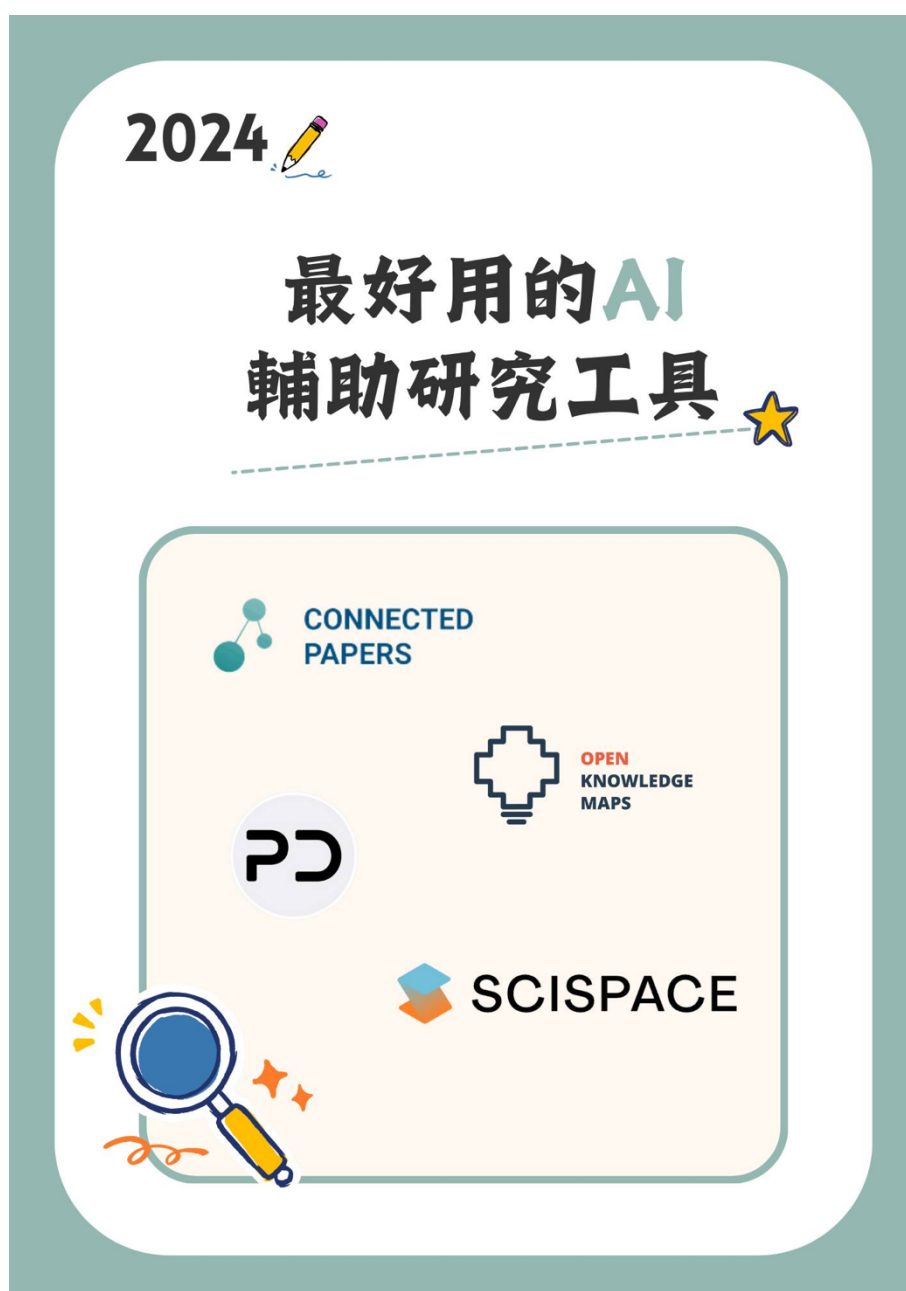


2024 研究生不能錯過的 AI 輔助研究工具

大家好！這學期小編有一個課堂作業是關於「與生成式 AI 協作一篇文獻探討」，因此我決定來跟大家分享在孤獨的研究之路上，如何應用 AI 小幫手，快速建立對某一領域的認知，以及提高研究效率，那我們開始吧！



