Technologies for User Experience Assessment in Chatbots: A Systematic Mapping Study - Technical Report

Technologies for User Experience Assessment in Chatbots: A Systematic Mapping Study - Technical Report

Abstract

Many studies present and evaluate daily-use technologies ranging from information systems to conversational systems. Most recently, one of the technologies that have attracted the attention of researchers is chatbots through text or voice messages. In particular, User eXperience (UX) has been pointed out as one of the leading aspects of evaluation in chatbots. Therefore, this paper presents a Systematic Mapping Study investigating UX assessment technologies from the hedonic aspect of chatbots. We focused our investigation on studies with chatbots that are activated through text, although they may be able to display click interactions, videos, and images in addition to written text. We discovered 29 different technologies used to evaluate hedonic aspects of UX in chatbots, and the most frequent aspect found is trust.

Ref	(a)	(b)	(C)	(d)	(e)
[1]					х
[2]				х	
[3]		x			
[4]					х
[5]			x		
[6]			х		
[7]			x		
[8]					х
[9]			x		
[10]			х		
[11]					х
[12]					х
[13]		x			
[14]					х
[15]					х
[16]				х	
[17]				x	
[18]				х	
[19]					x
[20]				х	
[21]	х				
[22]					х
[23]				x	
[24]		x			
[25]					х
[26]					x

Table 1. Year of publication: (a)2017; (b)2018; (c)2019; (d)2020; (e)2021.

Ref	(a)	(b)	(C)	(d)	(e)	(f)	(g)	(h)
[1]	х							
[2]								
[3]								
[4]								
[5]								х
[6]								
[7]	х							
[8]								
[9]							х	
[10]								
[11]								
[12]				x				
[13]			x					
[14]					х			
[15]			x					
[16]				x				
[17]								
[18]								
[19]	x							
[20]								
[21]								
[22]		x						
[23]						х		
[24]		x						
[25]	х							
[26]								

Table 2. Conferences: (a)CHI; (b)MobileHCI; (c)DIS; (d)CUI; (e)UMAP; (f)NordiCHI; (g)MUM; (h)IUI;

Ref	(i)	(j)	(k)	(I)	(m)	(n)	(0)
[1]							
[2]		х					
[3]			х				
[4]							
[5]							
[6]						х	
[7]							
[8]							х
[9]							
[10]				х			
[11]							
[12]							
[13]							
[14]							
[15]							
[16]							
[17]							
[18]					х		
[19]							
[20]							
[21]	х						
[22]							
[23]							
[24]							
[25]							
[26]							

Table 3. (Continuation Table 2) (i)Interacción; (j)ICMI; (k)EAI; (I)CIKM; (m)CHIuXiD; (n)CHIIR; (o)CHI EA;

Ref	(a)	(b)	(C)
[1]			
[2]			
[3]			
[4]		х	
[5]			
[6]			
[7]			
[8]			
[9]			
[10]			
[11]	x		
[12]			
[13]			
[14]			
[15]			
[16]			
[17]	x		
[18]			
[19]			
[20]	x		
[21]			
[22]			
[23]			
[24]			
[25]			
[26]			Х

Table 4. Journals: (a)PACM; (b)MuC; (c)IEEE;

	Technolog	(a)	(b)	(c)	(d)	(e)	(f)	(a)
Ref	У	()	()	(-)	(-)	(-)	(1)	(3)
[1]	P001_1	Х	X	X	X	X		
	P001_2						X	
[2]	P002							x
[3]	P003		x					
[4]	P004							x
[5]	P005							
[6]	P006							
[7]	P007		x					
[8]	P008							
[9]	P009							х
[10]	P010	х						
[11]	P011_1							
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1		x					
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019		x					
[20]	P020							
[21]	P021_1							
	P021_2	х						
	P021_3							
[22]	P022							х
[23]	P023							
[24]	P024							
[25]	P025							
[26]	P026							х

Table 5. User Experience Aspects: (a)Interest; (b)Enjoyment; (c)Pressure; (d)Tension;(e)Effort; (f)Motivation; (g)Attractiveness;

