INTRODUCTION
Group recommender systems propose items to a group of users by taking the preferences of individuals into account. There is little work that addresses the design of suitable preference elicitation interfaces for group scenarios. In this work, we propose, prototype, and evaluate novel user interface concepts that are tailored for aggregation strategies.

PLURALITY VOTING (PV)
- Allows users to vote for several candidates
  → Candidate with most votes wins

HEARTS INTERFACE
- Votes are represented by red hearts

DOODLE INTERFACE
- Votes can be submitted by clicking on the white empty circle

AVERAGE WITHOUT MISERY (AVM)
- Average of ratings which received a rating above a certain threshold

SMALL SLIDERS INTERFACE
- Flash symbol → show threshold.
  - Below threshold → excluded from group and blurred out

BIG SLIDERS INTERFACE
- Users express their preferences by placing the movies on a big slider

APPROVAL VOTING
- Uses threshold to convert ratings greater or equal to rating into votes
  → Similar interfaces as in Figure 3 & 4

BORDA COUNT (BC)
- Item with lowest rating gets zero points; next best item 1 point, etc.

CONCLUSION
- Correlation between complexity of aggregation strategies and feedback received → Hide underlying logic
- UI elements cannot be used universally → Must be tailored underling logic behind strategy

FUTURE WORK
Investigate strategy-specific interfaces for smaller screens e.g., smartphones