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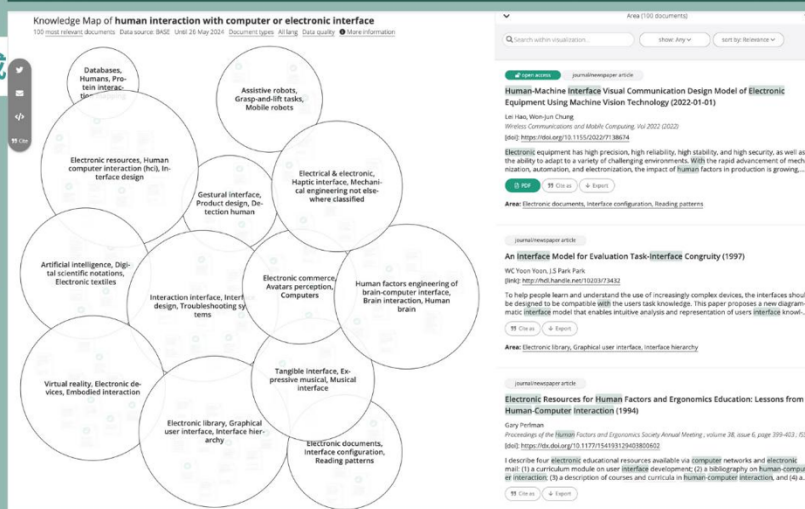
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Computers are social actors

Origin paper
Computers are social actors
Clifford Nass, Jonathan Steuer, Ellen R. Tauber 1994

Machines and Mindlessness
C. Nass, Youngme Moon 2000

Anthropomorphism, agency, and ethopoeia: computers as social actors
C. Nass, Jonathan Steuer, Ellen R. Tauber, Heidi Reeder 1993

Can computer personalities be human personalities?
C. Nass, Youngme Moon, B. Fogg, Byron Reeves, Chris Dryer 1995

Can computers be teammates?
Lifford, Ass, F. B. J., Ogo, Oungme, Oon 1996

Are Machines Gender Neutral? Gender-Stereotypic Responses to Computers With Voices
C. Nass, Youngme Moon, Nancy Green 1997

"It doesn't matter what you are!" Explaining social effects of agents and avatars
A. V. D. Pitter, N. Krämer, J. Gratch, Sin-Hwa Kang 2010

On seeing human: a three-factor theory of anthropomorphism.
Nicholas Epley, A. Waytz, J. Cacioppo 2007

Silicon sycophants: the effects of computers that flatter
B. Fogg, C. Nass 1997

Does Humanity Matter? Analyzing the Importance of Social Cues and Perceived Agency of a Computer System
Jana Appel, A. V. D. Pitter, N. Krämer, J. Gratch 2012

Anthropomorphism of computers: Is it mindful or mindless?

1993 2020

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Related Work

[1] Cheryl Campanella Bracken; Matthew Lombard; "Social Presence and Children: Praise, Intrinsic Motivation, and Learning With Computers", JOURNAL OF COMMUNICATION, 2004. (IF: 3)
[2] Eunju Lee; "What Triggers Social Responses to Flattering Computers? Experimental Tests of Anthropomorphism and Mindfulness Explanations", COMMUNICATION RESEARCH, 2010. (IF: 3)
[3] Pamela J. Wisniewski; Michael J. Prietula; "CASA, WASA, and The Dimensions of Us", COMPUT. HUM. BEHAV., 2010. (IF: 3)
[4] Kerstin Fischer; Kilian A. Foth; Katharina Rohlfing; Britta Wende; "Mindful Tutors: Linguistic Choice and Action Demonstration in Speech to Infants and A Simulated Robot", INTERACTION STUDIES, 2011. (IF: 3)
[5] Yuhua Liang; Seungcheol Austin Lee; Jeong-woo Jang; "Mindfulness and Gaining Compliance in Computer-Human Interaction", COMPUT. HUM. BEHAV., 2013. (IF: 3)
[6] Daniel B. Shanks; "Are Computers Good or Bad for Business? How Mediated Customer-computer Interaction Alters Emotions, Impressions, and Patronage Toward Organizations", COMPUT. HUM. BEHAV., 2013. (IF: 3)
[7] Benedict Tay Tong Chee; Taezoon Park; Younbo Jung; Yeow Kee Tang; Aimin Hong Yee Wong; "When Stereotypes Meet Robots: The Effect of Gender Stereotypes on People's Acceptance of A Security Robot", 2013. (IF: 3)
[8] Kun Xue; Matthew Lombard; "Persuasive Computing: Feeling Peer Pressure from Multiple Computer Agents", COMPUT. HUM. BEHAV., 2012. (IF: 3)
[9] Andrew Gambino; Jesse Fox; Rabindra Ratan; "Building A Stronger CASA: Extending The Computers Are Social Actors Paradigm", 2020. (IF: 4)
[10] Chad Edwards; Autumn Edwards; Fatima Albrecht; Patric Spence; "Interpersonal Impressions of A Social Robot Versus Human in The Context of Performance Evaluations", COMMUNICATION EDUCATION, 2020. (IF: 3)

