

IMPACTS OF MAINSTREAM-DRIVEN ALGORITHMS ON RECOMMENDATIONS FOR CHILDREN ACROSS DOMAINS

A Reproducibility Study

Robin Ungruh, Alejandro Bellogín, Dominik Kowald, Sole Pera



REFERENCE WORK*

- Exploring **differences between children's and mainstream users'** preferences
- Measuring the effect of the mainstream on recommendations for children

REPRODUCIBILITY STUDY

MOTIVATION

- Children \neq Mainstream
- Deviating recommender behavior
- Reproducibility Concerns

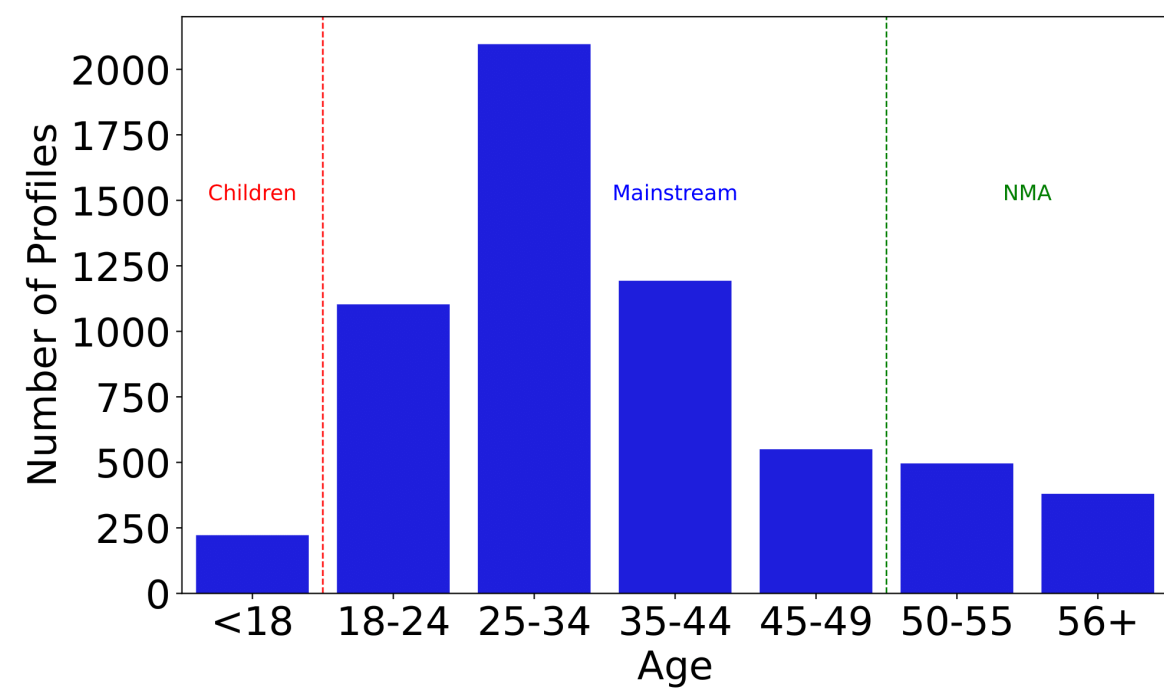
Domain	Dataset	New Domain	New Dataset	Pref. Dev. Exploration	RS Experiment
Movies	ML	✗	✗	repr + ext	repl + ext
Music	MLHD	✗	✓	repr + ext	repl + ext
Books	BX	✓	✓	repr + ext	repl + ext

Table 1: Overview of **reproducibility** (repr), **replicability** (repl) and **extension** (ext) efforts

