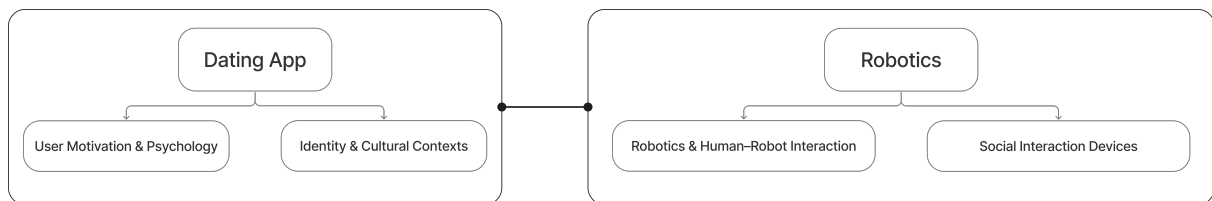# Literature Review

We conducted a quick literature scan in several areas: user motivation in dating apps, identity and cultural issues in app use, social robots, human–robot interaction, small robots that support social interaction, and consumer culture/marketing mechanisms.

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┌─────────────────────────────────────┐   ┌─────────────────────────────────────┐
│            Dating App               │   │             Robotics                │
│                                     │   │                                     │
│ ┌──────────────┐  ┌───────────────┐ │   │ ┌────────────────┐ ┌──────────────┐ │
│ │ User         │  │ Identity &    │ │───│ │ Robotics &     │ │ Social       │ │
│ │ Motivation & │  │ Cultural      │ │   │ │ Human–Robot    │ │ Interaction  │ │
│ │ Psychology   │  │ Contexts      │ │   │ │ Interaction    │ │ Devices      │ │
│ └──────────────┘  └───────────────┘ │   │ └────────────────┘ └──────────────┘ │
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Dating APP

User Motivation & Psychology

🔎 **Keywords:** *user motivation, entertainment/gamification, social approval, relationship and sexual motives, personal safety, risk perception, engagement and retention, personalization, mental health*

1. Julita Vassileva. "Motivating Participation in Social Computing Applications: A User Modeling Perspective." *User Modeling and User-Adapted Interaction* 22, no. 1–2 (2012): 177–201. https://link.springer.com/article/10.1007/s11257-011-9109-5

   > **Summary:** Reviews motivational factors in social computing, identifying hedonic, utilitarian, and social drivers, and shows how personalization and feedback sustain participation.

2. Sumter, Sindy R., Laura Vandenbosch, and Laura Ligtenberg. "Love Me Tinder: Untangling Emerging Adults' Motivations for Using the Dating Application Tinder." *Telematics and Informatics* 34, no. 1 (2017): 67–78. https://www.sciencedirect.com/science/article/pii/S0736585316301216

   > **Summary:** Survey of emerging adults finds six Tinder motives—love, sex, friendship, entertainment, approval, curiosity—with entertainment and approval most common, highlighting tension between play and serious intent.

3. Vanessa Breitschuh and Julia Göretz. "User Motivation and Personal Safety on a Mobile Dating App." In *Social Informatics: SocInfo 2018*, 442–57. Cham: Springer, 2018. https://link.springer.com/chapter/10.1007/978-3-030-21902-4_20

   > **Summary:** Interviews and surveys show dating app motives (romance, sex, fun) are closely tied to safety concerns like privacy, harassment, and fraud; motivation and safety jointly shape experience.

4. Castro, Ángel, and Juan Ramón Barrada. "Dating Apps and Their Sociodemographic and Psychosocial Correlates: A Systematic Review." *International Journal of Environmental Research and Public Health* 17, no. 18 (2020): 6500. https://www.mdpi.com/1660-4601/17/18/6500

   > **Summary:** Reviews 70 studies linking dating app use to sociodemographic factors and psychosocial outcomes such as loneliness, risk-taking, and sensation seeking. Identifies lack of longitudinal evidence.

5. Holtzhausen, Nicholas, C. S. McLachlan, Lauren Myburgh, and Jason Bantjes. "Swipe-Based Dating Applications Use and Its Association with Mental Health Outcomes: A Cross-Sectional Study." *BMC Psychology* 8 (2020): 90. https://link.springer.com/article/10.1186/s40359-020-0373-1

   > **Summary:** A survey (N=437) finds dating app users report higher psychological distress, anxiety, and depression, and lower self-esteem.

