AZERBAIJAN STATE UNIVERSITY OF ECONOMICS - UNEC

DECEMBER 5-6, 2025

HCI-E2025
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4TH EURASIAN CONFERENCE

HUMAN-COMPUTER INTERACTION

HCI for SUSTAINABLE FUTURE

PROGRAM

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HCI-E2025

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4TH EURASIAN CONFERENCE ON

HUMAN-COMPUTER INTERACTION

The HCI-E2025 Conference will be held in a Hybrid mode
December 5-6, 2025, Baku, Azerbaijan

ORGANIZERS

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4-cü Avrasiya Konfransı

HCI-E2025

Konfrans Hibrid rejimdə keçiriləcək
5-6 dekabr 2025, Bakı, Azərbaycan

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The HCI-E2025 Conference is dedicated to the "Year of Constitution and Sovereignty" in accordance with the Decree of the President of the Republic of Azerbaijan dated December 28, 2024, on declaring 2025 as the **"Year of Constitution and Sovereignty"** in the Republic of Azerbaijan.

4th Eurasian Conference on **Human-Computer Interaction**

OPENING PROGRAM

UNEC, Nizami Campus,
Conference Hall

December 5, 2025	**Hour**	
Opening Ceremony (09:00-11:00)	09:00-10:00	Registration
	10:00-10:05	Greeting the participants of the opening ceremony and playing the National Anthem of the Republic of Azerbaijan
	10:05-10:15	Speech by the rector of the Azerbaijan State University of Economics (UNEC), **Prof. Dr. Adalat Muradov**
	10:15-10:25	Speech by the director of the Control Systems Institute, **Prof. Dr. Ali Abbasov**
	10:25-10:35	Speech by the vice-rector of the Atatürk University, **Prof. Dr. Yüksel Göktaş**
	10:35-10:45	Speech by the Co-Founder of the HCI-E Conference, **Prof. Dr. Kürşat Çağıltay**
	10:45-11:00	Presentation of appreciation plaques
Coffee break (11:00-11:30)		
Rooms: 316-319	11:30-13:00	Presentations 1 (T01, T02, T03)
Lunch (13:00-14:00)		
Keynote Speaker 1	14:00-14:30	**Associate Professor Zerrin Yumak** Department of Information and Computing Sciences, Utrecht University - Netherlands
		Learning to Gesture: Deep Models for Non-Verbal Behaviour in Digital Humans

Keynote Speaker 2	14:30-15:00	**Prof.Dr. Radu-Daniel Vatavu** Machine Intelligence and Information Visualisation Lab (MintViz), "Ştefan cel Mare" University of Suceava - Romania
		Expanding Human Sensing and Cognition in New, Extended Reality Worlds
Workshop (Event Hall, 1st floor)	15:00-16:00	**Vusal Azizov** Head of Product Design Division, Digital Product Development Department, Azerbaijan Innovation and Digital Development Agency (IDDA)
		Building Citizen-Centred Digital Services
Coffee break (16:00-16:20)		
Rooms: 316-319	16:20-18:00	Presentations 2 (T04, T05, T06, T07, T08, T09)
Conference Hall	18:00-18:30	Conclusion
Pre-Recorded Keynote Video Sessions		
Keynote Speaker 3	The video recordings will be published on the conference website after the event	**Prof.Dr. Evrim Baran** *(video record)* Helen LeBaron Hilton Chair in the School of Education, Iowa State University - U.S.
		Human Centred AI in Education: From Values to Practice
Keynote Speaker 4		**Nicola Bersanetti** *(video record)* Senior Business Development Manager for the EMEA region at EON Reality - Italy
		From XR Classrooms to AI-Enhanced Careers: Transforming Higher Education for the 21st Century
Social Activities		
December 6, 2025	10:00-14:00	Zafar Museum, City Tour

KEYNOTE SPEAKERS

Prof. Dr. Evrim Baran

Helen LeBaron Hilton Chair in the School of Education, Iowa State University - U.S.

