinical Simulation Suite: Specifications and Architecture for Simulation-Based Pedagogy at Scale“, in Proceedings of the Ninth ACM Conference on Learning @ Scale, New York City NY USA: ACM, Juni 2022, S. 212–221. doi: 10.1145/3491140.3528276.

[173] M. Hofmann, U. Lakshmi, K. Mack, R. I. Arriaga, S. E. Hudson, und J. Mankoff, „Making a Medical Maker’s Playbook: An Ethnographic Study of Safety-Critical Collective Design by Makers in Response to COVID-19“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CSCW1, S. 1–26, März 2022, doi: 10.1145/3512948.

[174] L. Hongchao, T. Mian, und W. Bingxue, „Sea Surface Target Tracking Based on Improved KCF Algorithm“, in Proceedings of the 2020 4th International Conference on Electronic Information Technology and Computer Engineering, Xiamen China: ACM, Nov. 2020, S. 539–544. doi: 10.1145/3443467.3443812.

[175] Y. Hou, Z. Feng, und T. Xu, „Decision Making of Mobile Robot based on Multimodal Fusion“, in Proceedings of 2020 the 6th International Conference on Computing and Data Engineering, Sanya China: ACM, Jan. 2020, S. 243–246. doi: 10.1145/3379247.3379255.

[176] M. Houtti, I. Johnson, J. Cepeda, S. Khandelwal, A. Bhatnagar, und L. Terveen, „‚We Need a Woman in Music‘: Exploring Wikipedia’s Values on Article Priority“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CSCW2, S. 1–28, Nov. 2022, doi: 10.1145/3555156.

[177] A. Howell-Munson u. a., „Towards Brain Metrics for Improving Multi-Agent Adaptive Human-Robot Collaboration: A Preliminary Study“, in 2022 Symposium on Human-Computer Interaction for Work, Durham NH USA: ACM, Juni 2022, S. 1–10. doi: 10.1145/3533406.3533419.

[178] X. Hu, A. Moore, J. Coleman Eubanks, A. Aiyaz, und R. P. McMahan, „Evaluating Interaction Cue Purpose and Timing for Learning and Retaining Virtual Reality Training“, in Symposium on Spatial User Interaction, Virtual Event Canada: ACM, Okt. 2020, S. 1–9. doi: 10.1145/3385959.3418448.

[179] Y. Huang, M. Kaufmann, E. Aksan, M. J. Black, O. Hilliges, und G. Pons-Moll, „Deep inertial poser: learning to reconstruct human pose from sparse inertial measurements in real time“, ACM Trans. Graph., Bd. 37, Nr. 6, S. 1–15, Dez. 2018, doi: 10.1145/3272127.3275108.

[180] F. Hussain, A. H. Safir, D. Sabie, Z. Jahangir, und S. I. Ahmed, „Infrastructuring Hope: Solidarity, Leadership, Negotiation, and ICT among the Rohingya Refugees in Bangladesh“, in Proceedings of the

2020 International Conference on Information and Communication Technologies and Development, Guayaquil Ecuador: ACM, Juni 2020, S. 1–12. doi: 10.1145/3392561.3394640.

[181] S. Hutt, A. E. B. Stewart, J. Gregg, S. Mattingly, und S. K. D'Mello, „Feasibility of Longitudinal Eye-Gaze Tracking in the Workplace", Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. ETRA, S. 1–21, Mai 2022, doi: 10.1145/3530889.

[182] L. Hutter und H. M. Lawrence, „Promoting inclusive and accessible design in usability testing: a teaching case with users who are deaf", Commun. Des. Q. Rev, Bd. 6, Nr. 2, S. 21–30, Okt. 2018, doi: 10.1145/3282665.3282668.

[183] I. Iacovides und E. D. Mekler, „The Role of Gaming During Difficult Life Experiences", in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–12. doi: 10.1145/3290605.3300453.

[184] S. Ibtasam, L. Razaq, M. Ayub, J. R. Webster, S. I. Ahmed, und R. Anderson, „‚My cousin bought the phone for me. I never go to mobile shops.': The Role of Family in Women's Technological Inclusion in Islamic Culture", Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. CSCW, S. 1–33, Nov. 2019, doi: 10.1145/3359148.

[185] I. Ip und P. Sweetser, „Investigating VR Game Player Experience via Remote Experimentation using the Player Experience Inventory", in 33rd Australian Conference on Human-Computer Interaction, Melbourne VIC Australia: ACM, Nov. 2021, S. 341–351. doi: 10.1145/3520495.3520505.

[186] N. N. Islam, N. I. Khan, M. A. Razzak, und M. N. Islam, „Design, Development, and Evaluation of a Physical Exercise Monitoring and Managing System for Athletes", in The 23rd International Conference on Information Integration and Web Intelligence, Linz Austria: ACM, Nov. 2021, S. 443–451. doi: 10.1145/3487664.3487725.

[187] A. Ivanov u. a., „One Week in the Future: Previs Design Futuring for HCI Research", in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–15. doi: 10.1145/3491102.3517584.

[188] R. Iyer, Y. Li, H. Li, M. Lewis, R. Sundar, und K. Sycara, „Transparency and Explanation in Deep Reinforcement Learning Neural Networks", in Proceedings of the 2018 AAAI/ACM Conference on AI, Ethics, and Society, New Orleans LA USA: ACM, Dez. 2018, S. 144–150. doi: 10.1145/3278721.3278776.

[189] R. B. Jackson, R. Wen, und T. Williams, „Tact in Noncompliance: The Need for Pragmatically Apt Responses to Unethical Commands", in Proceedings of the 2019 AAAI/ACM Conference on AI, Ethics, and Society, Honolulu HI USA: ACM, Jan. 2019, S. 499–505. doi: 10.1145/3306618.3314241.

[190] R. B. Jackson und T. Williams, „Enabling Morally Sensitive Robotic Clarification Requests", J. Hum.-Robot Interact., Bd. 11, Nr. 2, S. 1–18, Juni 2022, doi: 10.1145/3503795.

[191] M. R. Jahan, F. I. Aziz, M. B. I. Ema, A. B. Islam, und M. N. Islam, „A Wearable System for Path Finding to Assist Elderly People in an Indoor Environment", in Proceedings of the XX International Conference on Human Computer Interaction, Donostia Gipuzkoa Spain: ACM, Juni 2019, S. 1–7. doi: 10.1145/3335595.3335634.

[192] M. Jakesch, M. French, X. Ma, J. T. Hancock, und M. Naaman, „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, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–13. doi: 10.1145/3290605.3300469.

[193] P. Jansen, F. Fischbach, J. Gugenheimer, E. Stemasov, J. Frommel, und E. Rukzio, „ShARe: Enabling Co-Located Asymmetric Multi-User Interaction for Augmented Reality Head-Mounted Displays“, in Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology, Virtual Event USA: ACM, Okt. 2020, S. 459–471. doi: 10.1145/3379337.3415843.

[194] K. Jayarajah, A. Gangopadhyay, und N. Waytowich, „TagTeam: Towards wearable-assisted, implicit guidance for human-drone teams“, in Proceedings of the 1st ACM Workshop on Smart Wearable Systems and Applications, Sydney NSW Australia: ACM, Okt. 2022, S. 13–18. doi: 10.1145/3556560.3560715.

[195] L. Jayatilaka u. a., „PETALS: Improving Learning of Expert Skill in Humanitarian Demining“, in Proceedings of the 1st ACM SIGCAS Conference on Computing and Sustainable Societies, Menlo Park and San Jose CA USA: ACM, Juni 2018, S. 1–11. doi: 10.1145/3209811.3209871.

[196] R. H. Jensen, M. K. Svangren, M. B. Skov, und J. Kjeldskov, „Investigating EV Driving as Meaningful Practice“, in Proceedings of the 31st Australian Conference on Human-Computer-Interaction, Fremantle WA Australia: ACM, Dez. 2019, S. 42–52. doi: 10.1145/3369457.3369461.

[197] T. Jensen, Y. Albayram, M. M. H. Khan, R. Buck, E. Coman, und M. A. A. Fahim, „Initial Trustworthiness Perceptions of a Drone System based on Performance and Process Information“, in Proceedings of the 6th International Conference on Human-Agent Interaction, Southampton United Kingdom: ACM, Dez. 2018, S. 229–237. doi: 10.1145/3284432.3284435.

[198] T. Jensen, Y. Albayram, M. M. H. Khan, M. A. A. Fahim, R. Buck, und E. Coman, „The Apple Does Fall Far from the Tree: User Separation of a System from its Developers in Human-Automation Trust Repair“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 1071–1082. doi: 10.1145/3322276.3322349.

[199] H. Jiang, S. Lin, V. Prabakaran, M. R. Elara, und L. Sun, „A Survey of Users' Expectations Towards On-body Companion Robots“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 621–632. doi: 10.1145/3322276.3322316.

[200] X. Jiang, C. Dou, X. Zhu, X. Fan, K. Hu, und Y. Shao, „Analysis of intelligent equipment support concept“, in 2021 2nd International Conference on Computers, Information Processing and Advanced Education, Ottawa ON Canada: ACM, Mai 2021, S. 979–982. doi: 10.1145/3456887.3457445.

[201] C. Jicol, J. Feltham, J. Yoon, M. J. Proulx, E. O'Neill, und C. Lutteroth, „Designing and Assessing a Virtual Reality Simulation to Build Resilience to Street Harassment“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–14. doi: 10.1145/3491102.3502129.

[202] B. T. Jin, L. Abdelrahman, C. K. Chen, und A. Khanzada, „Fusical: Multimodal Fusion for Video Sentiment“, in Proceedings of the 2020 International Conference on Multimodal Interaction, Virtual Event Netherlands: ACM, Okt. 2020, S. 798–806. doi: 10.1145/3382507.3417966.

[203] Z. Jingru, Q. Yuan, und N. Xiao, „Experimental research on emotion recognition based on brain-computer interface and brain waves“, in Proceedings of the 2nd International Conference on Artificial Intelligence and Pattern Recognition, Beijing China: ACM, Aug. 2019, S. 50–55. doi: 10.1145/3357254.3357272.

[204] B. Jones, A. Tang, und C. Neustaedter, „Remote Communication in Wilderness Search and Rescue: Implications for the Design of Emergency Distributed-Collaboration Tools for Network-Sparse Environments“, Proc. ACM Hum.-Comput. Interact., Bd. 4, Nr. GROUP, S. 1–26, Jan. 2020, doi: 10.1145/3375190.

[205] L. Jones und S. Nabil, „Goldwork Embroidery: Interviews with Practitioners on Working with Metal Threads and Opportunities for E-textile Hybrid Crafts“, in Creativity and Cognition, Venice Italy: ACM, Juni 2022, S. 364–379. doi: 10.1145/3527927.3532809.

[206] R. Jones, M. W. Beach, M. McClure Haughey, W. Sutherland, und C. P. Lee, „Construction of Shared Situational Awareness in Traffic Management“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–27, Apr. 2021, doi: 10.1145/3449128.

[207] S. T. Jones und N. Melo, „‚Anti-blackness is no glitch‘: the need for critical conversations within computer science education“, XRDS, Bd. 27, Nr. 2, S. 42–46, Dez. 2020, doi: 10.1145/3433134.

[208] A. Joshi, C. Mousas, D. F. Harrell, und D. Kao, „Exploring the Influence of Demographic Factors on Progression and Playtime in Educational Games“, in FDG ’22: Proceedings of the 17th International Conference on the Foundations of Digital Games, Athens Greece: ACM, Sep. 2022, S. 1–15. doi: 10.1145/3555858.3555873.

[209] P. K. Nikolić und M. Razali Md Tomari, „Robot-Robot Interaction, Toward New Conversational Artificial Intelligence Aesthetic“, in 10th International Conference on Digital and Interactive Arts, Aveiro, Portugal Portugal: ACM, Okt. 2021, S. 1–9. doi: 10.1145/3483529.3483659.

[210] V. Kandpal, „A Case Study on Smart City Projects in India: An Analysis of Nagpur, Allahabad and Dehradun“, in Companion of the The Web Conference 2018 on The Web Conference 2018 - WWW ’18, Lyon, France: ACM Press, 2018, S. 935–941. doi: 10.1145/3184558.3191522.

[211] B. Kang u. a., „My Being to Your Place, Your Being to My Place: Co-present Robotic Avatars Create Illusion of Living Together“, in Proceedings of the 16th Annual International Conference on Mobile Systems, Applications, and Services, Munich Germany: ACM, Juni 2018, S. 54–67. doi: 10.1145/3210240.3210348.

