

Generative AI in User-Generated Content

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Generative AI (Gen-AI) is rapidly changing the landscape of User-Generated Content (UGC) on social media. AI tools for generating text, images, and videos, such as Large-Language Models (LLM), image generation AI, AI-powered video material tools, and deep fake technologies, are accelerating creators in obtaining content ideas, drafting outlines, and streamlining creative workflows. The capabilities of Gen-AI could introduce new opportunities to lower the bar and accelerate the pace of content creation for grassroots creators, thereby expanding the volume of AI-generated UGC on social media. However, we lack the necessary understanding of how the wide deployment of such technologies will impact the social media ecosystem. The introduction of Gen-AI can lead to both opportunities and potential challenges among different creator communities, requiring collaboration from both academia and industry. This workshop seeks to bring together experts working on relevant topics of Gen-AI and UGC, to roadmap research on important issues boldly and responsibly.

CCS Concepts: • **Human-centered computing** → **Collaborative and social computing**.

1 INTRODUCTION

The past few years have seen numerous exciting developments and a variety of applications for Generative AI (Gen-AI). These advancements are powered by foundational models trained on vast datasets, making them adaptable to a wide array of tasks [7, 41]. With minimal instructions, these models can generate text [38, 48], images [46, 64], and even videos [27, 54]. Some are indistinguishable from content created by humans. Research has shown that Gen-AI can write programming code, jokes, and even college-level essays [48]. Gen-AI systems also possess the capability to make medical diagnoses and explain intricate scientific concepts [18].

These powerful models are accessible to the general public. People can engage with chatbots driven by large language models like ChatGPT or utilize Gen-AI technologies incorporated into commonly used products [45]. For instance, Google recently revealed that its chatbot, Bard, will be integrated into several popular Google applications, including Google Docs and Drive. We can now observe content that is either entirely or partially AI-generated [10, 39]. Social media platforms, especially ones featuring User-Generated Content, have been significantly affected by the trend of generating content with AI. Seeking a deeper understanding of the potential benefits and risks of Gen-AI [7] on UGC platforms requires expertise from HCI and AI practitioners across industry and academia.

Employing Gen-AI technologies to produce, enhance, or process UGC aligns with the evolving culture of social media. Gen-AI could cause a paradigm shift from social media platforms dominated by UGC to an online space increasingly filled with fully AI-generated content or content created with AI's assistance. On the positive side, Gen-AI can craft more

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53 human-like chatbots, generate realistic images, streamline scripting and content editing, and produce human-like videos
54 without the need for real actors. However, these advancements come with risks, including the spread of misinformation,
55 potential for biased or misleading responses, threats to privacy through impersonation, and the possibility of inequity
56 for marginalized communities. The inherent nature of UGC, marked by its open access, non-professional production,
57 and rapid online dissemination [42], could be shifted by the capabilities of Gen-AI and brings unique interaction
58 and communication challenges to social media platforms. Given the new changes introduced by Gen-AI for creators,
59 users, communities, and platforms, it is imperative for HCI researchers to explore research opportunities and identify
60 pathways to address potential problems Gen-AI may pose within the UGC ecosystem.
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63 Through this workshop, we aim to delve into the opportunities and challenges Gen-AI presents within the realm of
64 UGC on social media. This workshop explores the current status of this shifting paradigm, and the social, legal, ethical,
65 and practical implications of such usage and what generative AI means for this application domain [1, 15, 17], in order to
66 search for best practices under such context. Building on the synergy of our previous CHI'23 workshops [41, 43], we are
67 extending an invitation to HCI and ML practitioners from both academia and industry to discuss the new opportunities
68 and challenges brought by AI-generated content on social media, to explore its impact on communication, creators,
69 consumers, online communities, and social media platforms. The outcome of this workshop will establish a research
70 roadmap and catalyze collaborations in new research initiatives.
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76 2 GENERATIVE AI IN USER-GENERATED CONTENT 77