Talk Title:
Human Centered AI in Education: From Values to Practice

Abstract:

As artificial intelligence (AI) advances, it is becoming central to teaching, learning, and school operations. While its potential to support educators is significant, that promise is tempered by risks related to bias, fairness, transparency, and accountability. In response, researchers and practitioners are turning to human-centred artificial intelligence (HCAI)—an approach that aims to align AI with human values and needs. Within the AI in Education space, HCAI necessitates new design considerations to ensure that AI solutions augment, rather than replace, educators by keeping them informed, preserving their agency, and aligning with learning goals and ethical safeguards. HCAI emphasises human-in-the-loop practices in which educators and designers maintain oversight and actively shape how AI tools are designed, integrated into teaching and learning, and evaluated. Drawing on our research in human-centred design, this keynote articulates HCAI principles and methods for educational contexts, including interfaces, tools, workflows, and systems designed for educators and designers. By considering these principles, characteristics, and qualities when designing educational solutions, we will explore how the intersection of AI and HCI methods can be applied to ensure HCAI in practice.

Bio:

Evrim Baran is a Professor and the Helen LeBaron Hilton Chair in the School of Education at Iowa State University and a faculty member in the Educational Technologies and Human–Computer Interaction programs. Her research sits at the intersection of HCI, the learning sciences, and teacher education, using human-centered design to create and evaluate educational technologies across diverse contexts. Dr. Baran's work has been supported by leading funders—including the National Science Foundation and the European Commission—and has informed teacher education and digital learning initiatives in the U.S. and internationally. Recent projects focus on human-centered AI in education, developing curricula and evaluation frameworks that build AI literacy and strengthen educator agency. Her interdisciplinary team collaborates with colleagues in design and engineering, and

partners with K–12 schools to implement educational technology solutions in classrooms. She teaches courses in learning design and human–computer interaction.

Prof. Dr. Radu-Daniel Vatavu

Machine Intelligence and Information Visualization Lab (MintViz), "Ștefan cel Mare" University of Suceava - Romania

Talk Title:

Expanding Human Sensing and Cognition in New, Extended Reality Worlds

Abstract:

Extended Reality technology is rapidly advancing, gradually transforming the way we perceive, understand, and interact with the world around us. By grounding perceptual and cognitive extensions in our everyday physical experiences, new opportunities arise for interactions that involve mixed, physical-virtual objects and phenomena. All these opportunities invite us to reconsider the influence of interaction design on our sensory and cognitive capabilities. In this talk, I will present how the integration of casual interactions into extended reality environments can naturally support sensory and cognitive augmentation with insights from interactive technology design, learning theory, and philosophy and implications for future mobile, wearable, and ambient technologies.

Bio:

Radu-Daniel Vatavu is a Professor of Computer Science at the Stefan cel Mare University of Suceava, where he conducts research in Human-Computer Interaction, Augmented/Mixed/Extended Reality, Ambient Intelligence, and Accessible Computing. His work primarily focuses on natural interaction with computing systems, ranging from mobile and wearable devices to large displays and extended reality environments. He directs the Machine Intelligence and Information Visualisation Lab, an interdisciplinary research laboratory dedicated to advancing knowledge in natural, meaningful, and accessible interactions among humans, computers, and environments. His research has received multiple awards, including at CHI, EICS, ICMI, IMX, and W4A, and he is an elected Corresponding Member of the Romanian Academy.

Associate Professor Zerrin Yumak

Department of Information and Computing Sciences, Utrecht University - Netherlands

Talk Title:

Learning to Gesture: Deep Models for Non-Verbal Behaviour in Digital Humans

Abstract:

