ABSTRACT
A primary function of recommender systems is to help people make good choices and decisions. The main goal of the workshop is to discuss approaches for supporting effective and efficient human decision making in different types of recommendation scenarios.

1. OVERVIEW
Users interact with recommender systems to obtain useful information about products or services that may be of interest for them. But, while users are interacting with a recommender system to fulfill a primary task, which is usually the selection of one or more items, they are facing several other decision problems. For instance, they may be requested to select specific feature values (e.g., camera's size, zoom) as criteria for a search, or they could have to select feedback features to be critiqued in a critiquing based recommendation session, or they may need to select a repair proposal for inconsistent user preferences when interacting with a recommender. In all these scenarios, and in many others, users of recommender systems are facing decision tasks.

The complexity of decision tasks, limited cognitive resources of users, and the tendency to keep the overall decision effort as low as possible is modeled by theories that conjecture “bounded rationality”, i.e., users are exploiting decision heuristics rather than trying to take an optimal decision. Furthermore, preferences of users will likely change throughout a recommendation session, i.e., preferences are constructed in a specific decision environment and users may not fully know their preferences beforehand. Theories from decision psychology and cognitive psychology have already elaborated a number of methodological tools for explaining and predicting the user behavior in these scenarios, but recommender systems hardly integrate this knowledge in the computational model. The major goal of this workshop is to establish a platform for industry and academia to present and discuss new ideas and research results that are related to the topic of human decision making in recommender systems. The workshop is focused on the role of decision theories in advancing recommender systems research and applications. Main topics:

- Theories, algorithms and applications
  - Decision theories in recommender systems (e.g., priming, framing, and decoy effects)
  - Trust inspiring recommendation
  - Persuasive recommendation (e.g., argumentation-aware recommendation)
  - The role of emotions and personality in recommender systems
  - Detection and avoidance of decision biases
- User modeling and preference elicitation
  - Modeling user information search and decision making processes in recommender systems
  - Active approaches to preference elicitation
- User interfaces
  - User interfaces for decision making
  - Explanations in Recommender Systems
- Evaluation
  - User perceptions leading to the acceptance of recommendations
  - Empirical studies and innovative metrics of system performance

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