

# Envisioning New Futures of Positive Social Technology: Beyond Paradigms of Fixing, Protecting, and Preventing

JaeWon Kim\*  
University of Washington  
Seattle, WA, USA  
jaewonk@uw.edu

Lindsay Popowski\*  
Stanford University  
Stanford, CA, USA  
popowski@stanford.edu

Anna Fang  
Carnegie Mellon University  
Pittsburgh, PA, USA  
amfang@andrew.cmu.edu

Cassidy Pyle  
University of Michigan  
Ann Arbor, MI, USA  
cpyle@umich.edu

Guo Freeman  
Clemson University  
Clemson, SC, USA  
guof@clemson.edu

Ryan M. Kelly  
RMIT University  
Melbourne, VIC, Australia  
ryan.kelly@rmit.edu.au

Angela Y. Lee  
Stanford University  
Stanford, CA, USA  
angela8@stanford.edu

Fannie Liu  
JPMorgan Chase & Co.  
New York, NY, USA  
fannie.liu@jpmchase.com

Angela D. R. Smith  
The University of Texas at Austin  
Austin, TX, USA  
adrsmith@utexas.edu

Alexandra To  
Northeastern University  
Boston, MA, USA  
a.to@northeastern.edu

Amy X. Zhang  
University of Washington  
Seattle, WA, USA  
axz@cs.uw.edu

## Abstract

Social technology research today largely focuses on mitigating the negative impacts of technology and, therefore, often misses the potential of technology to enhance human connections and well-being. However, we see a potential to shift towards a holistic view of social technology's impact on human flourishing. We introduce *Positive Social Technology (Positech)*, a framework that shifts emphasis toward leveraging social technologies to support and augment human flourishing. This workshop is organized around three themes relevant to Positech: 1) "Exploring Relevant and Adjacent Research" to define and widen the Positech scope with insights from related fields, 2) "Projecting the Landscape of Positech" for participants to outline the domain's key aspects and 3) "Envisioning the Future of Positech," anchored around strategic planning towards a sustainable research community. Ultimately, this workshop will serve as a platform to shift the narrative of social technology research towards a more positive, human-centric approach. It will foster research that goes beyond fixing technologies to protect humans from harm, to also pursue enriching human experiences and connections through technology.

\*Both authors contributed equally to this research.

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

*CSCW Companion '24, November 9–13, 2024, San Jose, Costa Rica.*

© 2024 Copyright held by the owner/author(s).

ACM ISBN 979-8-4007-1114-5/24/11

<https://doi.org/10.1145/3678884.3681833>

## CCS Concepts

• **Human-centered computing** → **Collaborative and social computing.**

## Keywords

positive social technology; social computing

## ACM Reference Format:

JaeWon Kim, Lindsay Popowski, Anna Fang, Cassidy Pyle, Guo Freeman, Ryan M. Kelly, Angela Y. Lee, Fannie Liu, Angela D. R. Smith, Alexandra To, and Amy X. Zhang. 2024. Envisioning New Futures of Positive Social Technology: Beyond Paradigms of Fixing, Protecting, and Preventing. In *Companion of the 2024 Computer-Supported Cooperative Work and Social Computing (CSCW Companion '24), November 9–13, 2024, San Jose, Costa Rica*. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/3678884.3681833>

## 1 Introduction

Much of social computing research today primarily focuses on addressing the flaws of current platforms, particularly in social media. However, this often limits exploring new, potentially more beneficial socio-technical systems. Indeed, today's research interventions are often confined within the bounds of platforms like Facebook and Instagram [14–16, 30], as opposed to pioneering new models, such as in research prototypes from two decades ago [27]. Furthermore, legislative approaches focus reactively on addressing problems on specific, existing platforms rather than proactively considering new possibilities [6, 7, 32, 40] for the future of social technologies, furthering the view of social media as a fixed entity.