With recent advancements in computer graphics, 3D digital humans have achieved an impressive level of visual realism. They are increasingly being integrated into diverse applications, including video games, customer service and finance chatbots, educational and healthcare simulations, remote communication, and social extended reality (XR). However, their ability to interact and move naturally within social contexts remains limited. As humans, we are highly attuned to non-verbal behaviors in emotional and social interactions. For digital humans to engage with us more naturally, they must be equipped with non-verbal communication skills such as facial expressions, gestures, and gaze. As they are deployed in more interactive environments, the demand to generate their behavior automatically and in real time is growing. Yet, capturing and synthesising the nuanced, individual nature of nonverbal behaviours remains a significant challenge, hindered by limitations in data availability, the complexity of algorithms, and evaluation methodologies. In this talk, I will explore how AI and deep learning techniques—particularly those leveraging motion capture technology—can be used to model and generate the non-verbal behaviors of digital humans. I will present the state-of-the-art, highlight our recent research, and offer a critical examination of current evaluation practices in non-verbal behavior synthesis.

Bio:

I am an associate professor at the Human-Centered Computing Group, Department of Information and Computing Sciences at Utrecht University in the Netherlands and director of the Motion Capture and Virtual Reality Lab. I obtained my PhD degree in Computer Science from University of Geneva. I was a scientific collaborator at EPFL, Switzerland. Following that, I have been at the Institute for Media Innovation, Nanyang Technological University, Singapore as a research fellow. My research is on believable virtual humans and social robots. I work on computational models of social and emotional behaviours and expressive character animation, combining methods from computer graphics, artificial intelligence and human-computer interaction. My research is interdisciplinary with applications in games, virtual reality and robotics: Expressive character animation (e.g. face, gaze, gestures) Social interaction and groups of virtual characters, Machine learning and deep learning models for

character animation, Autonomous behaviour for virtual humans and social robots, modelling emotion and memory for virtual humans and social robots.

Nicola Bersanetti

Senior Business Development Manager for the EMEA region at EON Reality - Italy

Talk Title:

From XR Classrooms to AI-Enhanced Careers: Transforming Higher Education for the 21st Century

Abstract:

Higher education currently navigates significant challenges, specifically the reliability of traditional assessments in the generative AI era and the need to bridge the gap between academic curricula and workforce demands. EON Reality presents "The Third Way," a pedagogical framework designed to empower academic institutions by integrating Extended Reality (XR) and Spatial Artificial Intelligence (AI) to enhance the educational value proposition. Far from displacing traditional structures, this model supports faculty by shifting the focus from passive information consumption to immersive, competency-based learning.

The ecosystem strengthens institutions through three pillars: Skills, Jobs, and Income. To support educators, the framework introduces Brainy Mentors—highly photorealistic AI Avatars capable of conducting lectures and delivering personalized tutoring. These intelligent agents utilize adaptive learning and engagement strategies to tailor educational pathways to individual student needs, extending the reach of faculty. To preserve academic integrity and alleviate administrative burdens, the model replaces vulnerable written assignments with simulated oral exams and practical XR assessments, ensuring verifiable skill mastery that AI cannot falsify.

Furthermore, the platform assists institutions by using AI to dynamically align curricula with real-time labor market data, ensuring graduates possess relevant, high-demand skills. Finally, it equips students with entrepreneurship tools, reinforcing the university's status as a driver of economic mobility. Guided by the "Team Human" philosophy of accessible, cost-effective education with democratize access, this approach revitalizes the university's role, from a degree provider into an indispensable, lifelong partner in career success and economic resilience.

Bio:

Nicola Bersanetti is Senior Business Development Manager for the EMEA region at EON Reality, a global leader in Extended Reality (XR) and Artificial Intelligence technologies for education and training, in both academic and corporate settings. Founded in 1999 and headquartered in Irvine, California, EON Reality specializes in

democratizing knowledge through innovative no-code solutions that enable organizations worldwide to create interactive, immersive learning experiences across devices for education, industry, and workforce development.
With over 15 years of experience in managing complex projects, Nicola leads strategic partnerships and international expansion programs, helping organizations leverage cutting-edge XR and AI technologies to make complex skills more accessible and engaging.
Before joining EON Reality in 2020, Nicola collaborated for many years with private investors, investment funds, and institutional investors, alongside public entities and institutions, gaining significant experience in managing strategic projects and business development programs in Italy and abroad.
His studies in law, combined with the experience gained over the years, allow him to merge technical expertise with negotiation skills and an extensive network of international contacts in the business development field.