Ref	Technology	(h)	(i)	(j)	(k)	(I)	(m)	(n)
[1]	P001_1							
	P001_2							
[2]	P002	x	x	x	х	x		
[3]	P003						х	х
[4]	P004	x	x	x	х	x		
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009	х	х	x	х	x		
[10]	P010							x
[11]	P011_1							x
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							x
[15]	P015_1							x
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							
	P021_2							
	P021_3							
[22]	P022	х	x	x	x	x		
[23]	P023							
[24]	P024							
[25]	P025							x
[26]	P026	x	x	x	x	x		

Table 6. (Continuation Table 5): (h)Efficiency; (i)Perspicuity; (j)Dependability; (k)Stimulation; (I)Novelty; (m)Attitude; (n) Trust;

Ref	Technology	(0)	(p)	(q)	(r)	(S)	(t)	(u)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005	х	x					
[6]	P006			x				
[7]	P007							
[8]	P008				x			
[9]	P009							
[10]	P010					х	x	х
[11]	P011_1							
	P011_2							
[12]	P012		x					
[13]	P013							
[14]	P014							
[15]	P015_1							
	P015_2			x				
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							
	P021_2							
	P021_3							
[22]	P022							
[23]	P023							
[24]	P024						x	
[25]	P025							
[26]	P026							

Table 7. (Continuation Table 6): (o)Enjoyable; (p)Likeable; (q)General UX; (r)PrivacyIntrusive; (s)Diversity; (t)Easy to Report; (u)Feedback;

Ref	Technology	(v)	(w)	(x)	(y)	(Z)	(aa)	(ab)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010	х	x	х	х			
[11]	P011_1					х	х	х
	P011_2					х		
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1					х		
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2					х		
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							
	P021_2							
	P021_3							
[22]	P022							
[23]	P023					x		
[24]	P024				x			
[25]	P025							
[26]	P026							

Table 8. (Continuation of Table 7): (v)Understanding; (w)Difficulty; (x)Expectation;(y)Intention to Use; (z)Engagement; (aa) Intimacy; (ab)Self-reflection;

Ref	Technology	(ac)	(ad)	(ae)	(af)	(ag)	(ah)	(ai)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1	х						
	P011_2		х					
[12]	P012							
[13]	P013			х	x			
[14]	P014							
[15]	P015_1					х	х	х
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1						х	
	P021_2				x			
	P021_3							
[22]	P022							
[23]	P023							
[24]	P024			x				
[25]	P025							
[26]	P026							

Table 9. (Continuation of Table 8): (ac) Selfawareness; (ad)Impressions; (ae)Fun;(af)Frustration; (ag)Psychological Well-being; (ah)Anxiety; (ai)Attention;

Ref	Technology	(aj)	(ak)	(al)	(am)	(an)	(ao)	(ap)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1							
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1	х	x	х	x	x	х	
	P015_2							х
[16]	P016							
[17]	P017_1							
	P017_2					х		
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							
	P021_2							
	P021_3							
[22]	P022							
[23]	P023							
[24]	P024							
[25]	P025							
[26]	P026							

Table 10. (Continuation of Table 9): (aj)Intention to Use; (ak)Adaptability; (al)Sociability; (am)Social Influence; (an)Social Presence; (ao) Interpretation; (ap)Psychological Impact;

Table 11. (Continuation of Table 10):(aq)Perceptions of Social Disclosure; (ar)Revealing Emotional Expression; (as)Usefulness of Emotional Expression; (at)Naturalness; (au)Humanity; (av)Affection; (aw) Happiness;

	Technolog	(20)	(ar)	(25)	(at)	(211)	(av)	(2)(/)
Ref	у	(44)	(01)	(43)	(at)	(au)	(47)	(aw)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1							
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1							
	P015_2	x						
[16]	P016		x	x	x			
[17]	P017_1							
	P017_2							
[18]	P018					х	х	
[19]	P019							
[20]	P020					х		
[21]	P021_1							х
	P021_2							
	P021_3							
[22]	P022							
[23]	P023							
[24]	P024							
[25]	P025							
[26]	P026							