[212] B. Kang, S. Kang, und I. Hwang, „MomentMeld: AI-augmented Mobile Photographic Memento towards Mutually Stimulatory Inter-generational Interaction“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–16. doi: 10.1145/3411764.3445688.

[213] E. Y. Kang und S. E. Fox, „Stories from the Frontline: Recuperating Essential Worker Accounts of AI Integration“, in Designing Interactive Systems Conference, Virtual Event Australia: ACM, Juni 2022, S. 58–70. doi: 10.1145/3532106.3533564.

[214] N. Kang und S. Lee, „A meta-analysis of recent studies on haptic feedback enhancement in immersive-augmented reality“, in Proceedings of the 4th International Conference on Virtual Reality, Hong Kong Hong Kong: ACM, Feb. 2018, S. 3–9. doi: 10.1145/3198910.3198911.

[215] R. Kang, A. Guo, G. Laput, Y. Li, und X. „Anthony“ Chen, „Minuet: Multimodal Interaction with an Internet of Things“, in Symposium on Spatial User Interaction, New Orleans LA USA: ACM, Okt. 2019, S. 1–10. doi: 10.1145/3357251.3357581.

[216] P. R. Kantan, S. Dahl, und E. G. Spaich, „Sound-Guided 2-D Navigation: Effects of Information Concurrency and Coordinate System“, in Nordic Human-Computer Interaction Conference, Aarhus Denmark: ACM, Okt. 2022, S. 1–11. doi: 10.1145/3546155.3546688.

[217] V. Kaptelinin, „Technology and the Givens of Existence: Toward an Existential Inquiry Framework in HCI Research“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–14. doi: 10.1145/3173574.3173844.

[218] K. Kaur, M. Selway, G. Grossmann, M. Stumptner, und A. Johnston, „Towards an open-standards based framework for achieving condition-based predictive maintenance“, in Proceedings of the 8th International Conference on the Internet of Things, Santa Barbara California USA: ACM, Okt. 2018, S. 1–8. doi: 10.1145/3277593.3277608.

[219] J. R. Keebler, W. J. Shelstad, D. C. Smith, B. S. Chaparro, und M. H. Phan, „Validation of the GUESS-18: A Short Version of the Game User Experience Satisfaction Scale (GUESS)“, Bd. 16, Nr. 1, 2020.

[220] J. F. („Jeff“) Kelley, „Wizard of Oz (WoZ): A Yellow Brick Journey“, J. Usability Studies, Bd. 13, Nr. 3, S. 119–124, Mai 2018.

[221] O. Keyes, J. Hoy, und M. Drouhard, „Human-Computer Insurrection: Notes on an Anarchist HCI“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–13. doi: 10.1145/3290605.3300569.

[222] R. Khanna u. a., „Finding AI's Faults with AAR/AI: An Empirical Study“, ACM Trans. Interact. Intell. Syst., Bd. 12, Nr. 1, S. 1–33, März 2022, doi: 10.1145/3487065.

[223] C. Kiene, A. Shaw, und B. M. Hill, „Managing Organizational Culture in Online Group Mergers“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–21, Nov. 2018, doi: 10.1145/3274358.

[224] N. Kimura, K. Hayashi, und J. Rekimoto, „TieLent: A Casual Neck-Mounted Mouth Capturing Device for Silent Speech Interaction“, in Proceedings of the International Conference on Advanced Visual Interfaces, Salerno Italy: ACM, Sep. 2020, S. 1–8. doi: 10.1145/3399715.3399852.

[225] E. Kleinman, M. N. Shergadwala, und M. Seif El-Nasr, „Kills, Deaths, and (Computational) Assists: Identifying Opportunities for Computational Support in Esport Learning“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–13. doi: 10.1145/3491102.3517654.

[226] G. Klumbytė, C. Draude, und A. S. Taylor, „Critical Tools for Machine Learning: Working with Intersectional Critical Concepts in Machine Learning Systems Design“, in 2022 ACM Conference on Fairness, Accountability, and Transparency, Seoul Republic of Korea: ACM, Juni 2022, S. 1528–1541. doi: 10.1145/3531146.3533207.

[227] S. Koo, J. Kim, C. Kim, J. Kim, und H. S. Cha, „Development of an Augmented Reality Tour Guide for a Cultural Heritage Site“, J. Comput. Cult. Herit., Bd. 12, Nr. 4, S. 1–24, Jan. 2020, doi: 10.1145/3317552.

[228] M. Korkiakoski, F. Sadiq, F. Setianto, U. K. Latif, P. Alavesa, und P. Kostakos, „Using smart glasses for monitoring cyber threat intelligence feeds“, in Proceedings of the 2021 IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining, Virtual Event Netherlands: ACM, Nov. 2021, S. 630–634. doi: 10.1145/3487351.3492722.

[229] O. Korn, G. Bieber, und C. Fron, „Perspectives on Social Robots: From the Historic Background to an Experts' View on Future Developments“, in Proceedings of the 11th PErvasive Technologies Related to Assistive Environments Conference, Corfu Greece: ACM, Juni 2018, S. 186–193. doi: 10.1145/3197768.3197774.

[230] K. Kotowick und J. Shah, „Modality Switching for Mitigation of Sensory Adaptation and Habituation in Personal Navigation Systems“, in 23rd International Conference on Intelligent User Interfaces, Tokyo Japan: ACM, März 2018, S. 115–127. doi: 10.1145/3172944.3172980.

[231] K. Kotowick und J. Shah, „Effects of an Adaptive Modality Selection Algorithm for Navigation Systems“, in Proceedings of the 31st Annual ACM Symposium on User Interface Software and Technology, Berlin Germany: ACM, Okt. 2018, S. 543–556. doi: 10.1145/3242587.3242610.

[232] Y. M. Kow und W. Cheng, „Complimenting Invisible Work: Identifying Hidden Employee Contributions through a Voluntary, Positive, and Open Work Review System“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–22, Nov. 2018, doi: 10.1145/3274365.

[233] M. Kshirsagar u. a., „Becoming Good at AI for Good“, in Proceedings of the 2021 AAAI/ACM Conference on AI, Ethics, and Society, Virtual Event USA: ACM, Juli 2021, S. 664–673. doi: 10.1145/3461702.3462599.

[234] L. Kugler, „How the internet spans the globe“, Commun. ACM, Bd. 63, Nr. 1, S. 14–16, Dez. 2019, doi: 10.1145/3371411.

[235] A. Kunze, S. J. Summerskill, R. Marshall, und A. J. Filtness, „Augmented Reality Displays for Communicating Uncertainty Information in Automated Driving“, in Proceedings of the 10th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, Toronto ON Canada: ACM, Sep. 2018, S. 164–175. doi: 10.1145/3239060.3239074.

[236] S. Laato, T. Pietarinen, S. Rauti, und T. H. Laine, „Analysis of the Quality of Points of Interest in the Most Popular Location-based Games“, in Proceedings of the 20th International Conference on Computer Systems and Technologies, Ruse Bulgaria: ACM, Juni 2019, S. 153–160. doi: 10.1145/3345252.3345286.

[237] E. LaBouve, E. Miller, und F. Khosmood, „Enhancing story generation with the semantic web“, in Proceedings of the 14th International Conference on the Foundations of Digital Games, San Luis Obispo California USA: ACM, Aug. 2019, S. 1–11. doi: 10.1145/3337722.3337742.

[238] L. Lamm und C. Wolff, „GCS: A Quick and Dirty Guideline Compliance Scale“, Bd. 16, Nr. 3, 2021.

[239] G. Laput und C. Harrison, „SurfaceSight: A New Spin on Touch, User, and Object Sensing for IoT Experiences“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–12. doi: 10.1145/3290605.3300559.

[240] T. Law, M. Chita-Tegmark, N. Rabb, und M. Scheutz, „Examining Attachment to Robots: Benefits, Challenges, and Alternatives“, J. Hum.-Robot Interact., Bd. 11, Nr. 4, S. 1–18, Dez. 2022, doi: 10.1145/3526105.

[241] A. Lazar, J. L. Feuston, C. Edasis, und A. M. Piper, „Making as Expression: Informing Design with People with Complex Communication Needs through Art Therapy“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–16. doi: 10.1145/3173574.3173925.

[242] E. Le Moignan, T. Feltwell, und D. Kirk, „Experiential Value in Group Browsing of Curios on eBay and In-Person: Implications for Future Platform Design“, in Designing Interactive Systems Conference, Virtual Event Australia: ACM, Juni 2022, S. 349–364. doi: 10.1145/3532106.3533529.

[243] K. Lee und H. Hong, „MindNavigator: Exploring the Stress and Self-Interventions for Mental Wellness“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–14. doi: 10.1145/3173574.3174146.

[244] S. M. Lehman, A. S. Alrumayh, K. Kolhe, H. Ling, und C. C. Tan, „Hidden in Plain Sight: Exploring Privacy Risks of Mobile Augmented Reality Applications“, ACM Trans. Priv. Secur., Bd. 25, Nr. 4, S. 1–35, Nov. 2022, doi: 10.1145/3524020.

[245] C. Letondal u. a., „Being in the Sky: Framing Tangible and Embodied Interaction for Future Airliner Cockpits“, in Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction, Stockholm Sweden: ACM, März 2018, S. 656–666. doi: 10.1145/3173225.3173229.

[246] C. Li, Y. Wang, und Z. He, „Multi-scale Vehicle Tracking Algorithm with the Global Context Module“, in 2022 the 5th International Conference on Image and Graphics Processing (ICIGP), Beijing China: ACM, Jan. 2022, S. 295–302. doi: 10.1145/3512388.3512431.

[247] H. Li, S. Milani, V. Krishnamoorthy, M. Lewis, und K. Sycara, „Perceptions of Domestic Robots' Normative Behavior Across Cultures“, in Proceedings of the 2019 AAAI/ACM Conference on AI, Ethics, and Society, Honolulu HI USA: ACM, Jan. 2019, S. 345–351. doi: 10.1145/3306618.3314251.

[248] H. Li, Y. Zeng, X. Song, L. Tong, J. Shu, und B. Yan, „Sensitive Text Information Detection Based on Single-trial EEG Signals“, in 4th International Conference on Biometric Engineering and Applications, Taiyuan China: ACM, Mai 2021, S. 13–18. doi: 10.1145/3476779.3476782.

[249] J. Li, Z. Feng, und X. Yang, „Multi-Channel Human-Computer Cooperative Interaction Algorithm in Virtual Scene“, in Proceedings of 2020 the 6th International Conference on Computing and Data Engineering, Sanya China: ACM, Jan. 2020, S. 217–221. doi: 10.1145/3379247.3379259.

[250] M. Li, W. Zhang, B. Hu, J. Kang, Y. Wang, und S. Lu, „Automatic Assessment of Depression and Anxiety through Encoding Pupil-wave from HCI in VR Scenes“, ACM Trans. Multimedia Comput. Commun. Appl., S. 3513263, Apr. 2022, doi: 10.1145/3513263.

[251] Q. Li, „Research and Implementation of Oil Painting Virtual Reality Based on Internet of Things“, in 2021 4th International Conference on Information Systems and Computer Aided Education, Dalian China: ACM, Sep. 2021, S. 51–55. doi: 10.1145/3482632.3482643.

[252] Y. Li, Z. Zhang, X. Li, und S. Guan, „Research on Equipment Maintenance Guidance Technology Based on MR and Digital Twin“, in Proceedings of the 2021 5th International Conference on Electronic Information Technology and Computer Engineering, Xiamen China: ACM, Okt. 2021, S. 244–248. doi: 10.1145/3501409.3501454.

[253] Y. Li, Y. Zhang, und X. Zhao, „Research on Telemetry Comparison System on Manned Spacecraft“, in Proceedings of the 2020 International Conference on Aviation Safety and Information Technology, Weihai City China: ACM, Okt. 2020, S. 104–107. doi: 10.1145/3434581.3434599.

[254] H. Liang, C. Ge, Y. Sun, P. Li, F. Liang, und C. Wang, „Prototype of porcelain safety display based on Augmented Reality Technology“, in 2020 The 9th International Conference on Networks, Communication and Computing, Tokyo Japan: ACM, Dez. 2020, S. 57–64. doi: 10.1145/3447654.3447663.

[255] H. Liang, F. Liang, F. Wu, C. Wang, und J. Chang, „Development of a VR prototype for enhancing earthquake evacuee safety“, in Proceedings of the 16th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry, Tokyo Japan: ACM, Dez. 2018, S. 1–8. doi: 10.1145/3284398.3284417.