78 User-Generated Content (UGC) is derived from individuals who voluntarily share information or media, making
79 it accessible to other users [34]. Naab et al. established three criteria for UGC: it requires a significant individual
80 contribution; it must be publicly accessible; and it should not emerge from professional contexts or practices [42]. UGC
81 is a crucial medium that empowers users to voice their perspectives and engage with others by disseminating different
82 forms of information [40]. Social media platforms like YouTube, Facebook, Instagram, and TikTok have magnified
83 the reach of UGC, allowing non-professionals to create and share their content, thereby significantly augmenting
84 the breadth of content available on the internet. Moreover, personalized recommendation algorithms have enhanced
85 user experiences by delivering user and context related posts [37]. To protect users, content moderation is essential to
86 eliminate problematic content, such as harassment, violence, and misinformation [20].
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89 Recent Gen-AI technologies, such as ChatGPT, Midjourney, Google Bard, DALL-E, and Synthesia, have been adopted
90 for UGC creation, introducing new dynamics to the social media ecosystem. In the realm of HCI, Gen-AI has found
91 applications in text editing [19, 21], generating synthetic responses for HCI experiments [25], and creating personas
92 [44]. However, the role of Gen-AI in the context of user-generated social media content remains largely under-explored.
93 The use of Gen-AI in UGC can be considered as a form of "AI-mediated communication" [26], a term coined by Hancock
94 et al., wherein computational agents act on behalf of creators by modifying, enhancing, or generating content to achieve
95 communication or interpersonal objectives. Example use cases include marketing campaigns created using LLM [14],
96 generating or editing images or short videos from written instructions [46, 56, 64], and producing videos from brief
97 descriptions [4]. With the rapid proliferation of Gen-AI within creator communities, where many non-professional
98 users are producing AI-generated articles, images, and videos, researchers in HCI, ML, and social media must assess its
99 impact on social media content, creators, consumers, online communities, and UGC platforms [3].
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3 CHALLENGES AND OPPORTUNITIES FOR GEN-AI IN USER GENERATED CONTENT

Characterize AI-generated content. The burgeoning field of Gen-AI continues to draw significant attention from both academia and industry. Recent advancements in Gen-AI have achieved automated techniques for crafting text [38, 48], images [8, 46, 64], music [16, 29], code [61], and videos [27, 54]. Social media is known for spreading AI-generated content. For example, a 2016 study unveiled that between 9% and 15% of active Twitter accounts were identified as chatbots [58]. The development of Gen-AI brought more powerful technology to this application domain. Users use Chat-GPT to create attention-grabbing Twitter headlines ¹; Instagram now provides restyling tools that alter image backgrounds or apply artistic filters ²; AI virtual YouTubers whose videos are entirely AI-generated start to emerge on the platform ³[59]. At the same time, the rise of deepfakes in social media and journalism has escalated concerns regarding their potential to generate misinformation [55, 62]. With the proliferation of AI-generated or AI-augmented content, HCI practitioners must anticipate a surge in such content. This underscores the urgency to characterize the UGC crafted by AI and the AI methods behind its creation. Given the risks associated with the malicious use of AI in generating deceptive content such as misinformation and fake news [65], it becomes imperative to develop and refine HCI methodologies for analyzing, auditing, and flagging such content.

How does Gen-AI impact content creators? The open and free access to UGC platforms enables anyone to produce content, thereby significantly amplifying the volume of social media content [9]. The incorporation of Gen-AI holds the potential to further inspire creativity and streamline the content creation process. For instance, AI tools can help users plan, structure and reflect on their writing process [13]. Creators can make AI-generated images through simple text prompts [60, 64]. AI empowers TikTok users to utilize augmented reality effects without the necessity to craft assets from scratch [56]. Text-to-video tools allow creators to generate realistic motions with text input [46]. Deepfake technologies can produce learning videos without the need for scripting and video shooting [6, 11]. Yet the influence of Gen-AI on the creative process, creative output, creative roles, human-AI collaboration in content creation, ethics and responsibility in AI creation, and the evaluation of creative work warrant further exploration [12]. Furthermore, the interaction between Gen-AI usage and the monetary incentive behind content creation [22, 28, 33], as well as the impact of AI-generated content on creators' ability to generate income, is another topic of discussion.

