

Title	Description	Supervisor
1. Improving Online Discourse: Mitigating Toxicity Across Web Platforms	Recent research and media reports highlight a concerning trend in online interactions: the increasing prevalence of unfriendly, toxic, and even hateful language. This phenomenon extends beyond social networks, permeating collaborative knowledge-sharing platforms such as Wikipedia or StackOverflow. Such environments, heavily reliant on the contributions of volunteer users, are at risk as toxicity deters participation and drives users away. In light of these challenges, your task is to conduct a comprehensive literature review focused on existing and proposed strategies for reducing toxicity on online platforms. This review should encompass various mechanisms, critically analyzing their effectiveness and the broader impact they have within these digital communities. Your analysis should aim to provide a nuanced understanding of how these approaches can foster healthier, more constructive discourse across diverse online platforms, as well as what limitations and drawbacks they have. References Lowry, P. B., Zhang, J., Wang, C., & Siponen, M. (2016). Why do adults engage in cyberbullying on social media? An integration of online disinhibition and deindividuation effects with the social structure and social learning model. <i>Information Systems Research</i>, 27(4), 962–986. (https://doi.org/10.1287/isre.2016.0671) Arora, A., Nakov, P., Hardalov, M., Sarwar, S. M., Nayak, V., Dinkov, Y., Zlatkova, D., Dent, K., Bhatawdekar, A., Bouchard, G., & Augenstein, I. (2024, March). Detecting harmful content on online platforms: What platforms need vs. where research efforts go. <i>ACM Computing Surveys</i>, 56(3), Article 72. (https://doi.org/10.1145/3603399)	Jonas Bauer
2. Engagement Dynamics in User-Generated-Content Communities: Drivers and Design Implications	Sustained user participation is critical for the vitality of crowdsourced knowledge platforms. Research has examined many aspects (e.g. onboarding processes, social feedback loops, gamification, content policies, ...), yet findings are dispersed across disciplines. Undertake a systematic literature review that clusters antecedents of user engagement (e.g., intrinsic motivation, social capital, platform affordances) and extract actionable design implications for platform operators seeking to foster healthy contribution patterns. References Rode, H. (2016). To share or not to share: The effects of extrinsic and intrinsic motivations on knowledge-sharing in enterprise social media platforms. <i>Journal of Information Technology</i>, 31(2), 152–165. (https://doi.org/10.1057/jit.2016.8)	Jonas Bauer

3. Large Language Models and Human Participation on Knowledge-Sharing Platforms	Since the public release of ChatGPT and similar LLMs, many users now obtain coding fixes, explanations, or help directly from an AI instead of visiting Q&A sites, wikis, or support forums. At the same time, some contributors employ LLMs to draft answers or moderate content. Your task is to conduct a targeted literature review of empirical studies that analyze how external or built-in LLMs affect human behavior on knowledge-sharing platforms. References Sanatizadeh, A., Lu, Y., Zhao, K., & Hu, Y. (2025). Engagement or entanglement? The dual impact of generative artificial intelligence in online knowledge exchange platforms. <i>Information & Management</i>, 62(6), Article 104178. (https://doi.org/10.1016/j.im.2025.104178) Quinn, M., & Gutt, D. (2025). Heterogeneous effects of generative artificial intelligence (GenAI) on knowledge seeking in online communities. <i>Journal of Management Information Systems</i>, 42(2), 370–399. (https://doi.org/10.1080/07421222.2025.2487313)	Jonas Bauer
4. Nudges on User-Generated-Content Platforms	User-generated-content platforms increasingly rely on subtle “nudges” (e.g. prosocial reminders, default settings, timing cues, social signals) to guide behavior without imposing hard rules. Your task is to survey the empirical literature on how these nudges are designed, implemented, and evaluated, and assess their effectiveness in shaping key behaviors. Compare the nudge designs, the moments in the user journey when they are delivered, and the behavioral theories that justify them. References Zeng, Z., Dai, H., Zhang, D. J., Zhang, H., Zhang, R., Xu, Z., & Shen, Z.-J. M. (2022). The impact of social nudges on user-generated content for social network platforms. <i>Management Science</i>, 69(9), 5189–5208. (https://doi.org/10.1287/mnsc.2022.4622) Hwang, E. H., & Lee, S. (2024). A nudge to credible information as a countermeasure to misinformation: Evidence from Twitter. <i>Information Systems Research</i>, 35(4), 621–636. (https://doi.org/10.1287/isre.2021.0491)	Jonas Bauer
5. Agents in the era of LowCode/NoCode	The rise of low-code and no-code development platforms (LCDPs/NCDPs) is fundamentally reshaping the software development landscape. Not only do these platforms empower non-technical users—often referred to as “citizen developers”—to build applications independently, but they also introduce new forms of autonomous agents, such as AI-driven assistants and automation bots, that can take over or augment parts of the development and interaction processes. This shift raises important questions about human-computer interaction, the distribution of autonomy, and decision-making power within software development and business processes. To what extent are agents—whether human or algorithmic—delegated autonomy in such environments? How do interactions between human actors and digital agents evolve in LCDP-driven workflows?	Marcel-René Wepper

	Research Objective This seminar thesis aims to investigate how autonomy is redefined and redistributed in low-code/no-code environments, with a dual focus on: 1. Information Systems Development – Understanding how agent-based design and automation affect roles, responsibilities, and collaboration in application development. 2. Human-Computer Interaction (HCI) – Examining how AI-driven agents (e.g., Copilot, Power Automate, bots) support, augment, or replace human decision-making and creative input.	
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