While prevention is important, focusing on positive and healthy potentials is equally important. We draw inspiration from positive psychology [39], which arose from the understanding that people

seek more than just relief from suffering; they aspire to live meaningful, fulfilling lives, nurturing their best qualities and enriching their experiences of love, work, and play [38]. Decades of research in positive psychology have demonstrated that enhancing positive affect or life satisfaction is not merely about removing negative affect [36].

Similar opportunities for positive impact are emerging in social computing research. To illustrate this, we consider social media as a representative example. Much research has understandably focused on addressing issues such as problematic social media use [8, 19, 29, 31, 35, 43–45], the adverse effects of social media on mental health [5, 17, 19–21, 29, 31, 35, 44], the effect of misinformation/disinformation on political dynamics [41, 46], and the implications of privacy violations [1, 2, 18, 33, 47, 51]. However, an additional, complementary approach allows us to more comprehensively address social media's core potential: fostering and amplifying human flourishing, or "*living within an optimal range of human functioning, one that connotes goodness, generativity, growth, and resilience,*" [9] through the cultivation of positive emotions, engagement, relationships, meaning, purpose, and accomplishments, following the PERMA model of well-being [37]. To truly harness social media as technology centered on human flourishing, our research, design, and development must prioritize and be sensitive to both inter- and intra-personal growth and needs. We see great promise in integrating scientific knowledge and theories to make life more fulfilling into research on social technologies and in designing and creating new sociotechnical environments that better support human and societal flourishing through social interaction.

## 1.1 Positive Social Technology (Positech)

Given the historical evolution of social computing research and the rise of positive psychology, we propose *Positech* as the theme of our workshop. Positech is a *framework* that advocates for a shift in how we engage with social technology, emphasizing its potential to support and enhance human flourishing. It is characterized by focusing on the potential and opportunities for innovation and positive change that center on human flourishing rather than merely rectifying issues in humans or technology. Positech is both a framework and a set of efforts encompassing the development of technologies, legislative actions, industry initiatives, theoretical research, and meta-scientific research.

Here, we lay out the distinct guiding questions of each adjacent field to Positech.

- (A) *Positive Technology*: How can we use technology to increase emotional quality, engagement, and connectedness in personal experiences (e.g., therapy)? [3, 13, 34]
- (B) *Positive Computing*: How can we account for well-being determinants such as autonomy, competence, relatedness, compassion, engagement, and meaning at every stage of interaction design? [4]
- (C) *Asset-based Approach*: How can we build upon users' strengths and self-determination in using and engaging with technology? [49]
- (D) *Positive Social Technology (Positech)*: How are we balancing the needs for fixing and innovating social technologies in

supporting human flourishing in areas such as positive affect and meaning?

An example outcome at the intersection of these fields could include research on a proof-of-concept for a new social media platform designed to explore new possibilities for increasing human connectedness. This platform would leverage people's intrinsic motivations to empathize with others to enhance the effectiveness of peer support.

Positech is distinct from positive technology or computing, which focuses on designing technology to improve personal well-being and quality of life. While principles of positive technology and computing guide systems creation, they represent only one aspect of Positech. Positech involves not just creating technology but also driving social technology development through broader ethical and societal dialogue about technology's role. Unlike the asset-based approach, Positech does not define users' roles in technology use. It aims to maximize technology's potential in supporting universally valued aspects of human life, such as fostering connections and self-actualization, without making value judgments on individual capacities, which can vary across cultures and contexts. Positech also puts a particular emphasis on social technology.

It is important to note that within the Positech framework, we prioritize enriching interpersonal and personal experiences, viewing technology primarily as a supportive tool. While social technologies hold transformative potential for facilitating human connections, they should not replace them by default. Our goal is for technology to amplify direct human interactions and, where necessary, create new avenues for meaningful engagement. This ensures that technology *enhances rather than substitutes for meaningful and authentic human connections*, maintaining our focus on supporting the core elements of human flourishing.