Ref	Technology	(ax)	(ay)	(az)	(ba)	(bb)	(bc)	(bd)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1							
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1							
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1	х	x	х	x	х		
	P021_2						х	х
	P021_3							
[22]	P022							
[23]	P023							
[24]	P024							
[25]	P025							
[26]	P026							

Table 12. (Continuation of Table 11): (ax)Sadness; (ay)Anger; (az)Surprise; (ba)Tranquility; (bb)Vigor; (bc)Discomfort; (bd)Well-being;

Ref	Technology	(be)	(bf)	(bg)	(bh)	(bi)	(bj)	(bk)
[1]	P001_1							
	P001_2							
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007							
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1							
	P011_2							
[12]	P012							
[13]	P013							
[14]	P014							
[15]	P015_1							
	P015_2							
[16]	P016							
[17]	P017_1					х		
	P017_2		x				x	х
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							
	P021_2							
	P021_3	х						
[22]	P022							
[23]	P023							
[24]	P024							
[25]	P025		x	x	x			
[26]	P026							

Table 13. (Continuation of Table 12): (be)Empathy; (bf)Privacy; (bg)Appreciation; (bh) Emotional Support; (bi)Emotion Perception; (bj)Expression of Emotion; (bk)Social Support;

Ref	Technology	(bl)	(bm)
[1]	P001_1		
	P001_2		
[2]	P002		
[3]	P003		
[4]	P004		
[5]	P005		
[6]	P006		
[7]	P007		
[8]	P008		
[9]	P009		
[10]	P010		
[11]	P011_1		
	P011_2		
[12]	P012		
[13]	P013		
[14]	P014		
[15]	P015_1		
	P015_2		
[16]	P016		
[17]	P017_1		
	P017_2	х	х
[18]	P018		
[19]	P019		
[20]	P020		
[21]	P021_1		
	P021_2		
	P021_3		
[22]	P022		
[23]	P023		
[24]	P024		
[25]	P025		
[26]	P026		

 Table 14. (Continuation of Table 13):
 (bl) Commitment;
 (bm)Unmet Expectations;

Table 15. Technologies Found: (a) Questionary created for the study; (b) Existent Questionary; (c) Interview Created for the study; (d) User Experience Questionarie; (e) Existing Interview; (f) User Experience Questionarie - Short; (g) ABCCT;

Ref	Technology	(a)	(b)	(C)	(d)	(e)	(f)	(g)
[1]	P001_1							
	P001_2							
[2]	P002						х	
[3]	P003	Х						
[4]	P004						х	
[5]	P005			х				
[6]	P006		х					
[7]	P007							
[8]	P008		х					
[9]	P009				х			
[10]	P010	х						
[11]	P011_1		х					
	P011_2					х		
[12]	P012							
[13]	P013	х						
[14]	P014		х					
[15]	P015_1		х					
	P015_2					х		
[16]	P016	х						
[17]	P017_1			х				
	P017_2							х
[18]	P018	Х						
[19]	P019		х					
[20]	P020	Х						
[21]	P021_1							
	P021_2							
	P021_3							
[22]	P022				х			
[23]	P023			x				
[24]	P024	Х						
[25]	P025			x				
[26]	P026				х			

Ref	Technology	(h)	(i)	(j)	(k)	(I)	(m)	(n)
[1]	P001_1			х				
	P001_2	x						
[2]	P002							
[3]	P003							
[4]	P004							
[5]	P005							
[6]	P006							
[7]	P007						х	
[8]	P008							
[9]	P009							
[10]	P010							
[11]	P011_1							
	P011_2							
[12]	P012		x					
[13]	P013							
[14]	P014							
[15]	P015_1							
	P015_2							
[16]	P016							
[17]	P017_1							
	P017_2							
[18]	P018							
[19]	P019							
[20]	P020							
[21]	P021_1							x
	P021_2					x		
	P021_3				х			
[22]	P022							
[23]	P023							
[24]	P024							
[25]	P025							
[26]	P026							

Table 16.(Continuation Table 15): (h)AMS; (i)Big Five Inventory-2; (j)IMI; (k)IRI; (l)MIM; (m)USE; (n)VAS;