Contact details:

nicola.bersanetti@eonreality.com

T01: Foundations of HCI 1/2

***Place**: UNEC, Nizami Campus, **Room:** 316*
***Date**: 05.12.2025, **Hour**: 11:30 - 13:00*
***Moderator**: Prof. Dr. Sevinç Gülseçen, **Assistant**: Dr. Sevinj Karimova*

1.	*Melike Kukut (İstanbul University) *, Sevinç Gülseçen (İstanbul University), Zümrüt Ecevit Satı (İstanbul University), Hulusi Gülseçen (İstanbul University), Paper ID: 16* **A New Approach to Information Hierarchy Based on Data Spaces and Intelligent Digital Twins Cyclic Layers Model (CLM)**	*F2F*
2.	*Kamran Asgarov (Azerbaijan Technical University) *, Paper ID: 17* **A Machine Learning Approach to Real-Time Human-Computer Behavioural Baseline Deviation Detection via Multimodal Interaction Analysis**	*F2F*
3.	*Ersin Şahin (Marmara University), Cansu Şahin Kölemen (Beykoz University) *, Paper ID: 13* **Multi-Criteria Evaluation of AI-Based Translation Applications: An AHP and TOPSIS Approach**	*Online*
4.	*Embiya Çelik (Ataturk University) *, Muhammed Güler (Ataturk University), Derya Çakmak Kayapınar (Ataturk University), Paper ID: 62* **Mapping of Studies Conducted with Eye Tracking Devices: A Topic Analysis**	*F2F*
5.	*Doğukan Biçer (Marmara University), Savaş Öztürk (Marmara University) *, Paper ID: 38* **Comprehensive Comparison of Semantic Image Similarity Analysis Techniques with Traditional Methods Using the NITS-IQA Dataset**	*Online*
6.	*Kübra Erat (Kocaeli University) *, Orhan Akbulut (Kocaeli University), Pınar Onay Durdu (Kocaeli University), Paper ID: 57* **Subject-Dependent EEG-based Emotion Recognition: Preliminary Results from the EPOK Dataset**	*Online*

T01: Foundations of HCI 2/2

***Place**: UNEC, Nizami Campus, **Room:** 317*
***Date**: 05.12.2025, **Hour**: 11:30 - 13:00*
***Moderator**: Assoc. Prof. Kamala Oguz, **Assistant**: Dr. Svetlana Ahmadova*

7.	*Deniz Eren Terziler (Izmir University of Economics) *, Beyza Altuner (Izmir University of Economics), Muhtar Çağkan Uludağlı (Izmir University of Economics), Paper ID: 35* **Evaluating the Usability of Traditional Text-Based CAPTCHAs Versus Modern CAPTCHA Designs in Online Interfaces**	*Online*
8.	*Asiye Ata (Atatürk University) *, Alper Çolak (Atatürk University), Yağmur Çolak (Atatürk University), Paper ID: 48* **A Bibliometric Analysis on the Use of Eye-Tracking Technology in Media Research**	*F2F*
9.	*Serkan Alkan (Middle East Technical University), Shamil Humbatov (Karabakh University), Paper ID: 90* **Measuring Methodological Preference: A Preliminary Scale for the Qualitative-Quantitative Divide in Human-System Research**	*Online*
10.	*Laurent Beaupoil (Jagiellonian University) *, Beata Pacula-Leśniak (Jagiellonian University), Michal Kuniecki (Jagiellonian University), Paper ID: 18* **"This photo is fake!": How primary selective attention to photograph content affects its perceived authenticity**	*F2F*
11.	*Sinem Yavaş (Kocaeli University), Kübra Erat (Kocaeli University) *, Pınar Onay Durdu (Kocaeli University), Paper ID: 23* **Deep Learning Approaches for EEG-Based Emotion Recognition: A Systematic Review on DEAP and DREAMER**	*Online*