[256] J. Liang, „Discussion on Practical Teaching Mode from the Perspective of Virtual Reality“, in 2020 4th International Conference on Artificial Intelligence and Virtual Reality, Kumamoto Japan: ACM, Okt. 2020, S. 7–10. doi: 10.1145/3439133.3439137.

[257] J. Liang, J. Cao, J. Zheng, W. Lv, und Z. Wu, „A Design of Distributed Maintenance Support Optimization System Based on Agent“, in Proceedings of the 2018 2nd International Conference on

Management Engineering, Software Engineering and Service Sciences, Wuhan China: ACM, Jan. 2018, S. 77–83. doi: 10.1145/3180374.3181363.

[258] Z. Liang, Y. Xing, K. Guan, Z. Da, J. Fan, und G. Wu, „Design Virtual Reality Simulation System for Epidemic (Covid-19) Education to Public“, in 2021 4th International Conference on Control and Computer Vision, Macau China: ACM, Aug. 2021, S. 147–152. doi: 10.1145/3484274.3484297.

[259] E. Libriandy und M. Arlini Puspasari, „Immersive Virtual Reality and Gamification Evaluation on Treadmill Exercise by Using Electrophysiological Monitoring Device“, in 2020 The 6th International Conference on Industrial and Business Engineerin, Macau Macao: ACM, Sep. 2020, S. 191–195. doi: 10.1145/3429551.3429553.

[260] G. Lima, N. Grgić-Hlača, und M. Cha, „Human Perceptions on Moral Responsibility of AI: A Case Study in AI-Assisted Bail Decision-Making“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–17. doi: 10.1145/3411764.3445260.

[261] C. Lin und S. Margot Lindtner, „Techniques of Use: Confronting Value Systems of Productivity, Progress, and Usefulness in Computing and Design“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–16. doi: 10.1145/3411764.3445237.

[262] G. Lin, M. Haynes, S. Srinivas, P. Kotipalli, und T. Starner, „Towards Finding the Optimum Position in the Visual Field for a Head Worn Display Used for Task Guidance with Non-registered Graphics“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 1, S. 1–26, März 2021, doi: 10.1145/3448091.

[263] C. Lin Kaiying, S. Lindtner, und S. Wuschitz, „Hacking Difference in Indonesia: The Ambivalences of Designing for Alternative Futures“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 1571–1582. doi: 10.1145/3322276.3322339.

[264] K. Lin, „CS Education for the Socially-Just Worlds We Need: The Case for Justice-Centered Approaches to CS in Higher Education“, in Proceedings of the 53rd ACM Technical Symposium on Computer Science Education, Providence RI USA: ACM, Feb. 2022, S. 265–271. doi: 10.1145/3478431.3499291.

[265] T. Lin u. a., „Towards an Understanding of Situated AR Visualization for Basketball Free-Throw Training“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–13. doi: 10.1145/3411764.3445649.

[266] M. V. A. Lindrup, M. B. Skov, und D. Raptis, „Between Egoism and Altruism: A Mixed-Methods Study of Reflections about Energy Use in the Life Cycle of High Preference Grocery Products“, in Nordic Human-Computer Interaction Conference, Aarhus Denmark: ACM, Okt. 2022, S. 1–10. doi: 10.1145/3546155.3546686.

[267] Q. Liu, L. Kong, G. Zhang, und L. Zhao, „Application of Mixed Reality in Driverless Vehicles Technology Courses Testing and Teaching Activities“, in 2022 the 4th International Conference on Modern Educational Technology (ICMET), Macau China: ACM, Mai 2022, S. 28–32. doi: 10.1145/3543407.3543412.

[268] S. Ljungblad, Y. Man, M. A. Baytaş, M. Gamboa, M. Obaid, und M. Fjeld, „What Matters in Professional Drone Pilots' Practice? An Interview Study to Understand the Complexity of Their Work and Inform Human-Drone Interaction Research“, in Proceedings of the 2021 CHI Conference on

Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–16. doi: 10.1145/3411764.3445737.

[269] D. Löffler, J. Dörrenbächer, und M. Hassenzahl, „The Uncanny Valley Effect in Zoomorphic Robots: The U-Shaped Relation Between Animal Likeness and Likeability“, in Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction, Cambridge United Kingdom: ACM, März 2020, S. 261–270. doi: 10.1145/3319502.3374788.

[270] V. Lonati u. a., „What We Talk About When We Talk About Programs“, in Proceedings of the 2022 Working Group Reports on Innovation and Technology in Computer Science Education, Dublin Ireland: ACM, Dez. 2022, S. 117–164. doi: 10.1145/3571785.3574125.

[271] A. J. Lu, T. R. Dillahunt, G. Marcu, und M. S. Ackerman, „Data Work in Education: Enacting and Negotiating Care and Control in Teachers' Use of Data-Driven Classroom Surveillance Technology“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW2, S. 1–26, Okt. 2021, doi: 10.1145/3479596.

[272] M. A. Lujan Escalante und C. Mortimer, „Value-mapping transitions into the Pluriverse: Design notes on Participatory Methods, Traditional Ecological Knowledge and Emergency Community Resilience within the Ring of Fire“, in Participatory Design Conference 2022: Volume 1, Newcastle upon Tyne United Kingdom: ACM, Aug. 2022, S. 50–62. doi: 10.1145/3536169.3537779.

[273] P. Łuka und A. Urban, „Standardization of the Central Console in Police Vehicles“, in Proceedings of the 2019 3rd International Conference on Graphics and Signal Processing, Hong Kong Hong Kong: ACM, Juni 2019, S. 86–89. doi: 10.1145/3338472.3338494.

[274] K. Lukoff, T. Li, Y. Zhuang, und B. Y. Lim, „TableChat: Mobile Food Journaling to Facilitate Family Support for Healthy Eating“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–28, Nov. 2018, doi: 10.1145/3274383.

[275] A. Luusua und J. Ylipulli, „Artificial Intelligence and Risk in Design“, in Proceedings of the 2020 ACM Designing Interactive Systems Conference, Eindhoven Netherlands: ACM, Juli 2020, S. 1235–1244. doi: 10.1145/3357236.3395491.

[276] S. Lyckvi, Y. Wu, M. Huusko, und V. Roto, „Eagons, exoskeletons and ecologies: on expressing and embodying fictions as workshop tasks“, in Proceedings of the 10th Nordic Conference on Human-Computer Interaction, Oslo Norway: ACM, Sep. 2018, S. 754–770. doi: 10.1145/3240167.3240269.

[277] J. Lynn Campbell, „A Mixed-methods Approach to Evaluating the Usability of Telemedicine Communications“, in Proceedings of the 38th ACM International Conference on Design of Communication, Denton TX USA: ACM, Okt. 2020, S. 1–6. doi: 10.1145/3380851.3416755.

[278] C. M. Schuster und M. J. Moloney, „The Future of Virtual Reality in Education“, in Proceedings of the 13th International Conference on Education Technology and Computers, Wuhan China: ACM, Okt. 2021, S. 85–89. doi: 10.1145/3498765.3498778.

[279] V. Machado, G. Mantini, J. Viterbo, F. Bernardini, und R. Barcellos, „An Instrument for Evaluating Open Data Portals: A Case Study in Brazilian Cities“, 2018.

[280] R. Maharjan, K. Doherty, D. A. Rohani, P. Bækgaard, und J. E. Bardram, „Experiences of a Speech-enabled Conversational Agent for the Self-report of Well-being among People Living with Affective Disorders: An In-the-Wild Study“, ACM Trans. Interact. Intell. Syst., Bd. 12, Nr. 2, S. 1–29, Juni 2022, doi: 10.1145/3484508.

[281] A. Maheshwari, A. Kumar Aggarwal, und A. Danielescu, „Designing Tools and Interfaces for Ecological Restoration: An Investigation into the Opportunities and Constraints for Technological Interventions“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–17. doi: 10.1145/3491102.3517664.

[282] P. Mahieux, R. Biannic, S. Kubicki, und R. Querrec, „SABLIER : a Tangible Interactor to Navigate through Space and Time“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–12. doi: 10.1145/3491102.3517567.

[283] B. U. Mahmud, G. Y. Hong, und B. Fong, „A Study of Human-AI Symbiosis for Creative Work: Recent Developments and Future Directions in Deep Learning“, ACM Trans. Multimedia Comput. Commun. Appl., S. 3542698, Juli 2022, doi: 10.1145/3542698.

[284] T. Mai u. a., „Keeping It ``Organized and Logical'': After-Action Review for AI (AAR/AI)“, 2020.

[285] L. Malinverni und C. Valero, „What is a robot?: an artistic approach to understand children's imaginaries about robots“, in Proceedings of the Interaction Design and Children Conference, London United Kingdom: ACM, Juni 2020, S. 250–261. doi: 10.1145/3392063.3394415.

[286] S. Mann, O. Bates, G. Forsyth, und P. Osborne, „Regenerative computing: de-limiting hope“, in Proceedings of the 2018 Workshop on Computing within Limits, Toronto Ontario Canada: ACM, Mai 2018, S. 1–10. doi: 10.1145/3232617.3232618.

[287] C.-C. Mao, Y.-C. Tseng, und C.-H. Chen, „Dynamic information visualization on cognitive ability for intelligence preparation of the battlefield“, in Proceedings of the 6th International Conference on Information and Education Technology, Osaka Japan: ACM, Jan. 2018, S. 263–266. doi: 10.1145/3178158.3178194.

[288] H. Mao, „Application of virtual reality imaging technology in interior decoration design“, in 2021 3rd International Conference on Artificial Intelligence and Advanced Manufacture, Manchester United Kingdom: ACM, Okt. 2021, S. 2963–2965. doi: 10.1145/3495018.3501215.

[289] Y. Mao, T. Pan, und L. Zheng, „Experiential Cloud Platform Design of Yue Kiln Celadon Production Based on VR Technology“, in 2022 The 8th International Conference on Computing and Data Engineering, Bangkok Thailand: ACM, Jan. 2022, S. 71–75. doi: 10.1145/3512850.3512868.

[290] Z. Mao, Y. Chen, und L. Zhou, „A Multidimensional Interactive Techniques for Satellite Communication Simulation Application“, in Proceedings of the 4th International Conference on Computer Science and Application Engineering, Sanya China: ACM, Okt. 2020, S. 1–5. doi: 10.1145/3424978.3425124.

[291] Z. Mao, L. Zhou, und Y. Chen, „A Satellite Communication Simulation System Research Based on HLA and MDIS“, in Proceedings of the 4th International Conference on Computer Science and Application Engineering, Sanya China: ACM, Okt. 2020, S. 1–6. doi: 10.1145/3424978.3425030.

[292] A. Maros, J. Almeida, F. Benevenuto, und M. Vasconcelos, „Analyzing the Use of Audio Messages in WhatsApp Groups“, in Proceedings of The Web Conference 2020, Taipei Taiwan: ACM, Apr. 2020, S. 3005–3011. doi: 10.1145/3366423.3380070.

[293] W. Martinez, J. Benerradi, S. Midha, H. A. Maior, und M. L. Wilson, „Understanding the Ethical Concerns for Neurotechnology in the Future of Work“, in 2022 Symposium on Human-Computer Interaction for Work, Durham NH USA: ACM, Juni 2022, S. 1–19. doi: 10.1145/3533406.3533423.

[294] C. Martinie, P. Palanque, E. Bouzekri, A. Cockburn, A. Canny, und E. Barboni, „Analysing and Demonstrating Tool-Supported Customizable Task Notations“, Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. EICS, S. 1–26, Juni 2019, doi: 10.1145/3331154.

[295] L. Masjutin, J. K. Laing, und G. W. Maier, „Why do We Follow Robots? An Experimental Investigation of Conformity with Robot, Human, and Hybrid Majorities“, in 2022 17th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Sapporo, Japan: IEEE, März 2022, S. 139–146. doi: 10.1109/HRI53351.2022.9889675.

[296] D. Mckay, M. B. Twidale, und G. Buchanan, „Lady Chatterley's Library: Books and Reading as Public Performance and Private Act“, in Proceedings of the 2021 Conference on Human Information Interaction and Retrieval, Canberra ACT Australia: ACM, März 2021, S. 197–208. doi: 10.1145/3406522.3446032.

[297] A. McLean und R. Jarvis, „Electric Sheep: Designing Improvised Musical Play“, in Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts, Melbourne VIC Australia: ACM, Okt. 2018, S. 247–256. doi: 10.1145/3270316.3272057.