Ref	Technology	(a)	(b)
[1]	P001_1		x
	P001_2		х
[2]	P002		х
[3]	P003	х	
[4]	P004		х
[5]	P005		х
[6]	P006		х
[7]	P007		х
[8]	P008		х
[9]	P009		х
[10]	P010	x	
[11]	P011_1		х
	P011_2		х
[12]	P012		х
[13]	P013		х
[14]	P014		х
[15]	P015_1		х
	P015_2		x
[16]	P016	x	
[17]	P017_1	x	
	P017_2		х
[18]	P018		х
[19]	P019	x	
[20]	P020	x	
[21]	P021_1		х
	P021_2		х
	P021_3		х
[22]	P022		x
[23]	P023		х
[24]	P024	x	
[25]	P025	x	
[26]	P026		x

 Table 17. Technology specificity: (a)Specific; (b)Generic;

Ref	Technology	(a)	(b)
[1]	P001_1	х	
	P001_2	х	
[2]	P002	х	
[3]	P003		х
[4]	P004	х	
[5]	P005		х
[6]	P006	х	
[7]	P007	х	
[8]	P008	х	
[9]	P009	х	
[10]	P010		х
[11]	P011_1	х	
	P011_2	х	
[12]	P012	х	
[13]	P013		х
[14]	P014	х	
[15]	P015_1	х	
	P015_2	х	
[16]	P016		х
[17]	P017_1		х
	P017_2	х	
[18]	P018		х
[19]	P019	х	
[20]	P020		х
[21]	P021_1	х	
	P021_2	х	
	P021_3	х	
[22]	P022	х	
[23]	P023		х
[24]	P024		х
[25]	P025		х
[26]	P026	х	

 Table 8. Technologies created for the study: (a)Existent; (b)Created;

Ref	Technology	(a)	(b)	(C)	(d)	(e)	(f)
[1]	P001_1	х					
	P001_2	х					
[2]	P002	х					
[3]	P003		х				
[4]	P004						
[5]	P005			х			
[6]	P006	х					
[7]	P007			х			
[8]	P008	х					
[9]	P009	х					
[10]	P010	х					
[11]	P011_1	х					
	P011_2				х		
[12]	P012			х			
[13]	P013			х			
[14]	P014	х					
[15]	P015_1	Х		х			
	P015_2				х		
[16]	P016	Х					
[17]	P017_1				х		
	P017_2			х			
[18]	P018					x	
[19]	P019			х			
[20]	P020	х					
[21]	P021_1						х
	P021_2			х			
	P021_3			х			
[22]	P022	х					
[23]	P023				х		
[24]	P024			х			
[25]	P025				х		
[26]	P026	х					

Table 19. Collection of answers: (a)Likert 7 points; (b)Likert 6 points; (c)Likert 5 points; (d)Open Questions; (e) Likert 4 points; (f)Likert 10 points;

Ref	Technology	(a)	(b)	(C)
[1]	P001_1	х		
	P001_2	х		
[2]	P002	х		
[3]	P003	х		
[4]	P004	х		
[5]	P005	х		
[6]	P006			х
[7]	P007	х		
[8]	P008	х		
[9]	P009	х		
[10]	P010	х		
[11]	P011_1	х		
	P011_2		х	
[12]	P012	х		
[13]	P013	х		
[14]	P014	х		
[15]	P015_1	х		
	P015_2		х	
[16]	P016	х		
[17]	P017_1		х	
	P017_2	х		
[18]	P018	х		
[19]	P019	х		
[20]	P020	х		
[21]	P021_1	х		
	P021_2	х		
	P021_3	х		
[22]	P022	х		
[23]	P023		х	
[24]	P024	х		
[25]	P025		х	
[26]	P026	х		

 Table 20. Type of the data:(a)Quantitative; (b)Qualitative; (c)Mixted;