6. Alexopoulos, Chrysoula, Irini Timmermans, and Wim Janssen. "Swiping More, Committing Less: Unraveling the Links among Dating App Use, Dating App Success, and Intention to Commit Infidelity." *Computers in Human Behavior* 102 (2020): 172–80. https://www.sciencedirect.com/science/article/pii/S0747563219302961

Summary: Perceived dating app "success" is positively associated with infidelity intentions, suggesting dating apps may weaken relational commitment.

Identity & Cultural Contexts

🔍 **Keywords:** *identity management, self-presentation, stigma, identifiability, profile curation, gender norms, queer space, cultural inequality, everyday intimacy*

7. Wu, Shangwei, and Daniel Trottier. "Dating Apps: A Literature Review." *Annals of Communications* 46, no. 2 (2022): 91–112. https://academic.oup.com/anncom/article/46/2/91/7914447

    Summary: Categorizes dating app research into app reconfiguration, remediation of dating practices, and reformation of social structures.

8. Baudinette, Tom. "Gay Dating Applications and the Production/Reinforcement of Queer Space in Tokyo." *Continuum* 33, no. 1 (2019): 52–64. https://www.tandfonline.com/doi/abs/10.1080/10304312.2018.1539467

    Summary: Ethnographic study shows gay dating apps reinforce queer spaces by enhancing visibility and accessibility.

9. Carlson, Bronwyn. "Love and Hate at the Cultural Interface: Indigenous Australians and Dating Apps." *Journal of Sociology* 56, no. 4 (2020): 619–35. https://journals.sagepub.com/doi/full/10.1177/1440783319833181

    Summary: Indigenous Australians' dating app use reveals racism and structural inequality in digital spaces.

10. Birnholtz, Jeremy, Clarissa Fitzpatrick, and Mark Handel. "Identity, Identification and Identifiability: The Language of Self-Presentation on a Location-Based Mobile Dating App." In *Proceedings of MobileHCI 2014*. https://dl.acm.org/doi/abs/10.1145/2628363.2628406

    Summary: Examines how MSM users manage stigma and identifiability through linguistic strategies.

11. Chamourian, Elizabeth. *Identity Performance and Self Presentation Through Dating App Profiles: How Individuals Curate Profiles and Participate on Bumble*. Master's thesis, The American University of Paris, 2017. https://www.proquest.com/docview/2206748305

    Summary: Explores Bumble users' profile curation and how gender norms shape participation.

Robotics & Human–Robot Interaction

🔍 **Keywords:** *social intelligence, robotiquette, empathy, multimodal communication, nonverbal cues, adaptability*

12. Dautenhahn, Kerstin. "Socially Intelligent Robots: Dimensions of Human–Robot Interaction." *Philosophical Transactions of the Royal Society B* 362, no. 1480 (2007): 679–704. https://royalsocietypublishing.org/doi/full/10.1098/rstb.2006.2004

    Summary: Provides a framework for socially intelligent robots, introducing "robotiquette" to ensure acceptance and natural interaction.

13. Bonarini, Andrea. "Communication in Human–Robot Interaction." *Current Robotics Reports* 1, no. 4 (2020): 279–85. https://link.springer.com/article/10.1007/s43154-020-00026-1

    Summary: Reviews multimodal communication in HRI, emphasizing nonverbal channels such as gesture, touch, and rhythm.

Social Interaction Devices

14. Dautenhahn, Kerstin. "Social Robots and Social Interaction." In *Socially Intelligent Agents: Creating Relationships with Computers and Robots*, 141–50. IOS Press, 2002. https://ebooks.iospress.nl/volumearticle/38548

   Summary: Argues robots should be treated as *social actors*, designed with norms and expectations in mind.

15. Leite, Iolanda, Carlos Martinho, and Ana Paiva. "Designing Robots for Long-Term Social Interaction." In *Proceedings of the IEEE International Workshop on Robot and Human Interactive Communication*, 378–83. IEEE, 2005. https://ieeexplore.ieee.org/abstract/document/1545303

   Summary: Suggests robots can sustain long-term engagement via memory, adaptation, and relationship strategies.

16. Breazeal, Cynthia. "Affective Social Robots." *Robotics and Autonomous Systems* 42, no. 3–4 (2003): 167–75. https://www.sciencedirect.com/science/article/pii/S0921889009001547

   Summary: Explores affective design in robots, showing how emotions foster empathy and trust.

17. Fong, Terrence, Illah Nourbakhsh, and Kerstin Dautenhahn. "Social Interactions in HRI: The Robot View." In *Proceedings of the IEEE International Conference on Systems, Man and Cybernetics*, 644–50. IEEE, 2003. https://ieeexplore.ieee.org/abstract/document/1291665

   Summary: Outlines robot-centric frameworks for interaction, focusing on joint attention, multimodal communication, and adaptation.

