

# Reimagining Human-AI Social Collaboration

Lingqing Wang, Ashok K. Goel

Georgia Institute of Technology  
wanglq@gatech.edu, ashok.goel@cc.gatech.edu

## Abstract

AI increasingly mediates human social life—from daily communication and romantic partnerships to even “resurrecting” deceased loved ones. As AI’s influence on shaping human relationships and generative AI’s (GenAI) social capabilities grows, opportunities and challenges arise. In this work, we outline three roles AI could play in human-AI social collaboration and three levels of AI capabilities needed to perform various social roles effectively. We also discuss the measurement challenges and ethical risks involved. We aim to spark dialogue on designing sociotechnical systems that prioritize human social flourishing by examining AI’s role in mediating, simulating, and reshaping human social interaction.

## Introduction

AI increasingly mediates human social life—from daily communication and romantic partnerships to “resurrecting” deceased loved ones (Henrickson 2023). Behind these social interactions, AI plays an increasingly impactful role, from invisibly curating social connections (e.g., algorithmic matching) to directly acting as social entities (e.g., chatbots and virtual companions). As AI’s role in shaping human relationships and generative AI’s (GenAI) social capabilities grows, critical questions emerge: How can AI collaborate with humans to fulfill and even transcend social needs? And how might we design sustainable, adaptive systems that evolve alongside human social dynamics?

## Key Questions & Challenges

Three dimensions of Human-AI social collaboration could be investigated:

- **AI as Mediators:** Tools that invisibly guide human interactions (e.g., message drafting (Hancock, Naaman, and Levy 2020), match-making (Kakar et al. 2024), content moderation (Kou and Gui 2020)).
- **AI as Social Actors:** AI entities (e.g., chatbots or digital companions) that interact with humans by assuming roles such as partners, friends, pets, and therapists (Xygekou et al. 2023).

Copyright © 2025, Association for the Advancement of Artificial Intelligence (www.aaai.org). All rights reserved.

- **AI as Social Simulators:** GenAI systems that mimic human behavior (e.g., simulate multiple humans to approximate populated social computing systems (Park et al. 2022) or replicate human subject studies (Aher, Arriaga, and Kalai 2023)).

Crucially, social interactions are developmental and context-dependent. Static AI systems may fail to adapt to evolving human needs, necessitating frameworks for longitudinal collaboration that prioritize adaptability and shared value creation (Bernstein et al. 2023).

To implement effective social collaboration with humans, AI could possess three levels of capabilities:

- **Augmenting Human Intelligence:** Enhancing human capabilities and freeing humans from certain social cognitive loads by automating routine tasks, such as scheduling and basic exchanges of social information.
- **Social Replication:** Replicating the nuances of human social behavior by understanding and adhering to social norms. Here, the extension of established metrics from social psychology (e.g., the Social Intelligence Scale (Silvera, Martinussen, and Dahl 2001), and Riggio’s Social Skills Inventory (Riggio 2014)) might serve as benchmarks for evaluating AI’s social maturity.
- **Generating Unique Social Values:** Leveraging AI’s inherent advantages (such as endless patience and constant availability (Welge and Hassenzahl 2016)) to contribute unique social values. Just as it has transformed our understanding of physical health through data quantification, it may offer novel ways to quantify and enhance human social well-being (e.g., network vitality).

Moreover, the interaction design tensions between efficiency (e.g., algorithmic matching) and humanity (e.g., serendipity, vulnerability) should be highlighted, challenging designers to avoid reducing relationships to transactional exchanges.

## Measuring Outcomes & Ethical Risks

Current metrics for AI-mediated social success (e.g., dating app matches and LinkedIn connections) often prioritize quantity over quality. We argue for outcome measures grounded in human-centric values (e.g., depth of intimacy and resilience of support networks). Simultaneously, embedding AI into social ecosystems introduces risks, including:

- Homogenization: Over-optimization for specific metrics, such as "engagement," might neglect broader social values, like diversity (Bernstein et al. 2023).
- Dependency: Over-reliance on AI to handle emotional or social tasks could atrophy human social skills, similar to what has happened in the educational context (Zhai, Wibowo, and Li 2024).
- Values Misalignment: AI trained on biased datasets may perpetuate harmful social norms (e.g., gender and racial bias (Srinivasan and Uchino 2021)).