## 1.2 Relevance to the CSCW Community

We recognize that within the CSCW community, there are already numerous research initiatives that embody the principles of Positech, focusing on proactively enhancing human flourishing and well-being through technology [10–12, 22–26, 28, 42, 48, 50, 52]. Our vision is not to present these ideas as new but to acknowledge and unify these scattered efforts under the Positech framework. By doing so, we aim to consolidate and amplify the impact of work that aligns with our goals:

- (1) **Beyond fixing people**, toward the goals of positive psychology such as human flourishing and well-being. This direction is in contrast to work that exclusively documents harms or seeks to effect behavior change without the intention of the user.
- (2) **Beyond fixing technology**, toward new paradigms and design patterns that prioritize positive psychology. This direction contrasts with work that aims to mitigate harms that exist on current platforms.

These directions are not entirely separate but depict two different orientations toward our goals that best represent different types of research contributions. By focusing on both immediate and broader possibilities, we envision a future where CSCW is instrumental in unlocking the full potential of social technologies

to contribute to human flourishing. However, it is crucial to acknowledge that social technology research has played a significant role in bringing us to our present understanding, and it is not the intention to diminish the value of these contributions. Rather, we call for a broader perspective that includes seeking new possibilities that would complement rather than replace current research momentum.

## 2 Organizers

**JaeWon Kim** is a PhD candidate at the University of Washington Information School. Her research focuses on understanding, designing, and building social technologies that center on meaningful social connections, especially for the youth.

**Lindsay Popowski** is a PhD candidate in the Stanford University Computer Science Department. Her research is in the field of social computing systems, with an emphasis on the design of social media. She works to design and build online spaces that facilitate unique social goals, such as strong interpersonal relationships, effort-sharing, and preserving conversational context.

**Anna Fang** is a PhD student at Carnegie Mellon University in the Human-Computer Interaction Institute, School of Computer Science. Her work is at the intersection of computational social science and mental well-being. She is predominantly interested in proactive approaches — those that are self-sustaining, self-correcting, or promote positive behaviors — for emotional and mental health, rather than retrospective handling of harm after it has occurred.

**Cassidy Pyle** is a Ph.D. Candidate at the University of Michigan School of Information. Her work examines how marginalized and stigmatized communities' interactions with and on socio-technical systems (e.g., social media, algorithms) may simultaneously afford and constrain self-expression, emotional well-being, and access to college and career opportunities.

**Guo Freeman** is an Associate Professor of Human-Centered Computing at Clemson University. Her work focuses on how interactive technologies such as digital games, live streaming, social VR, and AI shape interpersonal relationships and group behavior; and how to design safe, inclusive, and supportive social VR spaces to mitigate emergent harassment risks.

**Ryan M. Kelly** is an Associate Professor in the School of Computing Technologies at RMIT University. His research focuses on the design and evaluation of communication technologies for fostering meaningful connections and alleviating social isolation. This includes designing for sensitive settings and vulnerable user groups, such as people with chronic health conditions or older adults living in long-term institutional care.

**Angela Y. Lee** is a Ph.D. Candidate in the Department of Communication at Stanford University. Her research investigates how communication technologies affect well-being.

**Fannie Liu** is a VP Applied Research Lead on the Global Tech Applied Research AR/VR team at JPMorgan Chase & Co. Her research involves the design of novel social experiences that promote social connection, collaboration, and well-being.

**Angela D. R. Smith** is an Assistant Professor in the School of Information at the University of Texas at Austin, where she co-leads the Research on Equity, Access, and Inclusion in Technology and Society (REALITY) Lab. Her research explores the design of

socially responsible technology experiences by examining racial and cultural inequities.

**Alexandra To** is an Assistant Professor jointly appointed in the Art+Design department and the Khoury College of Computer Sciences at Northeastern University. She works in HCI, game design, critical race theory, and identity.

**Amy X. Zhang** is an Assistant Professor in the University of Washington Allen School of Computer Science and Engineering, where she leads the Social Futures Lab dedicated to reimagining social and collaborative systems to empower people and improve society. Her research areas broadly include social computing, CSCW, human-AI interaction, and HCI.