T02: Human-Technology Partnership

***Place**: UNEC, Nizami Campus, **Room:** 318*
***Date**: 05.12.2025, **Hour**: 11:30 - 13:00*
***Moderator**: Prof. Dr. Emine Şendurur, **Assistant**: Elmaddin Huseynov*

1.	*Volkan Kaya (Ministry of National Education) *, Paper ID: 78* **Inclusive Human–Computer Interaction for Speech Ther-apy: AI-Driven Design and Experimental Study with Neurodiverse Learners**	*F2F*
2.	*Cengiz Acartürk (Jagiellonian University) *, Utku Kaplan (Middle East Technical University), Melike Caglayan (Jagiellonian University), Paper ID: 34* **The Role of Expertise in Secure Code Review: An Eye-Tracking Study**	*F2F*
3.	*Sevgi Koyuncu Tunç (Çankaya University) *, Paper ID: 11* **Evaluating VRChat Usability in Desktop Mode: A Student-Led Case Study on Social VR Platforms**	*Online*
4.	*Emine Şendurur (Ondokuz Mayıs University) *, Fatma Bayrambaş Şahin (Ankara Bilim University), Emrullah Akcan (Gaziantep University), Yıldıray Karadağ (Ondokuz Mayıs University), Yusuf Aydın (Akdeniz University), Gülşat Aydogdyyeva (Ondokuz Mayıs University), Paper ID: 29* **Immigrant Learners' Interaction with Emotional Design Elements**	*F2F*
5.	*Safak Atuk (BAU); Sezin Eşfer (BAU)*, Paper ID: 95* **Learning, Participation, and Communication Barriers in Voice Assistants for Adults 60+: A Uses and Gratifications Perspective**	*Online*

T03: Next-Generation Interaction

***Place**: UNEC, Nizami Campus, **Room:** 319*
***Date**: 05.12.2025, **Hour**: 11:30 - 13:00*
***Moderator**: Assoc. Prof. Polat Şendurur, **Assistant**: Khanim Imanova*

1.	*Sarp Arslan (TED University), Semihanur Aktay (TED University), Gökçe Nur Yılmaz (TED University) *, Kürşat Çağıltay (TED University), Paper ID: 55* **Analysis of Motor Learning and Depth Perception through Tangram Gameplay: An HCI Perspective**	*F2F*
2.	*Zeynep Ersoy Aydın (Bahçeşehir University) *, Ayşegül Liman Kaban (Mary Immaculate College), Paper ID: 40* **In-Service Teachers' Initial Experiences with the MIXAP Mixed Reality Authoring Tool**	*Online*
3.	*Bercem Yaman (Artvin Çoruh University) *, Serap Yağmur (Artvin Çoruh University) *, Paper ID: 83* **Virtual Glasses and Virtual Museums in The Digital Transformation of Cultural Motifs: Experiencing Heritage in New Dimensions**	*F2F*
4.	*Aslıhan Kılıç (Atatürk University) *, Gülşah Özyer (Atatürk University), Yüksel Göktaş (Atatürk University), Bilal Usanmaz (Atatürk University), Paper ID: 49* **Evaluation of the Performance of Distinctive Object Detection and Camouflaged Object Detection Models Using Night Image Data**	*Online*
5.	*Elif Medetoğulları (TED University), Sevim Acay (TED University) *, Paper ID: 82* **Immersive Contact Geometry: A VR-Based Approach to Embodied Understanding of Legendrian and Transverse Knots**	*F2F*
6.	*Emine Şendurur (Ondokuz Mayıs University) *, Polat Şendurur (Ondokuz Mayıs University), Esra Efendioğlu (Ministry of National Education), Neslihan Yondemir Çalışkan (Ondokuz Mayıs University), Paper ID: 22* **The User Behavior Differences on Interacting with Search Engine vs. Generative AI**	*F2F*

T04: Ethics, Privacy, and Responsibility

***Place**: UNEC, Nizami Campus, **Room:** 316*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Prof. Sevda Küçük, **Assistant**: Nail Mammadov*