[298] J. Meng, „Report on the Status Quo of Domestic MR Mixed Reality Technology in the Application of Sculpture Art Teaching“, in 2021 4th International Conference on Information Systems and Computer Aided Education, Dalian China: ACM, Sep. 2021, S. 1491–1494. doi: 10.1145/3482632.3483180.

[299] J. Metcalf, E. Moss, E. A. Watkins, R. Singh, und M. C. Elish, „Algorithmic Impact Assessments and Accountability: The Co-construction of Impacts“, in Proceedings of the 2021 ACM Conference on Fairness, Accountability, and Transparency, Virtual Event Canada: ACM, März 2021, S. 735–746. doi: 10.1145/3442188.3445935.

[300] A. H. Mhaidli und F. Schaub, „Identifying Manipulative Advertising Techniques in XR Through Scenario Construction“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–18. doi: 10.1145/3411764.3445253.

[301] R. Michelson u. a., „Parenting in a Pandemic: Juggling Multiple Roles and Managing Technology Use in Family Life During COVID-19 in the United States“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW2, S. 1–39, Okt. 2021, doi: 10.1145/3479546.

[302] C. Min, E. Lee, S. Park, und S. Kang, „Tiger: Wearable Glasses for the 20-20-20 Rule to Alleviate Computer Vision Syndrome“, in Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services, Taipei Taiwan: ACM, Okt. 2019, S. 1–11. doi: 10.1145/3338286.3340117.

[303] Z. Min, X. J. Li, J. A. Liu, L. G. Liu, und S. X. Wang, „Ocean Exploration Information Technology Experiment Content Realization“, in 2022 6th International Conference on Education and Multimedia Technology, Guangzhou China: ACM, Juli 2022, S. 279–283. doi: 10.1145/3551708.3551751.

[304] A. G. Mirnig, R. McCall, A. Meschtscherjakov, und M. Tscheligi, „The Insurer's Paradox: About Liability, the Need for Accident Data, and Legal Hurdles for Automated Driving“, in Proceedings of the 11th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, Utrecht Netherlands: ACM, Sep. 2019, S. 113–122. doi: 10.1145/3342197.3344540.

[305] G. Mittmann, A. Barnard, I. Krammer, D. Martins, und J. Dias, „LINA - A Social Augmented Reality Game around Mental Health, Supporting Real-world Connection and Sense of Belonging for Early Adolescents“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CHI PLAY, S. 1–21, Okt. 2022, doi: 10.1145/3549505.

[306] V. Miz, J. Hanna, N. Aspert, B. Ricaud, und P. Vandergheynst, „What is Trending on Wikipedia? Capturing Trends and Language Biases Across Wikipedia Editions“, in Companion Proceedings of the Web Conference 2020, Taipei Taiwan: ACM, Apr. 2020, S. 794–801. doi: 10.1145/3366424.3383567.

[307] M. Mohan, A. Neerincx, C. Zaga, und N. T. Fitter, „Workshop YOUR Study Design! Participatory Critique and Refinement of Participants' Studies“, 2022.

[308] J. Mollen, P. Van Der Putten, und K. Darling, „Bonding with a Couchsurfing Robot: The Impact of Common Locus on Human-Robot Bonding In-the-Wild“, J. Hum.-Robot Interact., Bd. 12, Nr. 1, S. 1–33, März 2023, doi: 10.1145/3563702.

[309] D. Monroe, „AI, explain yourself“, Commun. ACM, Bd. 61, Nr. 11, S. 11–13, Okt. 2018, doi: 10.1145/3276742.

[310] J. Moore, „Towards a more representative politics in the ethics of computer science“, in Proceedings of the 2020 Conference on Fairness, Accountability, and Transparency, Barcelona Spain: ACM, Jan. 2020, S. 414–424. doi: 10.1145/3351095.3372854.

[311] A. Morris und N. Lessio, „Deriving Privacy and Security Considerations for CORE: An Indoor IoT Adaptive Context Environment“, in Proceedings of the 2nd International Workshop on Multimedia Privacy and Security, Toronto Canada: ACM, Jan. 2018, S. 2–11. doi: 10.1145/3267357.3267363.

[312] C. Moser, S. Y. Schoenebeck, und P. Resnick, „Impulse Buying: Design Practices and Consumer Needs“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–15. doi: 10.1145/3290605.3300472.

[313] A. Mukhopadhyay, G. Rajshekar Reddy, I. Mukherjee, G. Kumar Gopa, A. Pena-Rios, und P. Biswas, „Generating Synthetic Data for Deep Learning using VR Digital Twin“, in 2021 5th International Conference on Cloud and Big Data Computing (ICCBDC), Liverpool United Kingdom: ACM, Aug. 2021, S. 52–56. doi: 10.1145/3481646.3481655.

[314] A. Murari, E. Mahfoud, W. Wang, und A. Lu, „Cross-Platform Immersive Visualization and Navigation with Augmented Reality“, in The 14th International Symposium on Visual Information Communication and Interaction, Potsdam Germany: ACM, Sep. 2021, S. 1–9. doi: 10.1145/3481549.3481564.

[315] A. Nadeem, „Human-centered approach to static-analysis-driven developer tools“, Commun. ACM, Bd. 65, Nr. 3, S. 38–45, März 2022, doi: 10.1145/3486597.

[316] D. Naik, I. D. D. Curcio, und H. Toukomaa, „Optimized Viewport Dependent Streaming of Stereoscopic Omnidirectional Video“, in Proceedings of the 23rd Packet Video Workshop, Amsterdam Netherlands: ACM, Juni 2018, S. 37–42. doi: 10.1145/3210424.3210437.

[317] D. Narciso, M. Melo, J. Vasconcelos-Raposo, und M. Bessa, „The Impact of Olfactory and Wind Stimuli on 360 Videos Using Head-mounted Displays“, ACM Trans. Appl. Percept., Bd. 17, Nr. 1, S. 1–13, Jan. 2020, doi: 10.1145/3380903.

[318] M. Natarajan und M. Gombolay, „Effects of Anthropomorphism and Accountability on Trust in Human Robot Interaction“, in Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction, Cambridge United Kingdom: ACM, März 2020, S. 33–42. doi: 10.1145/3319502.3374839.

[319] T. Neumayr, M. Augstein, J. Schönböck, S. Rintel, H. Leeb, und T. Teichmeister, „Semi-automated Analysis of Collaborative Interaction: Are We There Yet?“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. ISS, S. 354–380, Nov. 2022, doi: 10.1145/3567724.

[320] J. Newn, F. Allison, E. Velloso, und F. Vetere, „Looks Can Be Deceiving: Using Gaze Visualisation to Predict and Mislead Opponents in Strategic Gameplay“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–12. doi: 10.1145/3173574.3173835.

[321] C. Nie, H. Wang, R. Fan, X. Ruan, C. Yang, und M. Che, „Research and Implementation of Emotion Recognition Platform Based on Multiple Physiological Signals“, in 2021 4th International Conference on Data Science and Information Technology, Shanghai China: ACM, Juli 2021, S. 241–245. doi: 10.1145/3478905.3478954.

[322] E. Niforatos und M. Vidal, „Effects of a Monocular Laser-Based Head-Mounted Display on Human Night Vision“, in Proceedings of the 10th Augmented Human International Conference 2019, Reims France: ACM, März 2019, S. 1–8. doi: 10.1145/3311823.3311858.

[323] S. North u. a., „Performance analysis of brain-computer interfaces in aerial drone“, in Proceedings of the ACMSE 2018 Conference, Richmond Kentucky: ACM, März 2018, S. 1–5. doi: 10.1145/3190645.3190683.

[324] E. Not, D. Cavada, S. Maule, A. Pisetti, und A. Venturini, „Digital Augmentation of Historical Objects Through Tangible Interaction“, J. Comput. Cult. Herit., Bd. 12, Nr. 3, S. 1–19, Okt. 2019, doi: 10.1145/3297764.

[325] K. Okamura und S. Yamada, „Adaptive Trust Calibration for Supervised Autonomous Vehicles“, in Adjunct Proceedings of the 10th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, Toronto ON Canada: ACM, Sep. 2018, S. 92–97. doi: 10.1145/3239092.3265948.

[326] O. Okundaye u. a., „Telepresence Robotics for Hands-on Distance Instruction“, in Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society, Tallinn Estonia: ACM, Okt. 2020, S. 1–11. doi: 10.1145/3419249.3420116.

[327] P. V. F. Paiva, L. S. Machado, A. M. G. Valença, T. V. Batista, und R. M. Moraes, „SimCEC: A Collaborative VR-Based Simulator for Surgical Teamwork Education“, Comput. Entertain., Bd. 16, Nr. 2, S. 1–26, Apr. 2018, doi: 10.1145/3177747.

[328] I. Pakrasi, N. Chakraborty, und A. LaViers, „A Design Methodology for Abstracting Character Archetypes onto Robotic Systems“, in Proceedings of the 5th International Conference on Movement and Computing, Genoa Italy: ACM, Juni 2018, S. 1–8. doi: 10.1145/3212721.3212809.

[329] S. Palipana, D. Salami, L. A. Leiva, und S. Sigg, „Pantomime: Mid-Air Gesture Recognition with Sparse Millimeter-Wave Radar Point Clouds“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 1, S. 1–27, März 2021, doi: 10.1145/3448110.

[330] M. K. X. J. Pan, E. A. Croft, und G. Niemeyer, „Evaluating Social Perception of Human-to-Robot Handovers Using the Robot Social Attributes Scale (RoSAS)“, in Proceedings of the 2018 ACM/IEEE International Conference on Human-Robot Interaction, Chicago IL USA: ACM, Feb. 2018, S. 443–451. doi: 10.1145/3171221.3171257.

[331] T. Park, M. Zhang, und Y. Lee, „When Mixed Reality Meets Internet of Things: Toward the Realization of Ubiquitous Mixed Reality“, GetMobile: Mobile Comp. and Comm., Bd. 22, Nr. 1, S. 10–14, Mai 2018, doi: 10.1145/3229316.3229320.

[332] A. Parrish u. a., „Global perspectives on cybersecurity education for 2030: a case for a meta-discipline“, in Proceedings Companion of the 23rd Annual ACM Conference on Innovation and

Technology in Computer Science Education, Larnaca Cyprus: ACM, Juli 2018, S. 36–54. doi: 10.1145/3293881.3295778.

[333] N. Partlan, L. Soto, J. Howe, S. Shrivastava, M. Seif El-Nasr, und S. Marsella, „EvolvingBehavior: Towards Co-Creative Evolution of Behavior Trees for Game NPCs“, in FDG ’22: Proceedings of the 17th International Conference on the Foundations of Digital Games, Athens Greece: ACM, Sep. 2022, S. 1–13. doi: 10.1145/3555858.3555896.

[334] J. A. Pater, A. Coupe, A. D. Miller, L. E. Reining, M. Drouin, und T. Toscos, „Design Opportunities and Challenges for App-Based Telemental Health Technologies for Teens and Young Adults“, in Proceedings of the 14th EAI International Conference on Pervasive Computing Technologies for Healthcare, Atlanta GA USA: ACM, Mai 2020, S. 188–200. doi: 10.1145/3421937.3422016.

[335] A. Pediredla, A. Veeraraghavan, und I. Gkioulekas, „Ellipsoidal path connections for time-gated rendering“, ACM Trans. Graph., Bd. 38, Nr. 4, S. 1–12, Aug. 2019, doi: 10.1145/3306346.3323016.

[336] H. R. M. Pelikan, A. Cheatle, M. F. Jung, und S. J. Jackson, „Operating at a Distance - How a Teleoperated Surgical Robot Reconfigures Teamwork in the Operating Room“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–28, Nov. 2018, doi: 10.1145/3274407.

[337] S. Penney, J. Dodge, A. Anderson, C. Hilderbrand, L. Simpson, und M. Burnett, „The Shoutcasters, the Game Enthusiasts, and the AI: Foraging for Explanations of Real-time Strategy Players“, ACM Trans. Interact. Intell. Syst., Bd. 11, Nr. 1, S. 1–46, März 2021, doi: 10.1145/3396047.

[338] S. Penney, J. Dodge, C. Hilderbrand, A. Anderson, L. Simpson, und M. Burnett, „Toward Foraging for Understanding of StarCraft Agents: An Empirical Study“, in 23rd International Conference on Intelligent User Interfaces, Tokyo Japan: ACM, März 2018, S. 225–237. doi: 10.1145/3172944.3172946.