## 3 Workshop Logistics and Agenda

Our workshop at CSCW 2024 will bring together 15-30 researchers/practitioners/designers to discuss the area of Positech: aiming to envision new futures of positive social technology and strategize how to support each other's efforts. We aim to explore the overlapping fields of research that contribute to Positech, project a current landscape and future agenda, and plan how to build community and support our peers. More information on the agenda can be found on our workshop website: <https://positech-cscw-2024.github.io/>. We plan to publicize any outcome of our workshop.

## References

- [1] Zainab Agha, Karla Badillo-Urquiola, and Pamela J Wisniewski. 2023. "Strike at the Root": Co-designing Real-Time Social Media Interventions for Adolescent Online Risk Prevention. *Proc. ACM Hum.-Comput. Interact.* 7, CSCW1 (April 2023), 1–32.
- [2] Shiza Ali, Afsaneh Razi, Seunghyun Kim, Ashwaq Alsoubai, Joshua Gracie, Munmun De Choudhury, Pamela J Wisniewski, and Gianluca Stringhini. 2022. Understanding the Digital Lives of Youth: Analyzing Media Shared within Safe Versus Unsafe Private Conversations on Instagram. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* (<conf-loc>, <city>New Orleans</city>, <state>LA</state>, <country>USA</country>, </conf-loc>) (CHI '22, Article 148). Association for Computing Machinery, New York, NY, USA, 1–14.
- [3] Cristina Botella, Giuseppe Riva, Andrea Gaggioli, Brenda K Wiederhold, Mariano Alcaniz, and Rosa M Banos. 2012. The present and future of positive technologies. *Cyberpsychology, Behavior, and Social Networking* 15, 2 (2012), 78–84.
- [4] Rafael A Calvo and Dorian Peters. 2014. *Positive computing: technology for wellbeing and human potential*. MIT press.
- [5] Sophia Choukas-Bradley, Zelal Kilic, Claire D. Stout, and Savannah R. Roberts. 2023. Perfect Storms and Double-Edged Swords: Recent Advances in Research on Adolescent Social Media Use and Mental Health. *Advances in Psychiatry and Behavioral Health* 3, 1 (Sept. 2023), 149–157. <https://doi.org/10.1016/j.ypsc.2023.03.007> Publisher: Elsevier.
- [6] CONGRESS.GOV. 2023. Protecting Kids on Social Media Act.
- [7] CONGRESS.GOV. 2023. Social Media Child Protection Act.
- [8] Katie Davis, Petr Slovak, Rotem Landesman, Caroline Pitt, Abdullatif Ghajar, Jessica Lee Schleider, Saba Kaway, Andrea Guadalupe Perez Portillo, and Nicole S. Kuhn. 2023. Supporting Teens' Intentional Social Media Use Through Interaction Design: An exploratory proof-of-concept study. In *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference* (Chicago, IL, USA) (IDC '23). Association for Computing Machinery, New York, NY, USA, 322–334. <https://doi.org/10.1145/3585088.3589387>
- [9] Barbara L Fredrickson and Marcial F Losada. 2005. Positive affect and the complex dynamics of human flourishing. *American psychologist* 60, 7 (2005), 678.
- [10] Guo Freeman and Dane Acena. 2021. Hugging from a distance: Building interpersonal relationships in social virtual reality. In *Proceedings of the 2021 ACM International Conference on Interactive Media Experiences*. 84–95.
- [11] Guo Freeman, Jeffrey Bardzell, and Shaowen Bardzell. 2016. Revisiting computer-mediated intimacy: In-game marriage and dyadic gameplay in Audition. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*. 4325–4336.
- [12] Guo Freeman and Donghee Yvette Wohn. 2017. Social support in eSports: building emotional and esteem support from instrumental support interactions in a highly