1.	*Md. Muntasir Shofiq (Military Institute of Science and Technology), Farisha Hussain (Military Institute of Science and Technology), Rabbi Mushad (Military Institute of Science and Technology), Muhammad Nazrul Islam (Military Institute of Science and Technology) *, Paper ID: 54* **Evaluating Educational Apps for Neurodivergent Children Using Extended Heuristics and SUS Approach**	*Online*
2.	*Hasan Najat Shakir Shakir (Çankırı Karatekin University), Seda Şahin (Çankırı Karatekin University), Paper ID: 89* **A Novel Biometric AI-based System on Hand Images Using Deep Learning Methods**	*Online*
3.	*Kazi Israt Hassan Eva (Department of CSE, Military Institute of Science and Technology) *, Shadman Shafeen Khan (Department of CSE, Military Institute of Science and Technology), Muhammad Nazrul Islam (Department of CSE, Military Institute of Science and Technology), Paper ID: 43* **Dark Patterns in E-Commerce: A User Study on Manipulative UX Design**	*Online*
4.	*Nail Mammadov (UNEC)*, Azar Huseyn (Mingachevir State University), Turkan Alibeyli (Nakhchivan State University), Elmaddin Huseynov (Baku Engineering University), Ali Hasanov (Baku Engineering University), Paper ID: 61* **A Quasi-Experimental Evaluation of the Proliferation and Growth Intensity of Dark Patterns in E-Commerce Applications Across European Union Countries**	*F2F*
5.	*Mehmet Ali Özer (safenlp.org) *, Alaeddin Selçuk Gürel (Bahçeşehir University), Paper ID: 80* **TRedDil: Revealing Systematic Language Bias in LLM Safety**	*Online*

T05: Sustainability and HCI

***Place**: UNEC, Nizami Campus, **Room:** 317*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Assoc. Prof. Tarana Aliyeva, **Assistant**: Assoc. Prof. Ulviyya Rzayeva*

1.	*Tarana Aliyeva (UNEC) *, Shamil Humbatov (Karabakh University), Paper ID 91* **Life Cycle Assessment of Tablets: Environmental Impact Analysis and Sustainability Results**	*F2F*
2.	*Julia Gritzbach (University of Stuttgart) *, Daniel Holder (University of Stuttgart), Lisa-Marie Dyka (University of Stuttgart), Lutz Fischer (University of Stuttgart), Wolfram Remlinger (University of Stuttgart), Paper ID: 15* **The Role of Automotive User Interface in Achieving the Sustainable Development Goals**	*F2F*

T06: Well-being and Quality of Life

***Place**: UNEC, Nizami Campus, **Room:** 318*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Dr. Serap Yağmur, **Assistant**: Dr. Asya Guliyeva*

1.	*Melek Bal (Kocaeli University), Özlem Sönmez (Kocaeli University), Kübra Erat (Kocaeli University) *, Pınar Onay Durdu (Kocaeli University), Paper ID: 14* **A Mobile Application Using a Low-Cost EEG Device for Real-Time Stress Detection to Support Mental Well-Being**	*Online*
2.	*Ayşin Gaye Üstün (Sinop University) *, Efe Özden (Sinop University), Hatice Özşahin (Sinop University), Süleyman Demir (Sinop University), Sıla Yıldırım (Sinop University), Paper ID: 73* **Usability Evaluation of Mobile Banking Applications Among Older Adults**	*Online*
3.	*Khaled Hasan (Military Institute of Science and Technology) *, Alisha Kabir (Military Institute of Science and Technology), Hafsah Chowdhury (Military Institute of Science and Technology), Md Rashid Ul Islam (Military Institute of Science and Technology), Adib Hossain (Military Institute of Science and Technology), Muhammad Nazrul Islam (Military Institute of Science and Technology), Paper ID: 85* **Comparative study of Web3 vs Web2 social media: Evaluating User Experience and Determining Impactful UX Parameters**	*Online*