[339] B. S. Perelman, A. W. Evans Iii, und K. E. Schaefer, „Where Do You Think You’re Going?: Characterizing Spatial Mental Models from Planned Routes“, J. Hum.-Robot Interact., Bd. 9, Nr. 4, S. 1–55, Dez. 2020, doi: 10.1145/3385008.

[340] T. Petricek, „Programming as architecture, design, and urban planning“, in Proceedings of the 2021 ACM SIGPLAN International Symposium on New Ideas, New Paradigms, and Reflections on Programming and Software, Chicago IL USA: ACM, Okt. 2021, S. 114–124. doi: 10.1145/3486607.3486770.

[341] C. Phillips, M. Klarkowski, J. Frommel, C. Gutwin, und R. L. Mandryk, „Identifying Commercial Games with Therapeutic Potential through a Content Analysis of Steam Reviews“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CHI PLAY, S. 1–21, Okt. 2021, doi: 10.1145/3474682.

[342] C. Ping, H. Da-Peng, und L. Zu-Ying, „Automatic Attendance Face Recognition for Real Classroom Environments“, in Proceedings of the 2018 2nd International Conference on Big Data and Internet of Things, Beijing China: ACM, Okt. 2018, S. 65–70. doi: 10.1145/3289430.3289436.

[343] A. Prouzeau, A. Bezerianos, und O. Chapuis, „Awareness Techniques to Aid Transitions between Personal and Shared Workspaces in Multi-Display Environments“, in Proceedings of the 2018 ACM International Conference on Interactive Surfaces and Spaces, Tokyo Japan: ACM, Nov. 2018, S. 291–304. doi: 10.1145/3279778.3279780.

[344] M. Pruszyńska, M. Milewska-Jędrzejczak, I. Bednarski, P. Szpakowski, A. Głąbiński, und S. K. Tadeja, „Towards Effective Telerehabilitation: Assessing Effects of Applying Augmented Reality in

Remote Rehabilitation of Patients Suffering from Multiple Sclerosis“, ACM Trans. Access. Comput., Bd. 15, Nr. 4, S. 1–14, Dez. 2022, doi: 10.1145/3560822.

[345] D. V. Pynadath, N. Wang, E. Rovira, und M. J. Barnes, „Clustering Behavior to Recognize Subjective Beliefs in Human-Agent Teams“, 2018.

[346] D. V. Pynadath, N. Wang, und S. Kamireddy, „A Markovian Method for Predicting Trust Behavior in Human-Agent Interaction“, in Proceedings of the 7th International Conference on Human-Agent Interaction, Kyoto Japan: ACM, Sep. 2019, S. 171–178. doi: 10.1145/3349537.3351905.

[347] I. P. S. Qamar, R. Groh, D. Holman, und A. Roudaut, „HCI meets Material Science: A Literature Review of Morphing Materials for the Design of Shape-Changing Interfaces“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–23. doi: 10.1145/3173574.3173948.

[348] K. Qi, D. Borland, E. Brunsen, J. Minogue, und T. C. Peck, „The Impact of Prior Knowledge on the Effectiveness of Haptic and Visual Modalities for Teaching Forces“, in Proceedings of the 2021 International Conference on Multimodal Interaction, Montréal QC Canada: ACM, Okt. 2021, S. 203–211. doi: 10.1145/3462244.3479915.

[349] Q. Qian, Y. Wang, H. She, Y. Guo, und H. Sun, „Multi-path selection access algorithm and design of intelligent perception network model for blockchain-enabled CPSs“, in Proceedings of the 14th IEEE/ACM International Conference on Utility and Cloud Computing Companion, Leicester United Kingdom: ACM, Dez. 2021, S. 1–7. doi: 10.1145/3492323.3495575.

[350] D. R. Quiñones, G. Lopes, D. Kim, C. Honnet, D. Moratal, und A. Kampff, „HIVE Tracker: a tiny, low-cost, and scalable device for sub-millimetric 3D positioning“, in Proceedings of the 9th Augmented Human International Conference, Seoul Republic of Korea: ACM, Feb. 2018, S. 1–8. doi: 10.1145/3174910.3174935.

[351] M. Radeta, N. J. Nunes, D. Vasconcelos, und V. Nisi, „POSEIDON - Passive-acoustic Ocean Sensor for Entertainment and Interactive Data-gathering in Opportunistic Nautical-activities“, in Proceedings of the 2018 Designing Interactive Systems Conference, Hong Kong China: ACM, Juni 2018, S. 999–1011. doi: 10.1145/3196709.3196752.

[352] A. Ramirez Gomez und H. Gellersen, „Exploring the Sensed and Unexpected: Not Looking in Gaze Interaction“, in Proceedings of the Halfway to the Future Symposium 2019, Nottingham United Kingdom: ACM, Nov. 2019, S. 1–7. doi: 10.1145/3363384.3363479.

[353] A. Ramirez Gomez und M. Lankes, „Eyesthetics: Making Sense of the Aesthetics of Playing with Gaze“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CHI PLAY, S. 1–24, Okt. 2021, doi: 10.1145/3474686.

[354] M. J. H. Ramos und B. E. V. Comendador, „ARTitser: A Mobile Augmented Reality in Classroom Interactive Learning Tool on Biological Science for Junior High School Students“, in Proceedings of the 2019 5th International Conference on Education and Training Technologies, Seoul Republic of Korea: ACM, Mai 2019, S. 135–139. doi: 10.1145/3337682.3337700.

[355] S. Ranjan und J. H. L. Hansen, „Curriculum Learning Based Approaches for Noise Robust Speaker Recognition“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 26, Nr. 1, S. 197–210, Jan. 2018, doi: 10.1109/TASLP.2017.2765832.

[356] T. Rask Nielsen und N. Holten Møller, „Data as a Lens for Understanding what Constitutes Credibility in Asylum Decision-making“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. GROUP, S. 1–23, Jan. 2022, doi: 10.1145/3492825.

[357] L. Razaq, T. Ahmad, S. Ibtasam, U. Ramzan, und S. Mare, „‚We Even Borrowed Money From Our Neighbor‘: Understanding Mobile-based Frauds Through Victims’ Experiences“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–30, Apr. 2021, doi: 10.1145/3449115.

[358] G. Regal u. a., „Marcus or Mira - Investigating the Perception of Virtual Agent Gender in Virtual Reality Role Play-Training“, in 28th ACM Symposium on Virtual Reality Software and Technology, Tsukuba Japan: ACM, Nov. 2022, S. 1–11. doi: 10.1145/3562939.3565629.

[359] R. M. Richter, M. J. Valladares, und S. C. Sutherland, „Effects of the source of advice and decision task on decisions to request expert advice“, in Proceedings of the 24th International Conference on Intelligent User Interfaces, Marina del Ray California: ACM, März 2019, S. 469–475. doi: 10.1145/3301275.3302279.

[360] A. Riener, A. L. Kun, J. Gabbard, S. Brewster, und A. Riegler, „ARV 2018: 2nd Workshop on Augmented Reality for Intelligent Vehicles“, in Adjunct Proceedings of the 10th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, Toronto ON Canada: ACM, Sep. 2018, S. 30–36. doi: 10.1145/3239092.3239096.

[361] L. M. Rigoli u. a., „Employing Models of Human Social Motor Behavior for Artificial Agent Trainers“, New Zealand, 2020.

[362] D. A. Robb, F. J. Chiyah Garcia, A. Laskov, X. Liu, P. Patron, und H. Hastie, „Keep Me in the Loop: Increasing Operator Situation Awareness through a Conversational Multimodal Interface“, in Proceedings of the 20th ACM International Conference on Multimodal Interaction, Boulder CO USA: ACM, Okt. 2018, S. 384–392. doi: 10.1145/3242969.3242974.

[363] D. A. Robb u. a., „Exploring Interaction with Remote Autonomous Systems using Conversational Agents“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 1543–1556. doi: 10.1145/3322276.3322318.

[364] P. Robitaille und M. J. McGuffin, „Increased affect-arousal in VR can be detected from faster body motion with increased heart rate“, in Proceedings of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Montreal Quebec Canada: ACM, Mai 2019, S. 1–6. doi: 10.1145/3306131.3317022.

[365] E. Rohn, „Predicting context aware computing performance“.

[366] A. Rosenfeld, „Human-Agent Interaction for Human Space Exploration“, in Adjunct Publication of the 27th Conference on User Modeling, Adaptation and Personalization, Larnaca Cyprus: ACM, Juni 2019, S. 9–12. doi: 10.1145/3314183.3323452.

[367] K. A. Roundtree, J. R. Cody, J. Leaf, H. O. Demirel, und J. A. Adams, „Transparency’s Influence on Human-collective Interactions“, J. Hum.-Robot Interact., Bd. 11, Nr. 2, S. 1–48, Juni 2022, doi: 10.1145/3507470.

[368] M. Rovatsos, „Events“, AI Matters, Bd. 4, Nr. 3, S. 12–13, Okt. 2018, doi: 10.1145/3284751.3284755.

[369] D. Rudi, P. Kiefer, und M. Raubal, „Visualizing pilot eye movements for flight instructors“, in Proceedings of the 3rd Workshop on Eye Tracking and Visualization, Warsaw Poland: ACM, Juni 2018, S. 1–5. doi: 10.1145/3205929.3205934.

[370] R. J. Sarmah, Y. Ding, D. Wang, C. Y. P. Lee, T. J.-J. Li, und X. „Anthony“ Chen, „Geno: A Developer Tool for Authoring Multimodal Interaction on Existing Web Applications“, in Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology, Virtual Event USA: ACM, Okt. 2020, S. 1169–1181. doi: 10.1145/3379337.3415848.

[371] J. Schacher, „What Quality?: Performing Research on Movement and Computing“, in Proceedings of the 5th International Conference on Movement and Computing, Genoa Italy: ACM, Juni 2018, S. 1–9. doi: 10.1145/3212721.3212834.

[372] J. Schaffer, J. O'Donovan, J. Michaelis, A. Raglin, und T. Höllerer, „I can do better than your AI: expertise and explanations“, in Proceedings of the 24th International Conference on Intelligent User Interfaces, Marina del Ray California: ACM, März 2019, S. 240–251. doi: 10.1145/3301275.3302308.

[373] B. G. Schelble, C. Flathmann, N. J. McNeese, G. Freeman, und R. Mallick, „Let's Think Together! Assessing Shared Mental Models, Performance, and Trust in Human-Agent Teams“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. GROUP, S. 1–29, Jan. 2022, doi: 10.1145/3492832.

[374] M. K. Scheuerman, A. Hanna, und E. Denton, „Do Datasets Have Politics? Disciplinary Values in Computer Vision Dataset Development“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW2, S. 1–37, Okt. 2021, doi: 10.1145/3476058.

[375] J. Schmidtler und M. Körber, „Human Perception of Inertial Mass for Joint Human-Robot Object Manipulation“, ACM Trans. Appl. Percept., Bd. 15, Nr. 3, S. 1–20, Juli 2018, doi: 10.1145/3182176.

[376] T. Schofield, D. Foster Smith, G. Bozoglu, und C. Whitehead, „Design and Plural Heritages: Composing Critical Futures“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–15. doi: 10.1145/3290605.3300236.

[377] E. Selmanović u. a., „Improving Accessibility to Intangible Cultural Heritage Preservation Using Virtual Reality“, J. Comput. Cult. Herit., Bd. 13, Nr. 2, S. 1–19, Juni 2020, doi: 10.1145/3377143.

[378] P. Sengers, K. Williams, und V. Khovanskaya, „Speculation and the Design of Development“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–27, Apr. 2021, doi: 10.1145/3449195.

[379] M. Sharma und K. Vemuri, „Accepting Human-like Avatars in Social and Professional Roles“, J. Hum.-Robot Interact., Bd. 11, Nr. 3, S. 1–19, Sep. 2022, doi: 10.1145/3526026.

[380] P. Shi, „Research on Effective Teaching in the Vision of Virtual Reality“, in Proceedings of the 2019 The 3rd International Conference on Digital Technology in Education, Yamanashi Japan: ACM, Okt. 2019, S. 44–47. doi: 10.1145/3369199.3369240.

[381] J. Shield, S. Chenoweth, P. Prendergast, M. Beaumont, C. North, und B. Hopkins, „Information Associations for Multi-Domain Applications: Addressing Data Utility in Segregated Networks“, in Proceedings of the Australasian Computer Science Week Multiconference, Sydney NSW Australia: ACM, Jan. 2019, S. 1–11. doi: 10.1145/3290688.3290695.

