Introduction to the Human-Computer Interaction in the Digital Economy Minitrack

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As the Human-Computer Interaction (HCI) minitrack continues to evolve, we have witnessed new and exciting avenues for exploration. In 2006, this minitrack was launched to provide an outlet for a variety of HCI research streams from a variety of disciplines. In 2013, we began including the areas of neuroscience and design science. With the ever-increasing role of information systems in all aspects of society, we moved the minitrack to the *Internet and Digital Economy* track in 2018, before joining forces with the minitrack on *Digital Nudging* in 2022. With a proliferation of input devices, contexts, and form factors, the area of human-computer interaction has broadened considerably. At the same time, the design of human-computer interfaces continues to be a crucial factor influencing users' affective and cognitive reactions and behaviors. These trends, among others, contribute to the continued need for theory-based HCI research in various contexts and domains. Our aim is to achieve a truly cross-disciplinary understanding of HCI that informs research and impacts practice.

The papers selected for the competitive HCI minitrack draw on this rich cross-disciplinary tradition. Given that HCI continues to evolve, we aim to provide a forum for the exchange of novel thoughts and ideas. We believe that the six papers presented in this minitrack are interesting, thought-provoking, and relevant for both research and practice. The accepted papers provide a cross-section of HCI and interface design issues in general as well as emerging contexts.

In the paper "Understanding Internet Self-Efficacy in a Post-Adoption World: A Meta-Analysis," Richard Johnson, Jennifer Pullin, and Jason Thatcher provide a conceptual and meta-analytic review of the internet self-efficacy literature and demonstrate that internet self-efficacy plays a crucial role in the adoption and use of Internet-based tools, the use of e-commerce, and success in online learning.

In the second paper, "Learn to Play: From Knowledge to Repeated Gameplay," Gen-Yih Liao, Tzu-Ling Huang, Hsin-Yi Huang, Alan Dennis, Yu-Ting Huang, and Ching-I Teng examined how knowledge search and focused immersion affect goal pursuit and repeated gameplay and found that knowledge searching has a stronger effect on goal pursuit and repeated gameplay.

In the third paper, titled "Detecting Social Desirability Bias with Human-Computer Interaction: A Mouse-Tracking Study," Paul Weisgarber, Joseph Valacich, Jeffrey Jenkins, David Kim, and Manasvi Kumar studied participants' mouse cursor movements to understand how social desirability affects questionnaire responses and found that a higher social desirability treatment resulted in significantly longer response times and slower cursor speeds.

In the fourth paper, "Effects of Mindfulness and Emotion Regulation on Aesthetics: A Theoretical Model from Hedonic Perspective of Processing Fluency," Geng-Bao Lin, Fiona Fui-Hoon Nah, and Choon Ling Sia propose a theoretical model to understand why and how emotion regulation and trait mindfulness influence the effect of processing fluency on perceived aesthetics.

Next, in the fifth paper, "The Role of Digital Manipulation in Achieving Optimal Distinctiveness for Radical Innovations: A Designer Perspective," Yasser Rahrovani, Robert D. Austin, and Haoyue Gu explore how designers leverage digital technologies to strategically present attributes of radical innovations in order to optimize adopters' perceived product distinctiveness.

Finally, in the sixth paper titled "Designing Mika—A Participation Companion for Supporting Participation and Enhancing Motivation," Varinia Wittholz, Paul Keller, Timo Strohmann, and Susanne Robra-Bissantz leverage the Design Science Research paradigm to create and evaluate "Mika," a conversational interface prototype designed to support people in their participation process, uncovering insights on Mika's efficiency in matching users with projects, enhancing user participation, and evoking a more human-like interaction experience.

We would like to sincerely thank the researchers who contributed to this minitrack. Also, we would like to express our thanks for the outstanding efforts put forth by the many reviewers who helped ensure that the papers included in this minitrack are both interesting and relevant to the HCI field.

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