- competitive environment. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. 435–447.
- [13] Andrea Gaggioli, Giuseppe Riva, Dorian Peters, and Rafael A Calvo. 2017. Positive technology, computing, and design: shaping a future in which technology promotes psychological well-being. In *Emotions and affect in human factors and human-computer interaction*. Elsevier, 477–502.
- [14] Sandra González-Bailón, David Lazer, Pablo Barberá, Meiqing Zhang, Hunt Allcott, Taylor Brown, Adriana Crespo-Tenorio, Deen Freelon, Matthew Gentzkow, Andrew M. Guess, Shanto Iyengar, Young Mie Kim, Neil Malhotra, Devra Moehler, Brendan Nyhan, Jennifer Pan, Carlos Velasco Rivera, Jaime Settle, Emily Thorson, Rebekah Tromble, Arjun Wilkins, Magdalena Wojcieszak, Chad Kiewiet de Jonge, Annie Franco, Winter Mason, Natalie Jomini Stroud, and Joshua A. Tucker. 2023. Asymmetric ideological segregation in exposure to political news on Facebook. *Science* 381, 6656 (2023), 392–398. <https://doi.org/10.1126/science.ade7138> arXiv:<https://www.science.org/doi/pdf/10.1126/science.ade7138>
- [15] Andrew M. Guess, Neil Malhotra, Jennifer Pan, Pablo Barberá, Hunt Allcott, Taylor Brown, Adriana Crespo-Tenorio, Drew Dimmery, Deen Freelon, Matthew Gentzkow, Sandra González-Bailón, Edward Kennedy, Young Mie Kim, David Lazer, Devra Moehler, Brendan Nyhan, Carlos Velasco Rivera, Jaime Settle, Daniel Robert Thomas, Emily Thorson, Rebekah Tromble, Arjun Wilkins, Magdalena Wojcieszak, Beixian Xiong, Chad Kiewiet de Jonge, Annie Franco, Winter Mason, Natalie Jomini Stroud, and Joshua A. Tucker. 2023. How do social media feed algorithms affect attitudes and behavior in an election campaign? *Science* 381, 6656 (2023), 398–404. <https://doi.org/10.1126/science.abp9364> arXiv:<https://www.science.org/doi/pdf/10.1126/science.abp9364>
- [16] Andrew M. Guess, Neil Malhotra, Jennifer Pan, Pablo Barberá, Hunt Allcott, Taylor Brown, Adriana Crespo-Tenorio, Drew Dimmery, Deen Freelon, Matthew Gentzkow, Sandra González-Bailón, Edward Kennedy, Young Mie Kim, David Lazer, Devra Moehler, Brendan Nyhan, Carlos Velasco Rivera, Jaime Settle, Daniel Robert Thomas, Emily Thorson, Rebekah Tromble, Arjun Wilkins, Magdalena Wojcieszak, Beixian Xiong, Chad Kiewiet de Jonge, Annie Franco, Winter Mason, Natalie Jomini Stroud, and Joshua A. Tucker. 2023. Reshares on social media amplify political news but do not detectably affect beliefs or opinions. *Science* 381, 6656 (2023), 404–408. <https://doi.org/10.1126/science.add8424> arXiv:<https://www.science.org/doi/pdf/10.1126/science.add8424>
- [17] Jessica L Hamilton, Jacqueline Nesi, and Sophia Choukas-Bradley. 2022. Reexamining social media and socioemotional well-being among adolescents through the lens of the COVID-19 pandemic: A theoretical review and directions for future research. *Perspectives on Psychological Science* 17, 3 (2022), 662–679.
- [18] Eszter Hargittai and Alice Marwick. 2016. “What can I really do?” Explaining the privacy paradox with online apathy. *International journal of communication* 10 (2016), 21.
- [19] Mizuko Ito, Candice Odgers, Stephen Schueller, Jennifer Cabrera, Evan Conaway, Remy Cross, and Maya Hernandez. 2020. Social media and youth wellbeing: What we know and where we could go. *Connected Learning Alliance* (2020).
- [20] Michaeline Jensen, Madeleine J George, Michael R Russell, and Candice L Odgers. 2019. Young adolescents’ digital technology use and mental health symptoms: Little evidence of longitudinal or daily linkages. *Clinical Psychological Science* 7, 6 (2019), 1416–1433.