[382] A. Shivakumar, A. Bositty, N. S. Peters, und Y. Pei, „Real-Time Interruption Management System for Efficient Distributed Collaboration in Multi-tasking Environments“, Proc. ACM Hum.-Comput. Interact., Bd. 4, Nr. CSCW1, S. 1–23, Mai 2020, doi: 10.1145/3392844.

[383] I. Shklovski und E. Grönvall, „CreepyLeaks: Participatory Speculation Through Demos“, in Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society, Tallinn Estonia: ACM, Okt. 2020, S. 1–12. doi: 10.1145/3419249.3420168.

[384] L. Shuguang, L. Zheng, und B. Lin, „Impact of Artificial Intelligence 2.0 on Teaching and Learning“, in Proceedings of the 2020 9th International Conference on Educational and Information Technology, Oxford United Kingdom: ACM, Feb. 2020, S. 128–133. doi: 10.1145/3383923.3383928.

[385] C. Shultz und V. Shen, „Designing for haptics“, XRDS, Bd. 29, Nr. 1, S. 39–43, Sep. 2022, doi: 10.1145/3558193.

[386] J. Sin, D. Chen, J. G. Threatt, A. Gorham, und C. Munteanu, „Does Alexa Live Up to the Hype? Contrasting Expectations from Mass Media Narratives and Older Adults' Hands-on Experiences of Voice Interfaces“, in 4th Conference on Conversational User Interfaces, Glasgow United Kingdom: ACM, Juli 2022, S. 1–9. doi: 10.1145/3543829.3543841.

[387] M. Sinha, J. Healey, und T. Sengupta, „Designing with AI for Digital Marketing“, in Adjunct Publication of the 28th ACM Conference on User Modeling, Adaptation and Personalization, Genoa Italy: ACM, Juli 2020, S. 65–70. doi: 10.1145/3386392.3397600.

[388] M. W. Skirpan, T. Yeh, und C. Fiesler, „What's at Stake: Characterizing Risk Perceptions of Emerging Technologies“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–12. doi: 10.1145/3173574.3173644.

[389] E. I. Sklar und M. Q. Azhar, „Explanation through Argumentation“, in Proceedings of the 6th International Conference on Human-Agent Interaction, Southampton United Kingdom: ACM, Dez. 2018, S. 277–285. doi: 10.1145/3284432.3284470.

[390] J. Smith, P. Legg, M. Matovic, und K. Kinsey, „Predicting User Confidence During Visual Decision Making“, ACM Trans. Interact. Intell. Syst., Bd. 8, Nr. 2, S. 1–30, Juni 2018, doi: 10.1145/3185524.

[391] R. Soden, „Reimagining environmental data“, interactions, Bd. 29, Nr. 1, S. 44–47, Jan. 2022, doi: 10.1145/3501302.

[392] R. Soden und N. Kauffman, „Infrastructuring the Imaginary: How Sea-Level Rise Comes to Matter in the San Francisco Bay Area“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–11. doi: 10.1145/3290605.3300516.

[393] R. Soden und L. Palen, „Informating Crisis: Expanding Critical Perspectives in Crisis Informatics“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–22, Nov. 2018, doi: 10.1145/3274431.

[394] R. Soden, D. Ribes, S. Avle, und W. Sutherland, „Time for Historicism in CSCW: An Invitation“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW2, S. 1–18, Okt. 2021, doi: 10.1145/3479603.

[395] T. Souza Costa, S. Gottschalk, und E. Demidova, „Event-QA: A Dataset for Event-Centric Question Answering over Knowledge Graphs“, in Proceedings of the 29th ACM International Conference on Information & Knowledge Management, Virtual Event Ireland: ACM, Okt. 2020, S. 3157–3164. doi: 10.1145/3340531.3412760.

[396] D. St-Onge, V. S. Varadharajan, und G. Beltrame, „Tangible Robotic Fleet Control“, 2019.

[397] C. Stellmacher, J. Ternieten, D. Soroko, und J. Schöning, „Escaping the Privacy Paradox: Evaluating the Learning Effects of Privacy Policies With Serious Games“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CHI PLAY, S. 1–20, Okt. 2022, doi: 10.1145/3549495.

[398] L. Steshina, I. Petukhov, A. Glazyrin, P. Zlateva, und D. Velev, „An Intelligent Virtual Environment for Training with Dynamic Parameters“, in 2020 2nd International Conference on Video,

Signal and Image Processing, Jakarta Indonesia: ACM, Dez. 2020, S. 79–84. doi: 10.1145/3442705.3442718.

[399] R. Steup, A. Santhanam, M. Logan, L. Dombrowski, und N. M. Su, „Growing Tiny Publics: Small Farmers' Social Movement Strategies", Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–24, Nov. 2018, doi: 10.1145/3274434.

[400] T. Stewart, „A Personal Tribute to Nigel Bevan", Bd. 14, Nr. 3, 2019.

[401] B. Stojkovski, G. Lenzini, V. Koenig, und S. Rivas, „What's in a Cyber Threat Intelligence sharing platform?: A mixed-methods user experience investigation of MISP", in Annual Computer Security Applications Conference, Virtual Event USA: ACM, Dez. 2021, S. 385–398. doi: 10.1145/3485832.3488030.

[402] S. Strohkorb Sebo, M. Traeger, M. Jung, und B. Scassellati, „The Ripple Effects of Vulnerability: The Effects of a Robot's Vulnerable Behavior on Trust in Human-Robot Teams", in Proceedings of the 2018 ACM/IEEE International Conference on Human-Robot Interaction, Chicago IL USA: ACM, Feb. 2018, S. 178–186. doi: 10.1145/3171221.3171275.

[403] M. T. Stuart und M. Kneer, „Guilty Artificial Minds: Folk Attributions of Mens Rea and Culpability to Artificially Intelligent Agents", Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW2, S. 1–27, Okt. 2021, doi: 10.1145/3479507.

[404] N. M. Su, A. Lazar, und L. Irani, „Critical Affects: Tech Work Emotions Amidst the Techlash", Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. CSCW1, S. 1–27, Apr. 2021, doi: 10.1145/3449253.

[405] K. Sun u. a., „"They See You're a Girl if You Pick a Pink Robot with a Skirt": A Qualitative Study of How Children Conceptualize Data Processing and Digital Privacy Risks", in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–34. doi: 10.1145/3411764.3445333.

[406] N. Sun, X. Wang, und M. B. Rosson, „How Do Distance Learners Connect?", in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–12. doi: 10.1145/3290605.3300662.

[407] X. Sun und Y. Zhang, „A Review of Domain Knowledge Representation for Robot Task Planning", in Proceedings of the 2019 4th International Conference on Mathematics and Artificial Intelligence, Chegndu China: ACM, Apr. 2019, S. 176–183. doi: 10.1145/3325730.3325756.

[408] Y. Sun, D. Han, X. Li, G. Wang, M. Wang, und H. Deng, „Research and Application of Artificial Intelligence Planning Recognition", in 2022 the 5th International Conference on Information Science and Systems, Beijing China: ACM, Aug. 2022, S. 113–117. doi: 10.1145/3561877.3561895.

[409] S. S. Sundar und J. Kim, „Machine Heuristic: When We Trust Computers More than Humans with Our Personal Information", in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–9. doi: 10.1145/3290605.3300768.

[410] F. Sweeney und M. Sharmin, „Investigating Electronic Nicotine Delivery System Use Habits and Contexts: Habits, Locations, and Situations", in 32nd Australian Conference on Human-Computer Interaction, Sydney NSW Australia: ACM, Dez. 2020, S. 329–338. doi: 10.1145/3441000.3441045.

[411] J. Swidrak und G. Pochwatko, „Being Touched by a Virtual Human.: Relationships Between Heart Rate, Gender, Social Status, and Compliance.", in Proceedings of the 19th ACM International Conference on Intelligent Virtual Agents, Paris France: ACM, Juli 2019, S. 49–55. doi: 10.1145/3308532.3329467.

[412] A. Sykosch, C. Doll, M. Wübbeling, und M. Meier, „Generalizing the phishing principle: analyzing user behavior in response to controlled stimuli for IT security awareness assessment“, in Proceedings of the 15th International Conference on Availability, Reliability and Security, Virtual Event Ireland: ACM, Aug. 2020, S. 1–10. doi: 10.1145/3407023.3409205.

[413] W. Tabone, Y. M. Lee, N. Merat, R. Happee, und J. De Winter, „Towards future pedestrian-vehicle interactions: Introducing theoretically-supported AR prototypes“, in 13th International Conference on Automotive User Interfaces and Interactive Vehicular Applications, Leeds United Kingdom: ACM, Sep. 2021, S. 209–218. doi: 10.1145/3409118.3475149.

[414] E. T. S. Tan, K. Rogers, L. E. Nacke, A. Drachen, und A. Wade, „Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CHI PLAY, S. 1–27, Okt. 2022, doi: 10.1145/3549488.

[415] U. Tandon, V. Khovanskaya, E. Arcilla, M. H. Hussein, P. Zschiesche, und L. Irani, „Hostile Ecologies: Navigating the Barriers to Community-Led Innovation“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CSCW2, S. 1–26, Nov. 2022, doi: 10.1145/3555544.

[416] M. Tayag, B. Ronie, und R. Marvin, „Leap Motion Controller Enabled Simulations of Personal Computer Assembly Programs“, in 2021 The 4th International Conference on Software Engineering and Information Management, Yokohama Japan: ACM, Jan. 2021, S. 17–21. doi: 10.1145/3451471.3451474.

[417] M. Tedre und J. Pajunen, „Grand Theories or Design Guidelines? Perspectives on the Role of Theory in Computing Education Research“, ACM Trans. Comput. Educ., Bd. 23, Nr. 1, S. 1–20, März 2023, doi: 10.1145/3487049.

[418] F. Tener und J. Lanir, „Driving from a Distance: Challenges and Guidelines for Autonomous Vehicle Teleoperation Interfaces“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–13. doi: 10.1145/3491102.3501827.

[419] L. Teran, J. Pincay, I. Wallimann-Helmer, und E. Portmann, „A Literature Review on Digital Ethics from a Humanistic and Sustainable Perspective“, in 14th International Conference on Theory and Practice of Electronic Governance, Athens Greece: ACM, Okt. 2021, S. 57–64. doi: 10.1145/3494193.3494295.

[420] N. Terzimehić, R. Häuslschmid, H. Hussmann, und M. C. Schraefel, „A Review & Analysis of Mindfulness Research in HCI: Framing Current Lines of Research and Future Opportunities“, in Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow Scotland Uk: ACM, Mai 2019, S. 1–13. doi: 10.1145/3290605.3300687.

[421] S. Thanyadit, P. Punpongsanon, T. Piumsomboon, und T.-C. Pong, „XR-LIVE: Enhancing Asynchronous Shared-Space Demonstrations with Spatial-temporal Assistive Toolsets for Effective Learning in Immersive Virtual Laboratories“, Proc. ACM Hum.-Comput. Interact., Bd. 6, Nr. CSCW1, S. 1–23, März 2022, doi: 10.1145/3512983.

[422] S.-K. Thiel und P. Lyle, „Malleable Games - A Literature Review on Communities of Game Modders“, in Proceedings of the 9th International Conference on Communities & Technologies - Transforming Communities, Vienna Austria: ACM, Juni 2019, S. 198–209. doi: 10.1145/3328320.3328393.

[423] H. Thimbleby, „NHS Number Open Source Software: Implications for Digital Health Regulation and Development“, ACM Trans. Comput. Healthcare, Bd. 3, Nr. 4, S. 1–26, Okt. 2022, doi: 10.1145/3538382.

[424] H. Thinyane und M. Gallo, „Negotiating Trade-Offs: Identifying Labour Exploitation in the Fishing Sector in Thailand“, in ACM SIGCAS Conference on Computing and Sustainable Societies (COMPASS), Virtual Event Australia: ACM, Juni 2021, S. 55–65. doi: 10.1145/3460112.3471945.

[425] C. Thomas, T. Panagiotopoulos, P. Kotipalli, M. Haynes, und T. Starner, „RF-pick: comparing order picking using a HUD with wearable RFID verification to traditional pick methods“, in Proceedings of the 2018 ACM International Symposium on Wearable Computers, Singapore Singapore: ACM, Okt. 2018, S. 168–175. doi: 10.1145/3267242.3267290.

[426] A. Thorpe, K. Nesbitt, und A. Eidels, „Assessing Game Interface Workload and Usability: A Cognitive Science Perspective“, in Proceedings of the Australasian Computer Science Week Multiconference, Sydney NSW Australia: ACM, Jan. 2019, S. 1–8. doi: 10.1145/3290688.3290749.