T07: Equity and Inclusion

***Place**: UNEC, Nizami Campus, **Room:** 318*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Dr. Serap Yağmur, **Assistant**: Dr. Asya Guliyeva*

1.	*Nacihan Tural (Ankara University), Faruk Oguz Eryilmaz (Ankara University), Damla Topalli (Ankara University) *, Paper ID: 86* **Designing a Gamified Mobile Application for Cognitive Support**	*Online*
2.	*Habibe Tanrıtanır (Alanya Alaaddin Keykubat University), Caner Depe (Alanya Alaaddin Keykubat University), Yılmaz Yüce (Alanya Alaaddin Keykubat University) *, Paper ID: 77* **Development and Usability Evaluation of a Secure Payment System for Visually Impaired Individuals**	*F2F*
3.	*Erdoğan İncesu (Artvin Çoruh University) *, Abdulkadir Palancı (Zonguldak Bülent Ecevit University), Rabia Meryem Yılmaz (Atatürk University), Yüksel Göktaş (Atatürk University), Zeynep Turan (Atatürk University), Paper ID: 81* **Mobile Application-Supported Instructional Design in Anatomy Education**	*Online*

T08: Learning, Play, and Creativity

***Place**: UNEC, Nizami Campus, **Room:** 319*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Prof. Nergiz Çağıltay, **Assistant**: Shamil Humbatov*

1.	*Beyza Altuner (Izmir University of Economics) *, Deniz Eren Terziler (Izmir University of Economics), Muhtar Çağkan Uludağlı (Izmir University of Economics), Paper ID: 27* **Comparative Analysis of User Experience and Preferences in Authentication Solutions: Google SSO versus Traditional Email-Based Method**	*Online*
2.	*Hilal Nur Gülen (Bayburt University) *, Abdullatif Kaban (Atatürk University), Paper ID: 25* **Immersive Learning in Biology: The Effects of Augmented Reality on Motivation and Academic Achievement"**	*F2F*
3.	*Nergiz Cagiltay (Hacettepe University), Sacip Toker (Atılım University), Kursat Cagiltay (TED University) *, Paper ID: 12* **A trend analysis of 174 MITx MOOCs with a total of 3,523,692 learners on course categories, course levels, and learner demographics**	*F2F*
4.	*Göknur Kaplan (Middle East Technical University) *, Çetin Tüker (Mimar Sinan University), Berkan Çelik (Van Yüzüncü Yıl University), Kürşat Çağıltay (TED University), Paper ID: 68* **Beyond Headsets: A Pragmatic Framework for K–12 VR Adoption—Bridging Pedagogy, Access, and Institutional Readiness**	*Online*

T09: Societal Impact and Organization

***Place**: UNEC, Nizami Campus, **Room:** 317*
***Date**: 05.12.2025, **Hour**: 16:20 - 18:00*
***Moderator**: Assoc. Prof. Tarana Aliyeva, **Assistant**: Assoc. Prof. Ulviyya Rzayeva*

1.	*Ulviyya Rzayeva (Azerbaijan State University of Economics (UNEC)) *, Rena Huseynova (Azerbaijan State University of Economics (UNEC)), Paper ID: 19* **Why Are People More Willing to Trust ChatGPT Than One Another? A Socio-Psychological Perspective on Trust**	*F2F*
2.	*Anis Saffarzadeh Kermani (Federico) *, Paper ID: 70* **Work Experience and Trust in AI: A Mixed-Methods Investigation Across Professional Backgrounds**	*Online*
3.	*Fatih Bildirici (ASELSAN, Ankara University) *, Rukiye Savran Kızıltepe (Ankara University), Murat Karakuş (Ankara University), Paper ID: 24* **FLUXAI: Layered Explainability for Human-Centered Understanding via Feynman's Approach**	*Online*
4.	*Muhammet Sengul (Dokuz Eylul University) *, Vahap Tecim (Dokuz Eylul University), Paper ID: 51* **An Architecture for Real-Time Conversational Analytics on IoT and Enterprise Systems in Public Transportation**	*F2F*

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