

**Table 1. A non-exhaustive list of theories relating to human-computer interactions**

<b>Theory</b>	<b>Definition</b>
Anthropomorphism theory (Adam et al. 2021; Van Pinxteren et al. 2020)	The anthropomorphism theory describes the tendency to imbue real or imagined behavior of nonhuman agents with humanlike characteristics, motivations, intentions or emotions.
Affordance theory (or theory of affordance) (Rutschi and Dibbern 2020; Stoeckli et al. 2020)	The affordance theory suggests that the perception of the environment can lead to specific courses of action. Affordances or clues in the environment indicate possibilities for action, that would not require sensory processing.
Assemblage theory (Jiménez-Barreto et al. 2021)	The assemblage theory asserts that, within a body, the relationships of component parts are not stable and fixed; rather, they can be displaced and replaced within and among other bodies, thus approaching systems through relations of exteriority.
Behavioral reasoning theory (Lalicic and Weismayer 2021)	The behavioral reasoning theory suggests that reasons serve as important linkages between the individuals' beliefs, global motives (e.g., attitudes, subjective norms, and perceived control), intentions, and behaviors.
Cognitive fit theory (Chen et al. 2021)	The cognitive fit theory proposes that the connection between the task and the information presentation format can have an effect on the individual users' task performance.
Commitment-consistency theory (Adam et al. 2021)	The commitment-consistency theory suggests that individuals strive to be consistent in their words and actions.
Communication accommodation theory (Zhang et al. 2021)	The communication accommodation theory seeks to explain and predict why, when, and how people adjust communicative behavior during social interactions. This theory seeks to clarify which consequences may result from those adjustments.
Contingency theory (Leung and Wen 2020)	The contingency theory suggests that performance is a consequence of the fit between several factors including the structure, people, technology, strategy, and culture. This theory claims that there is no best way to do things. The optimal course of action is contingent (dependent) upon internal and external situations.
Diffusion of innovations theory (Kushwaha et al. 2021; Mostafa and Kasamani 2021)	The diffusion of innovations theory seeks to explain how, why, and at what rate new ideas and technology spread. The diffusion occurs when users communicate about innovations with other individuals.
Expectancy theory (or Expectancy theory of motivation) (Chopra 2019)	The expectancy theory (or expectancy theory of motivation) proposes that an individual will behave or act in a certain way because they are motivated to opt for specific behaviors (over others) as they can predict the result of their chosen behavior.
Expectation violation theory (Crolie et al. 2021)	The expectancy violations theory (EVT) is a theory of communication that analyzes how individuals respond to unanticipated violations of social norms and expectations.

Flow model for the computer-mediated environment  (Kushwaha et al. 2021)	The flow model for the computer-mediated environment suggests that the fitness of task (i.e., the difference between challenges and skills), perceived control, and cognitive spontaneity (“playfulness”) are the antecedents of flow. Flow itself is measured through the constructs of enjoyment and concentration. The consequences of the flow model focus on the process, increased learning, and increased creativity.
Functionalist theory (of emotion)  (Crolic et al. 2021)	The functionalist theory suggests that emotional experiences and expressions are influenced by personal characteristics (including biological factors, learning history), the emotion-eliciting event, and social contexts.
Human computer interaction theory / Human machine communication theory  (Lewis et al. 2019; Wilkinson et al. 2021)	The human–computer interaction theory focuses on the interfaces between individuals (users) and computers.
Information systems success model  (Kushwaha et al. 2021)	The information systems success model seeks to identify, describe, and explain the relationships among six of the most critical dimensions of success along which information systems are commonly evaluated, including information quality, system quality, service quality, usage intentions, user satisfaction and net system benefits.
Politeness theory  (Dippold et al. 2020)	The politeness theory is a theory that appeared within the framework relating to the pragmatic approach in linguistics. According to this theory, interlocutors would create the right environment, and adopt appropriate strategies that facilitate effective communications.
Self-determination theory  (Jiménez-Barreto et al. 2021)	The self-determination theory suggests that people are motivated to grow and change by three innate and universal psychological needs. This theory posits that individuals are able to become self-determined when their needs for competence, connection, and autonomy are fulfilled.
Situational theory of problem solving (Cheng and Jiang 2020)	The situational theory of problem-solving attempts to explain why and how individuals communicate during problematic situations.
Situational theory of publics (Cheng and Jiang 2020)	The situational theory of the publics is used to clarify why and to what extent individuals engage (in an active manner) or stay passive during information acquisition-related behaviors.
Social cognitive theory  (Chong et al. 2021)	The social cognitive theory suggests that the individual's knowledge can be enhanced by observing others within the context of social interactions, experiences, and from outside media influences.
Social presence theory  (Grimes et al. 2020; Leung and Wen 2020; McLean et al. 2020)	The social presence theory suggests that the "sense of being with one another" is influenced by digital interfaces in human-computer interactions.
Social response theory  (Adam et al. 2021)	The social response theory clarifies that social cues may arouse the users’ responses to information technology. It suggests that individuals are inclined to treat computers as social actors

	(rather than as media), even though they are well aware that they do not possess feelings, identities, or human motivations.
Structural role theory (Seering et al. 2018)	The structural role theory suggests that subjects (like bots) behave in specified, structured ways to achieve certain goals within a space.
Technology acceptance model (Kasilingam 2020; Mostafa and Kasamani 2021)	The technology acceptance model posits that the individuals' perceptions about the ease of use as well as their perceptions about the usefulness of technologies would determine their acceptance or rejection.
Theory of conversation (Moriuchi et al. 2021)	The conversation theory is a cybernetic and dialectic framework that describes the motivation that drives humans to both maintain their current resources and to search for new resources.
Theory of planned behavior (Brachten et al. 2021; Ciechanowski et al. 2019)	The theory of planned behavior is a psychological theory that links beliefs to behavior. This theory maintains that three core components, namely, attitude, subjective norms, and perceived behavioral control, will predict the individuals' behavioral intentions.
Theory of reasoned action (Huang and Kao 2021)	The theory of reasoned action suggests that the individuals' intention to perform certain behaviors is a function of their attitudes toward the behavior and of their subjective norms (this theory anticipated the theory of planned behavior).
Trust commitment theory (Kushwaha et al. 2021)	The trust-commitment theory suggests that trust and commitment, are important factors for a successful relationship.
Unified theory of acceptance and use of technology (Mostafa and Kasamani 2021)	The unified theory of acceptance and use of technology is an extension of the technology acceptance model. It suggests that the individuals' performance expectancy (i.e. synonymous with perceived usefulness), effort expectancy (i.e. similar to perceived ease of use), social influences (i.e. related to subjective norms) and facilitating conditions would have a significant effect on their intentions to use technology.
Uses and gratifications theory (Cheng and Jiang 2020; Rese 2020).	The uses and gratifications theory is utilized to explore why and how people use specific media to satisfy their needs for entertainment.