Ref	Technology	(a)	(b)
[1]	P001 1	()	x
	P001_1	x	~
[2]	P002	~	x
[3]	P003		x
[4]	P004	x	
[5]	P005	~	x
[6]	P006	x	
[7]	P007		x
[8]	P008		x
[9]	P009		x
[10]	P010		x
[11]	P011 1		x
	 P011_2		x
[12]	 P012		x
[13]	P013		x
[14]	P014		x
[15]	P015_1		x
	 P015_2	x	
[16]	P016	x	
[17]	P017_1		x
	P017_2		x
[18]	P018		x
[19]	P019		x
[20]	P020		x
[21]	P021_1		x
	P021_2		x
	P021_3	x	
[22]	P022	x	
[23]	P023		
[24]	P024	x	
[25]	P025		
[26]	P026	x	

 Table 21. Chatbots for specific groups: (a) Yes; (b)No;

Table 22. Specific type of chatbot: (a) Yes, the chatbot is oriented to task; (b) Yes, the chatbot is oriented to conversations; (c) Yes, the chatbot is both oriented to conversation and task; (d) No;

Ref	(a)	(b)	(C)	(d)
[1]			х	
[2]		x		
[3]		х		
[4]			х	
[5]		х		
[6]			х	
[7]		х		
[8]		х		
[9]			х	
[10]			х	
[11]		х		
[12]		х		
[13]			х	
[14]		х		
[15]		х		
[16]		х		
[17]		х		
[18]		х		
[19]		х		
[20]		х		
[21]		х		
[22]			х	
[23]		х		
[24]			x	
[25]		x		
[26]		x		

Ref	Technology	(a)	(b)
[1]	P001_1		x
	P001_2		х
[2]	P002		х
[3]	P003		х
[4]	P004		х
[5]	P005		х
[6]	P006		х
[7]	P007		х
[8]	P008		х
[9]	P009		х
[10]	P010		х
[11]	P011_1		х
	P011_2		х
[12]	P012		х
[13]	P013		х
[14]	P014		х
[15]	P015_1		х
	P015_2		х
[16]	P016		х
[17]	P017_1		х
	P017_2		х
[18]	P018		х
[19]	P019		х
[20]	P020		х
[21]	P021_1		х
	P021_2		х
	P021_3		x
[22]	P022		x
[23]	P023		х
[24]	P024		х
[25]	P025		x
[26]	P026		x

 Table 23. Empirical evaluation of the technology: (a)Yes; (b)No;

Ref	(a)	(b)
[1]		х
[2]	х	
[3]	х	
[4]		х
[5]		х
[6]		х
[7]		х
[8]		х
[9]		х
[10]		х
[11]	х	
[12]		х
[13]		х
[14]		х
[15]	х	
[16]	х	
[17]	х	
[18]		х
[19]		x
[20]		х
[21]		х
[22]		x
[23]		х
[24]		x
[25]		х
[26]		x

 Table 14. Evaluation of the mental health: (a)Yes; (b)No;

References

[1] Ceha, Jessy, et al. "Can a Humorous Conversational Agent Enhance Learning Experience and Outcomes?." *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. 2021.

[2] El Kamali, Mira, et al. "Multimodal conversational agent for older adults' behavioral change." *Companion Publication of the 2020 International Conference on Multimodal Interaction.* 2020.

[3] Fadhil, Ahmed, et al. "The effect of emojis when interacting with conversational interface assisted health coaching system." *Proceedings of the 12th EAI international conference on pervasive computing technologies for healthcare*. 2018.

[4] Fahn, Vanessa, and Andreas Riener. "Time to get conversational: assessment of the potential of conversational user interfaces for mobile banking." *Mensch und Computer 2021*. 2021. 34-43.

[5] Xiao, Ziang, Michelle X. Zhou, and Wat-Tat Fu. "Who should be my teammates: Using a conversational agent to understand individuals and help teaming." *Proceedings of the 24th International Conference on Intelligent User Interfaces*. 2019.

[6] Elsholz, Ela, Jon Chamberlain, and Udo Kruschwitz. "Exploring language style in chatbots to increase perceived product value and user engagement." *Proceedings of the 2019 Conference on Human Information Interaction and Retrieval*. 2019.

[7] Kim, Soomin, Joonhwan Lee, and Gahgene Gweon. "Comparing data from chatbot and web surveys: Effects of platform and conversational style on survey response quality." *Proceedings of the 2019 CHI conference on human factors in computing systems*. 2019.