[427] B. Thuraisingham, M. Kantarcioglu, E. Bertino, J. Z. Bakdash, und M. Fernandez, „Towards a Privacy-Aware Quantified Self Data Management Framework“, in Proceedings of the 23nd ACM on Symposium on Access Control Models and Technologies, Indianapolis Indiana USA: ACM, Juni 2018, S. 173–184. doi: 10.1145/3205977.3205997.

[428] Z. Tianming, Z. Pengbiao, X. Peng, und W. Bintao, „Multi-Stream CNN-LSTM Network with Partition Strategy for Human Action Recognition“, in Proceedings of the 2021 International Conference on Bioinformatics and Intelligent Computing, Harbin China: ACM, Jan. 2021, S. 431–435. doi: 10.1145/3448748.3448815.

[429] S. Tolmeijer, M. Christen, S. Kandul, M. Kneer, und A. Bernstein, „Capable but Amoral? Comparing AI and Human Expert Collaboration in Ethical Decision Making“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–17. doi: 10.1145/3491102.3517732.

[430] R. Tong, Q. Wu, und W. He, „Design and Implementation of Integrated Processing Platform Based on Patrol UAVs“, in 2021 10th International Conference on Computing and Pattern Recognition, Shanghai China: ACM, Okt. 2021, S. 106–112. doi: 10.1145/3497623.3497640.

[431] Z. O. Toups, N. Lalone, S. A. Alharthi, H. N. Sharma, und A. M. Webb, „Making Maps Available for Play: Analyzing the Design of Game Cartography Interfaces“, ACM Trans. Comput.-Hum. Interact., Bd. 26, Nr. 5, S. 1–43, Okt. 2019, doi: 10.1145/3336144.

[432] Z. O. Toups, N. LaLone, K. Spiel, und B. Hamilton, „Paper to Pixels: A Chronicle of Map Interfaces in Games“, in Proceedings of the 2020 ACM Designing Interactive Systems Conference, Eindhoven Netherlands: ACM, Juli 2020, S. 1433–1451. doi: 10.1145/3357236.3395502.

[433] K. Tsigkounis, A. Komninos, N. Politis, und J. Garofalakis, „Monitoring Maritime Industry 4.0 Systems through VR Environments“, in CHI Greece 2021: 1st International Conference of the ACM Greek SIGCHI Chapter, Online (Athens, Greece) Greece: ACM, Nov. 2021, S. 1–8. doi: 10.1145/3489410.3489429.

[434] V. Tsoukas, A. Gkogkidis, und A. Kakarountas, „A Survey on Mobile User Perceptions of Sensitive Data and Authentication Methods“, in 24th Pan-Hellenic Conference on Informatics, Athens Greece: ACM, Nov. 2020, S. 346–349. doi: 10.1145/3437120.3437337.

[435] L. Urquhart, „Ethical dimensions of user centric regulation“, Bd. 47, Nr. 4.

[436] L. Vanhée, M. Borit, und J. Santos, „Autonomous Fishing Vessels Roving the Seas: What Multiagent Systems Have Got to Do with It“, 2018.

[437] S. Varga, J. Brynielsson, und U. Franke, „Information Requirements for National Level Cyber Situational Awareness“, in 2018 IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (ASONAM), Barcelona: IEEE, Aug. 2018, S. 774–781. doi: 10.1109/ASONAM.2018.8508410.

[438] L. Vasconcelos, D. Trevisan, und J. Viterbo, „Applying the engagement by design methodology: perceptions and lessons learned“, in Proceedings of the 21st Brazilian Symposium on Human Factors in Computing Systems, Diamantina Brazil: ACM, Okt. 2022, S. 1–10. doi: 10.1145/3554364.3559125.

[439] S. Vellingiri, R. P. McMahan, und B. Prabhakaran, „SCeVE: A Component-based Framework to Author Mixed Reality Tours“, ACM Trans. Multimedia Comput. Commun. Appl., Bd. 16, Nr. 2, S. 1–23, Mai 2020, doi: 10.1145/3377353.

[440] S. V. Veneruso, L. S. Ferro, A. Marrella, M. Mecella, und T. Catarci, „CyberVR: An Interactive Learning Experience in Virtual Reality for Cybersecurity Related Issues“, in Proceedings of the International Conference on Advanced Visual Interfaces, Salerno Italy: ACM, Sep. 2020, S. 1–8. doi: 10.1145/3399715.3399860.

[441] S. Venkatagiri, J. Thebault-Spieker, R. Kohler, J. Purviance, R. S. Mansur, und K. Luther, „GroundTruth: Augmenting Expert Image Geolocation with Crowdsourcing and Shared Representations“, Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. CSCW, S. 1–30, Nov. 2019, doi: 10.1145/3359209.

[442] G. Venolia, J. C. Tang, K. Inkpen, und B. Unver, „Wish you were here: being together through composite video and digital keepsakes“, in Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services, Barcelona Spain: ACM, Sep. 2018, S. 1–11. doi: 10.1145/3229434.3229476.

[443] S. Vidyapu, V. S. Vedula, und S. Bhattacharya, „Investigating and Modeling the Web Elements' Visual Feature Influence on Free-viewing Attention“, ACM Trans. Web, Bd. 15, Nr. 1, S. 1–27, Feb. 2021, doi: 10.1145/3409474.

[444] L. Viganò und D. Sempreboni, „Gnirut: The Trouble With Being Born Human In An Autonomous World“, in Companion of the The Web Conference 2018 on The Web Conference 2018 - WWW '18, Lyon, France: ACM Press, 2018, S. 1567–1571. doi: 10.1145/3184558.3191612.

[445] A. Vovk, F. Wild, W. Guest, und T. Kuula, „Simulator Sickness in Augmented Reality Training Using the Microsoft HoloLens“, in Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems, Montreal QC Canada: ACM, Apr. 2018, S. 1–9. doi: 10.1145/3173574.3173783.

[446] D. Vyas und J. Vines, „Making at the Margins: Making in an Under-resourced e-Waste Recycling Center“, Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. CSCW, S. 1–23, Nov. 2019, doi: 10.1145/3359290.

[447] J. Vykopal, R. Ošlejšek, K. Burská, und K. Zákopčanová, „Timely Feedback in Unstructured Cybersecurity Exercises“, in Proceedings of the 49th ACM Technical Symposium on Computer Science Education, Baltimore Maryland USA: ACM, Feb. 2018, S. 173–178. doi: 10.1145/3159450.3159561.

[448] J. Wambecke u. a., „M[eye]cro: Eye-gaze+Microgestures for Multitasking and Interruptions“, Proc. ACM Hum.-Comput. Interact., Bd. 5, Nr. EICS, S. 1–22, Mai 2021, doi: 10.1145/3461732.

[449] S. J. Wang u. a., „Target detection of remote sensing images based on deep learning method and system“, in Proceedings of the 3rd International Conference on Advanced Information Science and System, Sanya China: ACM, Nov. 2021, S. 1–7. doi: 10.1145/3503047.3503116.

[450] X. Wang, P. Ji, und F. Ma, „End-to-end training of convolutional neural network for 3D hand pose estimation in dual-view RGB image“, in 2022 2nd International Conference on Robotics and Control Engineering, Nanjing China: ACM, März 2022, S. 45–49. doi: 10.1145/3529261.3529269.

[451] Y.-W. Wang u. a., „JetController: High-speed Ungrounded 3-DoF Force Feedback Controllers using Air Propulsion Jets“, in Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Yokohama Japan: ACM, Mai 2021, S. 1–12. doi: 10.1145/3411764.3445549.

[452] Z. Wang, B. Yang, W. Wang, D. Zhang, und X. Gu, „Brain-Controlled Robotic Arm Grasping System Based on Adaptive TRCA“, in 2021 10th International Conference on Computing and Pattern Recognition, Shanghai China: ACM, Okt. 2021, S. 363–367. doi: 10.1145/3497623.3497682.

[453] Z. Wang und J. H. L. Hansen, „Multi-Source Domain Adaptation for Text-Independent Forensic Speaker Recognition“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 30, S. 60–75, 2022, doi: 10.1109/TASLP.2021.3130975.

[454] H. Warpefelt, „Micro-level examination of games using Indicator Analysis“, in International Conference on the Foundations of Digital Games, Bugibba Malta: ACM, Sep. 2020, S. 1–9. doi: 10.1145/3402942.3402980.

[455] C. R. Watkins, C. M. Gray, A. L. Toombs, und P. Parsons, „Tensions in Enacting a Design Philosophy in UX Practice“, in Proceedings of the 2020 ACM Designing Interactive Systems Conference, Eindhoven Netherlands: ACM, Juli 2020, S. 2107–2118. doi: 10.1145/3357236.3395505.

[456] M. A. Whitby, S. Deterding, und I. Iacovides, „‚One of the baddies all along‘: Moments that Challenge a Player’s Perspective“, in Proceedings of the Annual Symposium on Computer-Human Interaction in Play, Barcelona Spain: ACM, Okt. 2019, S. 339–350. doi: 10.1145/3311350.3347192.

[457] M. Whittaker, „The steep cost of capture“, interactions, Bd. 28, Nr. 6, S. 50–55, Nov. 2021, doi: 10.1145/3488666.

[458] J. C. Wilson, S. Nair, S. Scielzo, und E. C. Larson, „Objective Measures of Cognitive Load Using Deep Multi-Modal Learning: A Use-Case in Aviation“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 5, Nr. 1, S. 1–35, März 2021, doi: 10.1145/3448111.

[459] A. Wojciechowska, J. Frey, E. Mandelblum, Y. Amichai-Hamburger, und J. R. Cauchard, „Designing Drones: Factors and Characteristics Influencing the Perception of Flying Robots“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 3, Nr. 3, S. 1–19, Sep. 2019, doi: 10.1145/3351269.

[460] J. Woodward, F. Alemu, N. E. López Adames, L. Anthony, J. C. Yip, und J. Ruiz, „“It Would Be Cool to Get Stampeded by Dinosaurs”: Analyzing Children’s Conceptual Model of AR Headsets Through Co-Design“, in CHI Conference on Human Factors in Computing Systems, New Orleans LA USA: ACM, Apr. 2022, S. 1–13. doi: 10.1145/3491102.3501979.

[461] N. Wouters u. a., „Biometric Mirror: Exploring Ethical Opinions towards Facial Analysis and Automated Decision-Making“, in Proceedings of the 2019 on Designing Interactive Systems Conference, San Diego CA USA: ACM, Juni 2019, S. 447–461. doi: 10.1145/3322276.3322304.

[462] D. Wu, J. Gong, und Y. Li, „Interaction Technology Based on 3D printing topographic sand table for Emergency Management“, in Proceedings of the 2018 2nd International Conference on Big Data and Internet of Things, Beijing China: ACM, Okt. 2018, S. 100–104. doi: 10.1145/3289430.3289441.

[463] F. Wu, „Construction of Digital Dynamic Sports System Platform Based on VR Technology“, in 2021 2nd International Conference on Computers, Information Processing and Advanced Education, Ottawa ON Canada: ACM, Mai 2021, S. 998–1002. doi: 10.1145/3456887.3457449.

[464] Q. Wu, Y. Sang, S. Zhang, und Y. Huang, „Danmaku vs. Forum Comments: Understanding User Participation and Knowledge Sharing in Online Videos“, in Proceedings of the 2018 ACM Conference on Supporting Groupwork, Sanibel Island Florida USA: ACM, Jan. 2018, S. 209–218. doi: 10.1145/3148330.3148344.

[465] R. Wullenkord und F. Eyssel, „The Influence of Robot Number on Robot Group Perception—A Call for Action“, J. Hum.-Robot Interact., Bd. 9, Nr. 4, S. 1–14, Dez. 2020, doi: 10.1145/3394899.

[466] G. C. Wusk, A. F. Abercromby, und H. C. Gabler, „Psychophysiological monitoring of aerospace crew state“, in Adjunct Proceedings of the 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2019 ACM International Symposium on Wearable Computers, London United Kingdom: ACM, Sep. 2019, S. 404–407. doi: 10.1145/3341162.3349309.

[467] Y. Xia und B. Liang, „Gaze Estimation Based on Deep Learning Method“, in Proceedings of the 4th International Conference on Computer Science and Application Engineering, Sanya China: ACM, Okt. 2020, S. 1–6. doi: 10.1145/3424978.3425003.