Review of the Related Work

The Computers Are Social Actors (CASA) paradigm has been a topic of interest in various studies. Bracken et al. (2004) explored the relationship between social presence, praise, intrinsic motivation, and learning with computers in children. Lee (2010) conducted experiments to test anthropomorphism and mindfulness as explanations for social responses to computers, specifically looking at flattery effects. Wisniewski et al. (2010) replicated and extended CASA research, finding evidence that humans treat computers with typical social norms. Fischer et al. (2011) analyzed linguistic and non-linguistic behavior in interactions with infants and a simulated robot, highlighting the concept of computers-as-socializers. Liang et al. (2013) investigated mindfulness and gaining compliance in computer-human interaction, offering directions for future work. Shanks (2013) compared human-computer interaction to human-human interaction in a business context, finding similar tendencies in reactions. Chee et al. (2013) examined the impact of gender stereotypes on people's acceptance of a security robot, based on the CASA theory. Xu et al. (2012) studied how individuals form group relations with computer agents, contributing to the understanding of the human-computer relationship. Gambino et al. (2020) extended the CASA framework to explain dissonant findings and expand scholarship in various areas related to human-machine communication. Edwards et al. (2020) focused on interpersonal impressions of a social robot versus a human evaluator in a performance evaluation context, discussing implications for the use of social robots in educational roles and future human-robot interaction research. These studies collectively contribute to the understanding of how humans interact with computers as social actors.

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Insight from top 5 papers

The concept of Computers Are Social Actors (CASA) paradigm, introduced by Nass and colleagues, suggests that individuals exhibit social biases in their interactions with technology, treating computers in ways similar to humans.^{[1][2][3]} This paradigm has led to the development of interfaces designed to engage users in more social and friendly interactions.^{[4][5]} However, the interaction with computers as social actors can also be manipulated for persuasive purposes, such as through app notifications that mimic human-like tones to influence user behavior. The Media Are Social Actors (MASA) paradigm builds upon CASA, emphasizing the role of primary and secondary cues in evoking social responses towards technology, highlighting mindless and mindful anthropomorphism as mechanisms for understanding these phenomena. Overall, the research suggests that individuals do perceive and treat computers as social actors, impacting their interactions and responses to technology.

Related Questions: How do computers influence...

Papers (5)	Insights	Conclusions	Results
- Proceedings Article • DOI:10.1145/3241994 - Computers are social actors - Clifford Nass • 2 more 24 Apr 1996 1.3K Citations • PDF • Ask Copilot	- Computers are perceived as social actors in human-computer interaction. - Social responses to computers are automatic and unconscious.	- Social responses to computers are not based on conscious beliefs or ignorance. - Social responses to computers are commonplace and easy to generate.	- Subjects applied social responses to machine behavior. - Subjects treated different computer interfaces as distinct social actors.
- Open Access • Recent Content • DOI:10.1145/3241994 - Computers as Bad Social Actors: Dark Patterns and Anti-Patterns in Interfaces that Act Socially 09 Feb 2023 - PDF • Ask Copilot	- People treat technology with social biases. - Automated systems can exhibit social behaviors.	- Identified 'social' dark and anti-patterns in automated systems. - Proposed guidelines for respectful and tactful user interactions.	- Identified 'social' dark and anti-patterns in interfaces. - Proposed guidelines for respectful interactions.

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Computers are social actors

Clifford Nass, +2 more · pp 72-78

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TL;DR: Five experiments provide evidence that individuals' interactions with computers are fundamentally social, and show that social responses to computers are not the result of conscious beliefs that computers are human or human-like.

Abstract: This paper presents a new experimental paradigm for the study of human-computer interaction. Five experiments provide evidence that individuals' interactions with computers are fundamentally social. The studies show that social responses to computers are not the result of conscious beliefs that computers are human or human-like. Moreover, such behaviors do not result from users' ignorance or from psychological or social dysfunctions, nor from a belief that subjects are interacting with programmers. Rather, social responses to computers are commonplace and easy to generate. The results reported here present numerous and unprecedented hypotheses, un-

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