Consumer Culture & Marketing Mechanisms

18. Yang, Simin, and Bo Li. "Study on Labubu Explosion Phenomenon and Consumption Driving Mechanisms." Economics & Business Management 2, no. 2 (2025): 52–63. https://elibrary.erytis.com/index.php/Ebm/article/view/231

   Summary: The study finds that Labubu's success stems from celebrity influence, co-branding, unique design, and consumers' emotional and social needs.

Eye-Design Literature Review

19. He, Ting, Ayu Haswida Abu Bakar, and Hafizah Rosli. "*Windows to the Soul: The Type of Eye Modelling Shape Design in China Animation Film Market*." *International Journal of Academic Research in Business & Social Sciences* 15, no. 1 (2025).

   https://www.researchgate.net/publication/388633451_Windows_to_the_Soul_The_Type_of_Eye_Modelling_Shape_De

   Summary: Analyzes eye-shape modelling in Chinese animation and compares it with Japanese and American conventions, arguing that eye shape functions as both a cultural aesthetic marker and a core emotional-expression tool.

20. Takagi, Hisashi, and Kazunori Terada. "*The Effect of Anime Character's Facial Expressions and Eye Blinking on Donation Behavior*." *Scientific Reports* 11, no. 9435 (2021).

   https://www.nature.com/articles/s41598-021-87827-2

   Summary: Through a controlled experiment, the study shows that dynamic facial expression changes significantly increase donation behavior, while eye-blinking frequency alone does not meaningfully influence prosocial decisions.

21. Tang, Y. *"An Exploration of Eye Design of Japanese Animation Characters."* *International Journal of Social Science and Education Research* 3, no. 10 (2020): 68–71.

    https://www.ijosser.org/download/IJOSSER-3-10-68-71.pdf

    Summary: Discusses the evolution, symbolism, and cultural roots of the oversized, stylized eyes used in Japanese animation, emphasizing their role in emotional communication.

22. Stricker, Marco, Olivier Augereau, Koichi Kise, and Motoi Iwata. *"Facial Landmark Detection for Manga Images."* arXiv preprint, 2018.

    https://arxiv.org/pdf/1811.03214

    Summary: Proposes a method for detecting facial landmarks—particularly the eyes—in manga-style drawings, highlighting the exaggerated and non-standard geometry of anime eyes.

23. Toli, Danna. *"What Have I Learned?—An Autoethnographic Study of Anime Eyes."* 2014.

    https://dannatoli.wordpress.com/2014/10/28/what-have-i-learned-an-autoethnographic-study-of-anime-eyes/

    Summary: A reflective analysis of how anime-style eyes communicate emotion, identity, and personality through symbolic exaggeration and shape manipulation.

24. Clip Studio Tips Editorial Team. *"Drawing Tips to Show Emotions with Eye Design."* Clip Studio TIPS, 2022.

    https://tips.clip-studio.com/en-us/articles/6589

    Summary: An instructional article detailing how illustrators use eyelid shapes, curvature, pupil size, and stylized symbols to express emotions efficiently in manga and anime.

25. Japan Powered Editors. *"Anime Eyes: What They Mean and Why They Matter."* Japan Powered, 2025.

    https://www.japanpowered.com/anime-articles/anime-eyes

    Summary: Explores the cultural and emotional meanings attached to different anime eye styles, explaining how shape, size, and symbolic exaggeration shape a character's perceived personality.

26. Chen, Chih-Yu, et al. *"The Image Ratios for Designing Cute Nonhuman Anthropomorphic Characters."* *Journal of Design Studies* (2023).

    https://www.sciencedirect.com/science/article/pii/S1875952123000411

    Summary: Identifies visual features—especially eye-size-to-face ratios—that contribute to cuteness and emotional appeal in anthropomorphic characters such as animals and robots.

27. Cross, Liam, Andrea Piovesan, and Gray Atherton. *"Autistic People Outperform Neurotypicals in a Cartoon Version of the Reading the Mind in the Eyes Test."* *Autism Research* 15, no. 9 (2022): 1603–08.

    https://pubmed.ncbi.nlm.nih.gov/35855595/

    Summary: Shows that autistic individuals perform better than neurotypical participants at interpreting emotions from stylized cartoon eyes, suggesting symbolic eye designs rely on different cognitive mechanisms than realistic eyes.