How does AI-generated content influence social media users? Engagement and trust in user-generated content are essential for users' social media experiences [43, 57]. While Gen-AI facilitates content production, it might produce low-quality or deceptive content that reduces user engagement and hampers trust in the platform [30]. For instance, LLM tools possess disadvantages such as a lack of empathy, potential for bias and inaccuracies, limited context awareness, difficulties in scaling, and the need for human oversight [5]. Previous studies suggest that individuals might lack the skills [31] and willingness to identify AI-generated fake content, despite the evident risks and harm to users [52]. Understanding how people perceive genuine versus AI-augmented content is also a crucial topic [63]. Conversely, recognizing the value of AI-generated content for social media users is imperative. For instance, a resourceful chatbot can function as a virtual companion, intelligent agent, or task-focused assistant [24]. Self-modelling with deepfakes can enhance the performance of physical exercises in video-based learning [11]. We need a profound understanding of how the increasing prevalence of AI-generated content affects the safety and trust of UGC consumers. Additionally, it is essential to discern the potential value that Gen-AI content can offer users.

¹<https://aicontentfy.com/en/blog/how-chatgpt-can-assist-with-creating-more-effective-content-for-twitter>

²<https://www.engadget.com/generative-ai-image-editing-is-coming-to-instagram-183711111.html>

³<https://www.japantimes.co.jp/life/2022/12/29/digital/kizuna-ai-vtubers/>

How does Gen-AI impact online communities, especially disadvantaged groups? The proliferation of UGC has facilitated the formation of diverse communities on social media around shared interests and identities [23, 49, 51]. Particularly for disadvantaged and underrepresented groups, UGC platforms offer a means to connect with peers, establish social circles, and strengthen their identities [36, 53]. The emergence of AI as a tool for content creation has introduced AI entities as new members within these communities. An AI-powered chatbot can act roles such as antagonist, archivist, authority figure, dependent, clown, social organizer, or storyteller within social media communities [50]. AI has also been employed to interpret image content for visually impaired users [35]. Nonetheless, potential biases, discrimination, and the inaccessibility of AI tools can compromise the fairness of social media platforms. As an example, ChatGPT has been found susceptible to several biases, including those related to gender, race, culture, language, and ideology [47]. The question of whose values are represented by generative AI systems trained on large collections of data needs to be solved to ensure equity and inclusion [32]. As such, understanding how AI might introduce new disparities for disadvantaged social media communities and devising strategies to alleviate these risks are imperative.

How does UGC platforms curate AI-generated content? Over the past decade, recommender systems have profoundly reshaped the landscape of social media platforms by providing personalized content [37]. Major platforms like Facebook, Twitter, YouTube, and TikTok have employed curation algorithms to sort, filter, and enhance user feeds. In addition, to counter problematic content, algorithms for moderation have been put in place to scrutinize, assess, and manage UGC in line with community guidelines and policies [20]. The challenge of how to index and prioritize AI-generated UGC remains unresolved. Such content has the potential to manipulate recommendation algorithms into assigning it higher rankings. As Gen-AI may produce content that can mislead users or propagate misinformation, there is a pressing need to devise novel content moderation strategies to address these emerging challenges.

4 TOPICS AND THEMES

Content	<ul style="list-style-type: none"> • What types of user-generated content can make use of generative AI and how? • How can methods be used to study AI-generated content? How can HCI methods such as user studies, content analysis, auditing, etc., be applied in studying Gen-AI content? • How can generative AI be misused, especially regarding critical issues such as misinformation, plagiarism, online radicalization, and others?
Creator	<ul style="list-style-type: none"> • How will AI-generated content impact content creators? • How does AI-generated content influence creative process? • How does content creators collaborate with Gen-AI? • How will AI-generated content affect the ability of traditional creators to monetize effectively?
Consumer	<ul style="list-style-type: none"> • How does the increasing amount of AI-generated content impact consumers? • What values can AI-generated content bring to social media users? • How does AI influence people's trust in the content credibility?
Community	<ul style="list-style-type: none"> • How can generative AI impact disadvantaged communities? • Does GenAI lead to new inequities for disadvantaged groups? • How can the risks to disadvantaged communities be mitigated?
Platform	<ul style="list-style-type: none"> • How may Gen-AI impact the social media ecosystem when applied to user-generated content? • How should the platform index and curate AI-generated content? • Given the risks that generative AI may present, how does this impact moderation needs?

