

AI Design vs. Human Attitude, Learning, and Dependency



Invited Speaker

Raian Ali

Hamad Bin Khalifa University

Date: October 23, 2025 (Thursday)

Time: 16:00-17:00 (Hong Kong Time)

Location: 4409, Li Building, CityU

Zoom Meeting: 756 768 6492

Biography

Raian Ali is a Professor at Hamad Bin Khalifa University in Qatar, UNESCO Chair in Digital Technologies and Human Behaviour, and a Visiting Professor at Bournemouth University, UK, and the Education University of Hong Kong. He earned his PhD from the University of Trento, Italy, in 2010, and has held academic positions at the University of Limerick, Ireland, and Bournemouth University. His first degree is from Latakia University (formerly Tishreen University), Syria. Raian's research focuses on the intersection of Technology and Human Behaviour, addressing topics such as digital addiction, responsible technology use, and the impact of technology design on human well-being. He serves on the Steering Committee of the Persuasive Technology Society and the Behavioural and Social Computing Conference and sits on the editorial boards of leading journals including Behaviour and Information Technology, Journal of Responsible Technology, and Human-Centric Artificial Intelligence. He currently leads the \$3.8 million Cluster on Digital Citizenship in Qatar, overseeing six projects, more than 15 national and international partners, and a team of over 50 personnel. Raian also provides consultancy at both national and international levels.

Abstract

This talk will cover recent work, including the speaker's own research on technology and its relationship with human attitudes, behavior, and learning. The speaker will discuss the interplay between AI design and psychological factors, such as trust, risk perception, and contributions to wellbeing. The conceptualization and measurement of GenAI/LLM 'addiction' will also be examined. A case will be made for designing future GenAI and LLMs in a way that promotes conscious and human-in-control use, drawing parallels with similar initiatives related to gaming and social media proposed over the last two decades.