[8]Chen, Jin, et al. "Do You Feel Special When an Al Doctor Remembers You? Individuation Effects of Al vs. Human Doctors on User Experience." *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*. 2021.

[9] Fiore, Dario, Matthias Baldauf, and Christian Thiel. "" Forgot your password again?" acceptance and user experience of a chatbot for in-company IT support." *Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia.* 2019.

[10] Jin, Yucheng, et al. "MusicBot: Evaluating critiquing-based music recommenders with conversational interaction." *Proceedings of the 28th ACM International Conference on Information and Knowledge Management*. 2019.

[11] Lee, Yi-Chieh, Naomi Yamashita, and Yun Huang. "Exploring the Effects of Incorporating Human Experts to Deliver Journaling Guidance through a Chatbot." *Proceedings of the ACM on Human-Computer Interaction* 5.CSCW1 (2021): 1-27.

[12] Völkel, Sarah Theres, and Lale Kaya. "Examining User Preference for Agreeableness in Chatbots." *CUI 2021-3rd Conference on Conversational User Interfaces*. 2021.

[13] Jain, Mohit, et al. "Evaluating and informing the design of chatbots." *Proceedings of the 2018 designing interactive systems conference*. 2018.

[14] Wald, Rebecca, Evelien Heijselaar, and Tibor Bosse. "Make your own: The potential of chatbot customization for the development of user trust." *Adjunct Proceedings of the 29th ACM Conference on User Modeling, Adaptation and Personalization*. 2021.

[15] Park, SoHyun, et al. ""I wrote as if I were telling a story to someone I knew.": Designing Chatbot Interactions for Expressive Writing in Mental Health." *Designing Interactive Systems Conference* 2021. 2021.

[16] Yun, Hyeonggeun, et al. "Chatbot with Touch and Graphics: An Interaction of Users for Emotional Expression and Turn-taking." *Proceedings of the 2nd Conference on Conversational User Interfaces*. 2020.

[17] Benke, Ivo, Michael Thomas Knierim, and Alexander Maedche. "Chatbot-based emotion management for distributed teams: A participatory design study." *Proceedings of the ACM on Human-Computer Interaction* 4.CSCW2 (2020): 1-30.

[18] De Nieva, Johan Oswin, et al. "Investigating students' use of a mental health chatbot to alleviate academic stress." *6th International ACM In-Cooperation HCI and UX Conference*. 2020.

[19] Wambsganss, Thiemo, et al. "ArgueTutor: An adaptive dialog-based learning system for argumentation skills." *Proceedings of the 2021 CHI conference on human factors in computing systems*. 2021.

[20] Bawa, Anshul, et al. "Do Multilingual Users Prefer Chat-bots that Code-mix? Let's Nudge and Find Out!." *Proceedings of the ACM on Human-Computer Interaction* 4.CSCW1 (2020): 1-23.

[21] Portela, Manuel, and Carlos Granell-Canut. "A new friend in our Smartphone? Observing Interactions with Chatbots in the search of emotional engagement." *Proceedings of the XVIII International Conference on Human Computer Interaction*. 2017.

[22] Flohr, Lukas A., et al. "Chat or Tap?–Comparing Chatbots with 'Classic'Graphical User Interfaces for Mobile Interaction with Autonomous Mobility-on-Demand Systems." *Proceedings of the 23rd International Conference on Mobile Human-Computer Interaction*. 2021.

[23] Liu, Yizhou, et al. "SlumberBot: An Interactive Agent for Helping Users Investigate Disturbance Factors of Sleep Quality." *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society.* 2020.

[24] Kattenbeck, Markus, et al. "Airbot: using a work flow model for proactive assistance in public spaces." *Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct.* 2018.

[25] Bae Brandtzæg, Petter Bae, et al. "When the Social Becomes Non-Human: Young People's Perception of Social Support in Chatbots." *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. 2021.

[26] Denecke, Kerstin, Sayan Vaaheesan, and Aaganya Arulnathan. "A mental health chatbot for regulating emotions (SERMO)-concept and usability test." *IEEE Transactions on Emerging Topics in Computing* 9.3 (2020): 1170-1182.

Table 2.