Table 1. Topics and Themes

209 Reflecting on the new opportunities and challenges mentioned above, we aim to gather approximately 15-30 scholars
210 and practitioners in a hybrid format to discuss the application of Gen-AI in content creation and its impact from diverse
211 perspectives. The organizers of this workshop have previously organized the CHI'23 workshops on *credibility, trust,*
212 *and safety on video-sharing platforms* [43] and on *generative AI and HCI* [41]. This workshop will be a continuation and
213 expansion of the discussion, further delving into the roles of Gen-AI in content creation. We hope to attract audiences
214 from both academia and industry, comprising experts who play various roles – such as policymakers, content creators
215 and consumers, machine learning practitioners, moderators, and others – in the Gen-AI and content creation ecosystem.
216 Specifically, a list of tentative research directions to be addressed in our workshop encompasses content, creators,
217 consumers, communities, and platforms [3] in Table 1.
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221 5 ORGANIZERS

222 **Yiqing Hua** is a software engineer at YouTube. Her current work focuses on racial justice, equity and product inclusion
223 on YouTube. She received her PhD from Cornell in 2022. Her PhD research lies in the intersection of social computing
224 and security and privacy. Her work focuses on characterizing threats to online trust and safety, and enabling abuse
225 mitigation in privacy-sensitive environments.
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228 **Shuo Niu** is an assistant professor of Computer Science at Clark University. He investigates collaborative and
229 community activities on video-sharing platforms like YouTube and TikTok. His research delves into vast video data sets
230 to scrutinize interactions with user-generated videos, as well as the underlying recommendation and AI algorithms.
231 Specifically, Niu is keen on examining the socio-technical infrastructure of video-sharing platforms and its implications
232 on mental health, misinformation, and technology design.
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234 **Jie Cai** is an assistant research professor at the College of IST, Penn State University. His primary interests focus on
235 phenomena in novel and interactive online communities in HCI and CSCW, such as gaming, shopping, and content
236 moderation. He is currently working on content moderation in live-streaming communities, focusing on understanding
237 volunteer moderators' practices to support streamers' community growth.
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239 **Lydia B. Chilton** is an assistant professor in the Computer Science Department at Columbia University. Her research
240 is in computational design - how computation and AI can help people with design, innovation, and creative problem-
241 solving. Applications include: creating media for journalism, developing technology for public libraries, improving risk
242 communication during hurricanes, helping scientists explain their work, and improving mental health in marginalized
243 communities.
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245 **Hendrik Heuer** is a senior researcher at the Institute for Information Management Bremen (ifib) and the Centre
246 for Media, Communication and Information Research (ZeMKI) at the University of Bremen. His research focuses on
247 Human-Computer Interaction and Machine Learning. Currently, he is working on ways to fight misinformation.
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249 **Zhicong Lu** is an assistant professor at the Department of Computer Science, City University of Hong Kong. His
250 interests lie at the intersection of HCI, social computing, computational social science, and machine learning, especially
251 in studying, designing, and building systems that support social interactions, to enhance trust, engagement, and
252 knowledge sharing in virtual and physical spaces. He is currently exploring how to leverage live streaming for sharing
253 knowledge and safeguarding Intangible Cultural Heritage (ICH).
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255 **Donghee Yvette Wohn** is an associate professor at NJIT and director of the Social Interaction Lab. Her research is in
256 the area of Human Computer Interaction where she studies the characteristics and consequences of social interactions
257 in online environments such as livestreaming, esports, virtual worlds/metaverse, and social media. Funded by the
258 National Science Foundation, Mozilla Foundation, and Yahoo, her main projects examine 1) content moderation, online
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261 harassment and the creation/maintenance of online safe spaces, 2) social exchange in digital economies and digital
262 patronage (creator-supporter dynamics), and 3) news consumption via social media.

263 **Nitesh Goyal** is a researcher in Responsible AI at Google Research where he leads research at the intersection of
264 creating novel tools, safety, responsibility, and managing online hate/harassment by leveraging AI. His research has
265 impacted Google Cloud, Labs, PAIR, and other parts of the Google ecosystem and beyond to improve user experience at
266 scale.
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269 **6 PRE-WORKSHOP PLANS AND PLANS TO PUBLISH PROCEEDINGS**