[468] Z. Xiao, M. X. Zhou, und W.-T. Fu, „Who should be my teammates: using a conversational agent to understand individuals and help teaming“, in Proceedings of the 24th International Conference on Intelligent User Interfaces, Marina del Ray California: ACM, März 2019, S. 437–447. doi: 10.1145/3301275.3302264.

[469] J. Xie u. a., „Iterative Design and Prototyping of Computer Vision Mediated Remote Sighted Assistance“, ACM Trans. Comput.-Hum. Interact., Bd. 29, Nr. 4, S. 1–40, Aug. 2022, doi: 10.1145/3501298.

[470] X. Xie, J. Wang, H. Qin, und X. Cheng, „The Simulation and Research of Fire Spread Situation Based on OSG“, in Proceedings of the 2019 International Conference on Data Mining and Machine Learning, Hong Kong Hong Kong: ACM, Apr. 2019, S. 156–159. doi: 10.1145/3335656.3335703.

[471] X. Xin, „Research on Digital Protection of Liaoxi Culture Computer Recognition Based on Machine Vision Technology“, in 2021 International Conference on Aviation Safety and Information Technology, Changsha China: ACM, Dez. 2021, S. 538–542. doi: 10.1145/3510858.3511004.

[472] X. Xin, Y. Wang, G. Xiang, W. Yang, und W. Liu, „Effectiveness of Multimodal Display in Navigation Situation“, in The Ninth International Symposium of Chinese CHI, Online Hong Kong: ACM, Okt. 2021, S. 50–62. doi: 10.1145/3490355.3490361.

[473] X. Xu, C. Yu, Y. Wang, und Y. Shi, „Recognizing Unintentional Touch on Interactive Tabletop“, Proc. ACM Interact. Mob. Wearable Ubiquitous Technol., Bd. 4, Nr. 1, S. 1–24, März 2020, doi: 10.1145/3381011.

[474] S. Xue, X. Li, und Q. Liu, „Research on Three-dimensional Measurement Method Based on Monocular Vision“, in Proceedings of the 2019 4th International Conference on Robotics, Control and Automation, Guangzhou China: ACM, Juli 2019, S. 238–241. doi: 10.1145/3351180.3351223.

[475] H. Yan, H. Liu, Y. Lu, T. Li, und X. Qiu, „“Dawn of South Lake”——Design and Implementation of Immersive Interactive System Based on Virtual Reality Technology“, in 2021 the 3rd International Conference on Big Data Engineering and Technology (BDET), Singapore Singapore: ACM, Jan. 2021, S. 88–93. doi: 10.1145/3474944.3474959.

[476] B. Yang und M. Liu, „Attack-Resilient Connectivity Game for UAV Networks using Generative Adversarial Learning“, 2019.

[477] G. Yang, Q. Wang, P. Liu, und H. Zhang, „An Improved Monocular PL-SlAM Method with Point-Line Feature Fusion under Low-Texture Environment“, in 2021 4th International Conference on Control and Computer Vision, Macau China: ACM, Aug. 2021, S. 119–125. doi: 10.1145/3484274.3484293.

[478] H. Yao u. a., „A virtual human interaction using scaffolded ping-pong feedback for healthcare learners to practice empathy skills“, in Proceedings of the 22nd ACM International Conference on Intelligent Virtual Agents, Faro Portugal: ACM, Sep. 2022, S. 1–8. doi: 10.1145/3514197.3549621.

[479] T. Yao, S. Yoo, und C. Parker, „Evaluating Virtual Reality as a Tool for Empathic Modelling of Vision Impairment: Insights from a simulated public interactive display experience“, in 33rd Australian Conference on Human-Computer Interaction, Melbourne VIC Australia: ACM, Nov. 2021, S. 190–197. doi: 10.1145/3520495.3520519.

[480] A. Y. C. Yew, H. M. D. H. Morsidi, und J. H. Chan, „Augmented Reality Project Poster: Using Mobile Augmented Reality Application to Enhance Project Poster“, in Proceedings of the 11th International Conference on Advances in Information Technology, Bangkok Thailand: ACM, Juli 2020, S. 1–10. doi: 10.1145/3406601.3406636.

[481] M. Yin und R. Xiao, „How Should I Respond to “Good Morning?”: Understanding Choice in Narrative-Rich Games“, in Designing Interactive Systems Conference, Virtual Event Australia: ACM, Juni 2022, S. 726–744. doi: 10.1145/3532106.3533459.

[482] R. Yin, „Application of VR technology in architectural decoration engineering technology“, in 2021 3rd International Conference on Artificial Intelligence and Advanced Manufacture, Manchester United Kingdom: ACM, Okt. 2021, S. 2956–2959. doi: 10.1145/3495018.3501213.

[483] E. J. York, L. Propst, R. Pelky, J. L. Ball, A. M. Lee, und P. White-Cree, „Stories from the Circle: Extended Reality (XR), Posthumanism, and Decolonizing the Design of Communication“, in The 40th ACM International Conference on Design of Communication, Boston MA USA: ACM, Okt. 2022, S. 143–148. doi: 10.1145/3513130.3558993.

[484] S. You und L. P. Robert Jr., „Human-Robot Similarity and Willingness to Work with a Robotic Co-worker“, in Proceedings of the 2018 ACM/IEEE International Conference on Human-Robot Interaction, Chicago IL USA: ACM, Feb. 2018, S. 251–260. doi: 10.1145/3171221.3171281.

[485] M. Young, M. Katell, und P. M. Krafft, „Confronting Power and Corporate Capture at the FAccT Conference“, in 2022 ACM Conference on Fairness, Accountability, and Transparency, Seoul Republic of Korea: ACM, Juni 2022, S. 1375–1386. doi: 10.1145/3531146.3533194.

[486] M. Yousefi und J. H. L. Hansen, „Block-Based High Performance CNN Architectures for Frame-Level Overlapping Speech Detection“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 29, S. 28–40, 2021, doi: 10.1109/TASLP.2020.3036237.

[487] J. Yu, Q. Ling, C. Luo, und C. W. Chen, „Synthesizing 3D Trump: Predicting and Visualizing the Relationship Between Text, Speech, and Articulatory Movements“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 27, Nr. 12, S. 2223–2233, Dez. 2019, doi: 10.1109/TASLP.2019.2935843.

[488] S. Yuan u. a., „Non-Acoustic Speech Sensing System Based on Flexible Piezoelectric“, in Proceedings of the Twentieth ACM Conference on Embedded Networked Sensor Systems, Boston Massachusetts: ACM, Nov. 2022, S. 1055–1060. doi: 10.1145/3560905.3567768.

[489] D. Zanatto, M. Patacchiola, J. Goslin, S. Thill, und A. Cangelosi, „Do Humans Imitate Robots?: An Investigation of Strategic Social Learning in Human-Robot Interaction“, in Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction, Cambridge United Kingdom: ACM, März 2020, S. 449–457. doi: 10.1145/3319502.3374776.

[490] J. Zeng, X. He, Y. Hu, Y. Zhang, H. Yang, und S. Zhou, „Research Status of Data Application Based on Optical Motion Capture Technology“, in 2021 2nd International Conference on Artificial Intelligence and Information Systems, Chongqing China: ACM, Mai 2021, S. 1–8. doi: 10.1145/3469213.3470248.

[491] C. Zhai, Y. Kang, und M. Luo, „On the Application of Computer War Chess Technology in the Support of Military Supplies“, in Proceedings of the 2020 5th International Conference on Machine Learning Technologies, Beijing China: ACM, Juni 2020, S. 103–108. doi: 10.1145/3409073.3409081.

[492] J. Zhang u. a., „RFHUI: An Intuitive and Easy-to-Operate Human-UAV Interaction System for Controlling a UAV in a 3D Space“, in Proceedings of the 15th EAI International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services, New York NY USA: ACM, Nov. 2018, S. 69–76. doi: 10.1145/3286978.3286983.

[493] Q. Zhang und J. H. L. Hansen, „Language/Dialect Recognition Based on Unsupervised Deep Learning“, IEEE/ACM Trans. Audio Speech Lang. Process., Bd. 26, Nr. 5, S. 873–882, Mai 2018, doi: 10.1109/TASLP.2018.2797420.

[494] W. Zhang, D. Feltner, J. Shirley, D. Kaber, und M. S. Neubert, „Enhancement and Application of a UAV Control Interface Evaluation Technique: Modified GEDIS-UAV“, J. Hum.-Robot Interact., Bd. 9, Nr. 2, S. 1–20, Juni 2020, doi: 10.1145/3368943.

[495] X. Zhang, „Research on Machine Translation and Computer Aided Translation Based on Cloud Computing“, in 2021 4th International Conference on Information Systems and Computer Aided Education, Dalian China: ACM, Sep. 2021, S. 1644–1648. doi: 10.1145/3482632.3484009.

[496] X. Zhang, Y. Jiang, J. You, und B. Xu, „Research on Applications of E-commerce in Defense Transformation“, in Proceedings of the 2018 International Conference on E-business and Mobile Commerce, Chengdu China: ACM, Mai 2018, S. 6–10. doi: 10.1145/3230467.3230469.

[497] Y. Zhao, W. Tao, und C.-M. Own, „The impression of virtual experience: mobile augmented reality cloud solution“, in Proceedings of the 16th EAI International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services, Houston Texas USA: ACM, Nov. 2019, S. 40–49. doi: 10.1145/3360774.3360811.

[498] Y. Zhifeng, „Human Body Tracking Method Based on Deep Learning Object Detection“, in Proceedings of the 2nd International Conference on Computer Science and Software Engineering, Xi’an China: ACM, Mai 2019, S. 114–118. doi: 10.1145/3339363.3339390.

[499] J. Zhou, H. Zhu, M. Kim, und M. L. Cummings, „The Impact of Different Levels of Autonomy and Training on Operators’ Drone Control Strategies“, J. Hum.-Robot Interact., Bd. 8, Nr. 4, S. 1–15, Dez. 2019, doi: 10.1145/3344276.

[500] Y. Zhou, W. Wang, L. Yan, und B. Yang, „Research on the Relationship between Fatigue and P300 Potential in Multi-Stage RSVP Small Target Detection“, in 2021 10th International Conference on Computing and Pattern Recognition, Shanghai China: ACM, Okt. 2021, S. 92–98. doi: 10.1145/3497623.3497638.

[501] H. Zhu, Z. Moffa, X. Wang, S. Abdullah, J. Julaiti, und J. Carroll, „Understanding Challenges in Prehabilitation for Patients with Multiple Chronic Conditions“, in Proceedings of the 12th EAI International Conference on Pervasive Computing Technologies for Healthcare, New York NY USA: ACM, Mai 2018, S. 138–147. doi: 10.1145/3240925.3240959.

[502] H. Zhu, B. Yu, A. Halfaker, und L. Terveen, „Value-Sensitive Algorithm Design: Method, Case Study, and Lessons“, Proc. ACM Hum.-Comput. Interact., Bd. 2, Nr. CSCW, S. 1–23, Nov. 2018, doi: 10.1145/3274463.

[503] M. Ziegler, „Who Breathes the Smoke: Technologies for Community-Based Natural Resource Management“, in Proceedings of the Fifth Workshop on Computing within Limits, Lappeenranta Finland: ACM, Juni 2019, S. 1–10. doi: 10.1145/3338103.3338107.

[504] B. Zou und Z. Wei, „Application and Development of Intelligent Translation Technology“, in 2022 the 5th International Conference on Information Management and Management Science, Chengdu China: ACM, Aug. 2022, S. 85–89. doi: 10.1145/3564858.3564873.

[505] C. Zou und G. Yang, „An improved motion pedestrian tracking algorithm based on CamShift“, in Proceedings of the 2019 International Conference on Robotics, Intelligent Control and Artificial Intelligence, Shanghai China: ACM, Sep. 2019, S. 401–406. doi: 10.1145/3366194.3366265.

[506] S. Zou, Y. Cao, und J. Dong, „Research on the Application of VR Animation Technology in Traditional Folk Game Demonstration——: Take the traditional game pyramid in Dunhuang fresco as an example“, in 2021 The 3rd World Symposium on Software Engineering, Xiamen China: ACM, Sep. 2021, S. 180–185. doi: 10.1145/3488838.3488869.

[507] D. Zytko und L. DeVreugd, „Designing a Social Matching System to Connect Academic Researchers with Local Community Collaborators“, Proc. ACM Hum.-Comput. Interact., Bd. 3, Nr. GROUP, S. 1–15, Dez. 2019, doi: 10.1145/3361117.

[508] „Human-Centered Approach to Static-Analysis-Driven Developer Tools“, static analysis.