### Acknowledgments

This research has been supported by the US National Science Foundation through Grant #2247790 to the National AI Institute for Adult Learning and Online Education (aialoe.org) headquartered at Georgia Tech.

### References

- Aher, G. V.; Arriaga, R. I.; and Kalai, A. T. 2023. Using Large Language Models to Simulate Multiple Humans and Replicate Human Subject Studies. In *Proceedings of the 40th International Conference on Machine Learning*, 337–371. PMLR. ISSN: 2640-3498.
- Bernstein, M.; Christin, A.; Hancock, J.; Hashimoto, T.; Jia, C.; Lam, M.; Meister, N.; Persily, N.; Piccardi, T.; Saveski, M.; Tsai, J.; Ugander, J.; and Xu, C. 2023. Embedding Societal Values into Social Media Algorithms. *Journal of Online Trust and Safety*, 2(1). Number: 1.
- Hancock, J. T.; Naaman, M.; and Levy, K. 2020. AI-Mediated Communication: Definition, Research Agenda, and Ethical Considerations. *Journal of Computer-Mediated Communication*, 25(1): 89–100.
- Henrickson, L. 2023. Chatting with the dead: The hermeneutics of thanabots. *Media, Culture & Society*, 45(5): 949–966. Publisher: SAGE Publications Ltd.
- Kakar, S.; Basappa, R.; Camacho, I.; Griswold, C.; Houk, A.; Leung, C.; Tekman, M.; Westervelt, P.; Wang, Q.; and Goel, A. K. 2024. SAMI: an AI actor for fostering social interactions in online classrooms. In *International Conference on Intelligent Tutoring Systems*, 149–161. Springer.
- Kou, Y.; and Gui, X. 2020. Mediating Community-AI Interaction through Situated Explanation: The Case of AI-Led Moderation. *Proceedings of the ACM on Human-Computer Interaction*, 4(CSCW2): 1–27.
- Park, J. S.; Popowski, L.; Cai, C.; Morris, M. R.; Liang, P.; and Bernstein, M. S. 2022. Social Simulacra: Creating Populated Prototypes for Social Computing Systems. In *Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology*, 1–18. Bend OR USA: ACM. ISBN 978-1-4503-9320-1.
- Riggio, R. E. 2014. The Social Skills Inventory (SSI): measuring nonverbal and social skills. *The sourcebook of non-verbal measures*, 25–33. Publisher: Psychology Press.
- Silvera, D.; Martinussen, M.; and Dahl, T. I. 2001. The Tromsø Social Intelligence Scale, a self-report measure of social intelligence. *Scandinavian journal of psychology*, 42(4): 313–319. Publisher: Wiley Online Library.
- Srinivasan, R.; and Uchino, K. 2021. Biases in Generative Art – A Causal Look from the Lens of Art History. ArXiv:2010.13266 [cs].
- Welge, J.; and Hassenzahl, M. 2016. Better Than Human: About the Psychological Superpowers of Robots. In Agah, A.; Cabibihan, J.-J.; Howard, A. M.; Salichs, M. A.; and He, H., eds., *Social Robotics*, 993–1002. Cham: Springer International Publishing. ISBN 978-3-319-47437-3.
- Xyngkou, A.; Siriaraya, P.; Covaci, A.; Prigerson, H. G.; Neimeyer, R.; Ang, C. S.; and She, W.-J. 2023. The "Conversation" about Loss: Understanding How Chatbot Technology was Used in Supporting People in Grief. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*, 1–15. Hamburg Germany: ACM. ISBN 978-1-4503-9421-5.
- Zhai, C.; Wibowo, S.; and Li, L. D. 2024. The effects of over-reliance on AI dialogue systems on students' cognitive abilities: a systematic review. *Smart Learning Environments*, 11(1): 28.