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271 Interested participants need to submit a statement of interest or position paper or research plan with a minimum of 2
272 pages that describes their past work or research initiatives related to generative AI and content creation. Specifically, we
273 will ask the participants to describe how their (future) research on Gen-AI involves UGC content, creators, consumers,
274 communities, and platforms. The organizers will use this information to facilitate the workshop discussion. We will
275 advertise this workshop on social media (X/Twitter, Facebook, etc.), SIGCHI and CSCW mailing lists, Discord, Slack
276 channels, and our personal and professional networks to recruit participants. We will publish the accepted submissions
277 on ArXiv as workshop proceedings for all authors who agreed to publish. Before the workshop, we will invite accepted
278 participants to a Discord channel to post announcements and coordinate workshop activities. This step also enables
279 asynchronous discussion before and after the workshop. In addition to that, authors of accepted submissions will be
280 invited to contribute to a podcast episode that we will produce to disseminate the results more widely (participation is
281 voluntary). In all of our efforts, we will prioritize diversity of perspectives and representation to make the workshop
282 diverse, inclusive, and equitable as possible. The organizers will email the participants one week before the workshop
283 to start contributing to the Miro board to facilitate discussion.
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288 **7 WORKSHOP STRUCTURE**

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290 We plan to structure the workshop into three main phases: pre-workshop preparation, a one-day workshop during the
291 CHI2024 timeframe, and optional follow-up activities. The workshop activities are designed around two primary topics:
292 examining the impact of Gen-AI on UGC and developing guidelines for Gen-AI in content creation.

293
294 The main workshop schedule can be seen in Table 2. We will open with the workshop’s motivation, schedule, and
295 introduction to the organizers. During the pre-workshop preparation, the organizers will summarize participants’
296 reflection on how Gen-AI influence the five components in Table 1 to inspire the discussion. We will also give each
297 participant 2 minutes to introduce their research.
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300 In the morning session, we will form random groups of 3 or 4 participants and inquire into the key opportunities and
301 challenges brought by Gen-AI in UGC. The organizers will provide a template Miro board to facilitate the discussion
302 (Figure 1). The first core question will ask participants to identify two or three particular types of AI-generated content
303 (e.g., AI-generated blogs, deepfake videos, etc.) that are worthy of the attention of the HCI community. Participants can
304 either choose the content from the position paper topics or add new ones during the workshop. Then, for each of these
305 content categories, we will ask participants to reflect on the opportunities and challenges such content brings to the
306 creators, consumers, communities, and platforms. This exercise will allow participants to exchange thoughts on the
307 impact of Gen-AI on user-generated content.
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310 During the afternoon session, participants will select a topic from the morning session and formulate a research
311 agenda to develop guidelines for Gen-AI in UGC. We will present various contexts, such as the implications of Gen-AI in
312 content creation and consumption, the emerging need for content moderation, designs for AI-driven content creation,

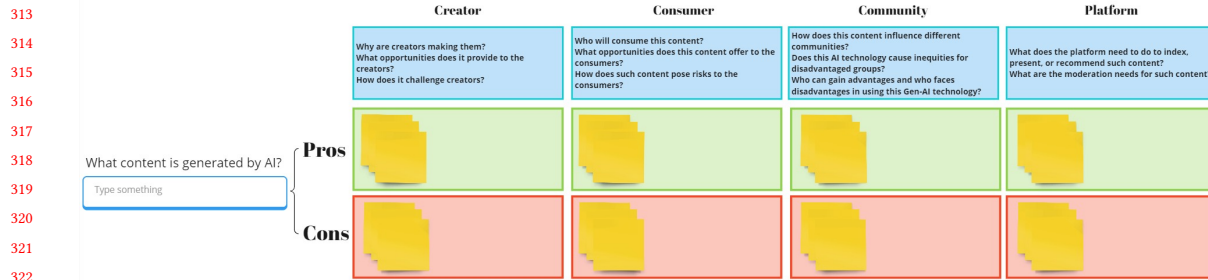


Fig. 1. An example Miro board to be used during the workshop discussion.