- [21] Betül Keles, Niall McCrae, and Annmarie Grealish. 2020. A systematic review: the influence of social media on depression, anxiety and psychological distress in adolescents. *International journal of adolescence and youth* 25, 1 (2020), 79–93.
- [22] Lingyuan Li, Guo Freeman, and Bart Knijnenburg. 2024. Beyond Just Money Transactions: How Digital P2P Payments (Re) shape Existing Offline Interpersonal Relationships. *Proceedings of the ACM on Human-Computer Interaction* 8, CSCW1 (2024), 1–36.
- [23] Lingyuan Li, Guo Freeman, Kelsea Schulenberg, and Dane Acena. 2023. “We Cried on Each Other’s Shoulders”: How LGBTQ+ Individuals Experience Social Support in Social Virtual Reality. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. 1–16.
- [24] Lingyuan Li, Guo Freeman, and Donghee Yvette Wohn. 2021. The interplay of financial exchanges and offline interpersonal relationships through digital peer-to-peer payments. *Telematics and Informatics* 63 (2021), 101671.
- [25] Fannie Liu, Chunjong Park, Yu Jiang Tham, Tsung-Yu Tsai, Laura Dabbish, Geoff Kaufman, and Andrés Monroy-Hernández. 2021. Significant otter: Understanding the role of biosignals in communication. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*. 1–15.
- [26] Divine Maloney and Guo Freeman. 2020. Falling asleep together: What makes activities in social virtual reality meaningful to users. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*. 510–521.
- [27] Bradley N Miller, Istvan Albert, Shyong K Lam, Joseph A Konstan, and John Riedl. 2003. MovieLens unplugged: experiences with an occasionally connected recommender system. In *Proceedings of the 8th international conference on Intelligent user interfaces*. 263–266.
- [28] Geoff Musick, Guo Freeman, and Nathan J McNeese. 2021. Gaming as family time: Digital game co-play in modern parent-child relationships. *Proceedings of the ACM on Human-Computer Interaction* 5, CHI PLAY (2021), 1–25.
- [29] Jacqueline Nesi. 2020. The impact of social media on youth mental health: challenges and opportunities. *North Carolina medical journal* 81, 2 (2020), 116–121.
- [30] Brendan Nyhan, Jaime Settle, Emily Thorson, Magdalena Wojcieszak, Pablo Barberá, Annie Y Chen, Hunt Allcott, Taylor Brown, Adriana Crespo-Tenorio, Drew Dimmery, et al. 2023. Like-minded sources on Facebook are prevalent but not polarizing. *Nature* 620, 7972 (2023), 137–144.
- [31] Candice L Odgers and Michaeline R Jensen. 2020. Annual research review: Adolescent mental health in the digital age: Facts, fears, and future directions. *Journal of Child Psychology and Psychiatry* 61, 3 (2020), 336–348.
- [32] National Conference of State Legislatures (NCSL). [n. d.]. Social Media and Children 2023 Legislation. <https://www.ncsl.org/technology-and-communication/social-media-and-children-2023-legislation>. Accessed: 2024-4-20.
- [33] Afsaneh Razi, Zainab Agha, Neeraj Chatlani, and Pamela Wisniewski. 2020. Privacy challenges for adolescents as a vulnerable population. In *Networked Privacy Workshop of the 2020 CHI Conference on Human Factors in Computing Systems*.
- [34] Giuseppe Riva, Rosa M Baños, Cristina Botella, Brenda K Wiederhold, and Andrea Gaggioli. 2012. Positive technology: using interactive technologies to promote positive functioning. *Cyberpsychology, Behavior, and Social Networking* 15, 2 (2012), 69–77.
- [35] Arianna Sala, Lorenzo Porcaro, and Emilia Gómez. 2024. Social Media Use and adolescents’ mental health and well-being: An umbrella review. *Computers in Human Behavior Reports* 14 (2024), 100404.
- [36] Martin EP Seligman. 2002. *Authentic happiness: Using the new positive psychology to realize your potential for lasting fulfillment*. Simon and Schuster.