Time	Activity
9:00-10:00	Opening and Introductions
10:00-10:20	Coffee Break
10:20-11:30	Group Discussion 1 - Impact of Generative AI on User Generated Content
11:30-12:10	Presentation and Reflection
12:10-13:20	Lunch Break
13:20-14:30	Group Discussion 2 - Guidelines for Generative AI in Content Creation
14:30-14:50	Coffee Break
14:50-15:30	Presentation and Reflection
15:30-16:00	Closing Remarks

Table 2. Workshop schedule

and policies pertinent to both the community and platform. We will organize several breakout rooms under the theme *"Understanding Best Practices"*, with each group having 5-8 participants. The primary objective is to develop guidelines tailored for designers, regulators, users, and consumers of Gen-AI. In the breakout activity, participants will explore their chosen topics in two phases: designing a research agenda for guideline development and brainstorming potential guidelines related to Gen-AI for different stakeholders. First, participants will pick stakeholders, choose HCI research methodologies, and outline crucial factors for exploration. Then, we will use the AI design guidelines proposed by Amershi et al. [2] as a foundational template but adapt it for Gen-AI and UGC. We'll craft activities and Miro boards to encourage participants to brainstorm which guidelines might be vital initially, during interaction, when errors happen, and over time.

For participants who attend asynchronously, the organizers may facilitate separate Zoom/alternative similar platform sessions. The planned activities will identify opportunities and challenges of Generative AI in user generated content and give participants an overview of this space. The optional follow-up activities include submission of future HCI workshops, co-authoring publications, and collaborative research projects.

8 WEBSITE

We will present our call for submissions, organizer information, and workshop events, and submissions at <https://genai-in-ugc.github.io>.

9 WORKSHOP MODE

The workshop will be in hybrid mode. The workshop will be hosted in person during CHI '24. The participants will be offered an opportunity to join over Zoom/alternative similar platform and utilize breakout rooms for small group

365 discussions. We will use Miro Board to organize activities so in-person and online participants can both join the event.
366 A hybrid workshop can broaden participation since it will help eliminate the concerns over travel costs and visas. Since
367 AI-generated content on social media poses great challenges and opportunities worldwide, the hybrid format will allow
368 us to broaden global participation and encourage participation from the Global South.
369

371 **10 ASYNCHRONOUS ENGAGEMENT**

372 We will offer two options for attending the workshop asynchronously. First, all workshop materials, including accepted
373 position papers, Miro board, and Discord discussion, will be available all the time to asynchronous participants. There
374 will be links on the website for all participants to view at any time. Participants will be encouraged to make a bio card
375 on Miro to introduce themselves. Second, we will acknowledge all the participants. For participants who want to give a
376 presentation, we will allow participants to send a pre-recorded video to the organizers, and the organizers will display
377 the videos during the workshop. As an option, if a few participants cannot attend live on Zoom/alternative similar
378 platform, the organizers will facilitate separate sessions for group discussion.
379

382 **11 POST-WORKSHOP PLANS**

383 The website will run for a day. All notes and materials from the workshop will be documented, made accessible, and
384 shared on the website. We plan to summarize the knowledge and future work from the workshop with the broader HCI
385 community through blog posts, social media posts, and submissions for future workshops. The website may be reused
386 for future workshops. The Discord channel will continue for discussion and community-building after the workshop.
387

390 **12 ACCESSIBILITY**

391 We will require the authors to provide an accessible PDF of all the position papers. For online workshop attendees,
392 auto-generated captions will be enabled, and the participants will have the option to turn them on. Participants with
393 special accessibility requirements can contact the organizers. The organizers will work with the Accessibility Chair to
394 solve other accessibility issues.
395

398 **13 CALL FOR PARTICIPATION**

399 Generative AI (GenAI) is rapidly transforming the landscape of User-Generated Content (UGC) on social media in all
400 aspects. This workshop seeks to convene experts from both industry and academia to deliberate on the social, legal,
401 ethical, and practical implications of employing generative AI in content creation and to discuss best practices when
402 leveraging such technology. The workshop will be conducted in a hybrid mode. The event will be held in-person at
403 CHI '24 and will also be available on Zoom or a similar platform. To participate, you are invited to submit a two-page
404 position paper detailing your research background, your interest in Generative AI and content creation, and/or your
405 prospective related work. We are keen to understand how your research intersects with Gen-AI content, creators,
406 consumers, communities, and platforms. With your consent, your submission will be published on the workshop
407 website and ArXiv. During the workshop, we will brainstorm the impact of generative AI on content creation, as well as
408 the potential opportunities and challenges it might introduce. Subsequently, attendees will collaborate to draft design
409 guidelines for employing Gen-AI on social media. At least one author of each accepted submission must be present at
410 the workshop. All attendees must register for the workshop and for at least one day of the conference. To learn more
411 about the workshop, please visit <https://genai-in-ugc.github.io>.
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