- [37] Martin EP Seligman. 2011. *Flourish: A visionary new understanding of happiness and well-being*. Simon and Schuster.
- [38] Martin EP Seligman. 2019. Positive psychology: A personal history. *Annual review of clinical psychology* 15 (2019), 1–23.
- [39] Martin EP Seligman and Mihaly Csikszentmihalyi. 2000. *Positive psychology: An introduction*. Vol. 55. American Psychological Association.
- [40] Senator Nancy Skinner. [n. d.]. Sen. Skinner Introduces Landmark Bill to Protect Youth from Social Media Addiction. <https://sd09.senate.ca.gov/news/20240129-sen-skinner-introduces-landmark-bill-protect-youth-social-media-addiction>. Accessed: 2024-4-20.
- [41] Victor Suarez-Lledo, Javier Alvarez-Galvez, et al. 2021. Prevalence of health misinformation on social media: systematic review. *Journal of medical Internet research* 23, 1 (2021), e17187.
- [42] Alexandra To, Angela DR Smith, Dilruba Showkat, Adinawa Adjagbodjou, and Christina Harrington. 2023. Flourishing in the Everyday: Moving Beyond Damage-Centered Design in HCI for BIPOC Communities. In *Proceedings of the 2023 ACM Designing Interactive Systems Conference*. 917–933.
- [43] Jonathan A Tran, Katie S Yang, Katie Davis, and Alexis Hiniker. 2019. Modeling the engagement-disengagement cycle of compulsive phone use. In *Proceedings of the 2019 CHI conference on human factors in computing systems*. 1–14.
- [44] Patti M Valkenburg, Ine Beyens, Adrian Meier, and Mariek MP Vanden Abeele. 2022. Advancing our understanding of the associations between social media use and well-being. , 101357 pages.
- [45] Amber Van Der Wal, Patti M. Valkenburg, and Irene Ingeborg Van Driel. [n. d.]. In Their Own Words: How Adolescents Differ in Their Social Media Use and How it Affects Them. <https://doi.org/10.31234/osf.io/mvrpn>
- [46] Yuxi Wang, Martin McKee, Aleksandra Torbica, and David Stuckler. 2019. Systematic literature review on the spread of health-related misinformation on social media. *Social science & medicine* 240 (2019), 112552.
- [47] Pamela J. Wisniewski, Jessica Vitak, and Heidi Hartikainen. 2022. Privacy in Adolescence. In *Modern Socio-Technical Perspectives on Privacy*. Springer International Publishing.
- [48] Donghee Yvette Wohn, Guo Freeman, and Caitlin McLaughlin. 2018. Explaining viewers’ emotional, instrumental, and financial support provision for live streamers. In *Proceedings of the 2018 CHI conference on human factors in computing systems*. 1–13.
- [49] Marisol Wong-Villacres, Aakash Gautam, Wendy Roldan, Lucy Pei, Jessa Dickinson, Azra Ismail, Betsy DiSalvo, Neha Kumar, Tammy Clegg, Sheena Erete, et al. 2020. From needs to strengths: Operationalizing an assets-based design of technology. In *Companion Publication of the 2020 Conference on Computer Supported Cooperative Work and Social Computing*. 527–535.
- [50] Lei Zhang, Tianying Chen, Olivia Seow, Tim Chong, Sven Kratz, Yu Jiang Tham, Andrés Monroy-Hernández, Rajan Vaish, and Fannie Liu. 2022. Auggie: Encouraging Effortful Communication through Handcrafted Digital Experiences. *Proceedings of the ACM on Human-Computer Interaction* 6, CSCW2 (2022), 1–25.
- [51] Dorothy Zhao, Mikako Inaba, and Andrés Monroy-Hernández. 2022. Understanding Teenage Perceptions and Configurations of Privacy on Instagram. *Proceedings of the ACM on Human-Computer Interaction* 6, CSCW2 (2022), 1–28.
- [52] Doug Zytko, Guo Freeman, Sukeshini A Grandhi, Susan C Herring, and Quentin Jones. 2015. Enhancing evaluation of potential dates online through paired collaborative activities. In *Proceedings of the 18th ACM conference on computer supported cooperative work & social computing*. 1849–1859.