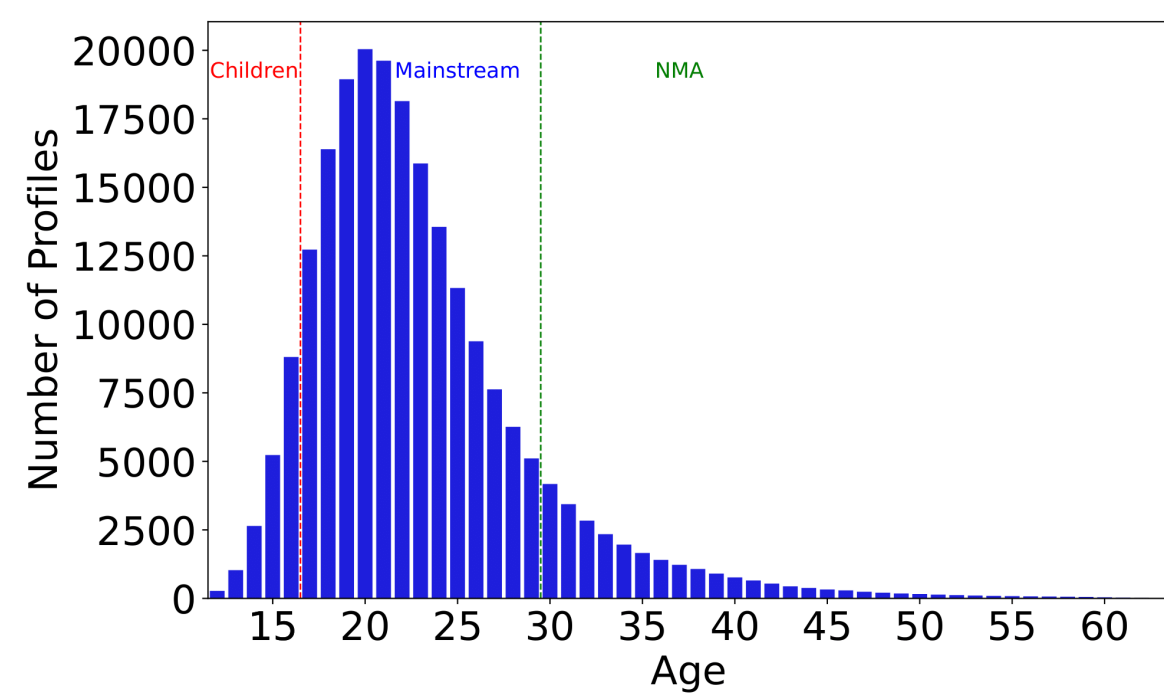
EXPERIMENTS

Number of **user profiles** per age in dataset

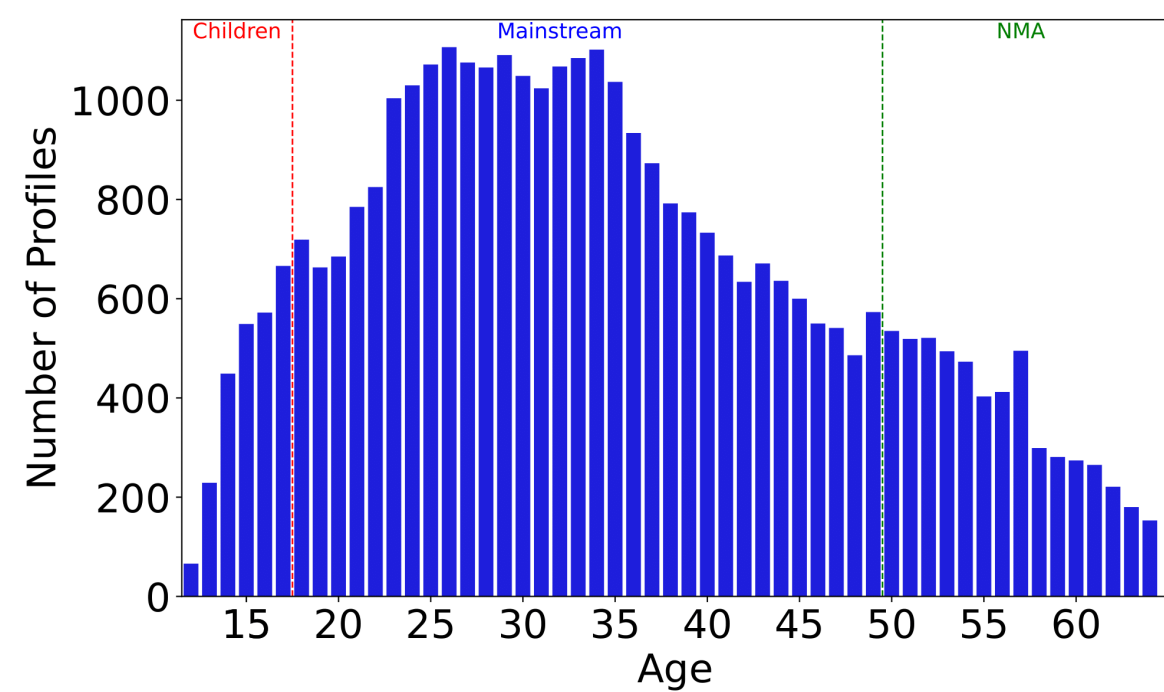
MOVIELENS-1M



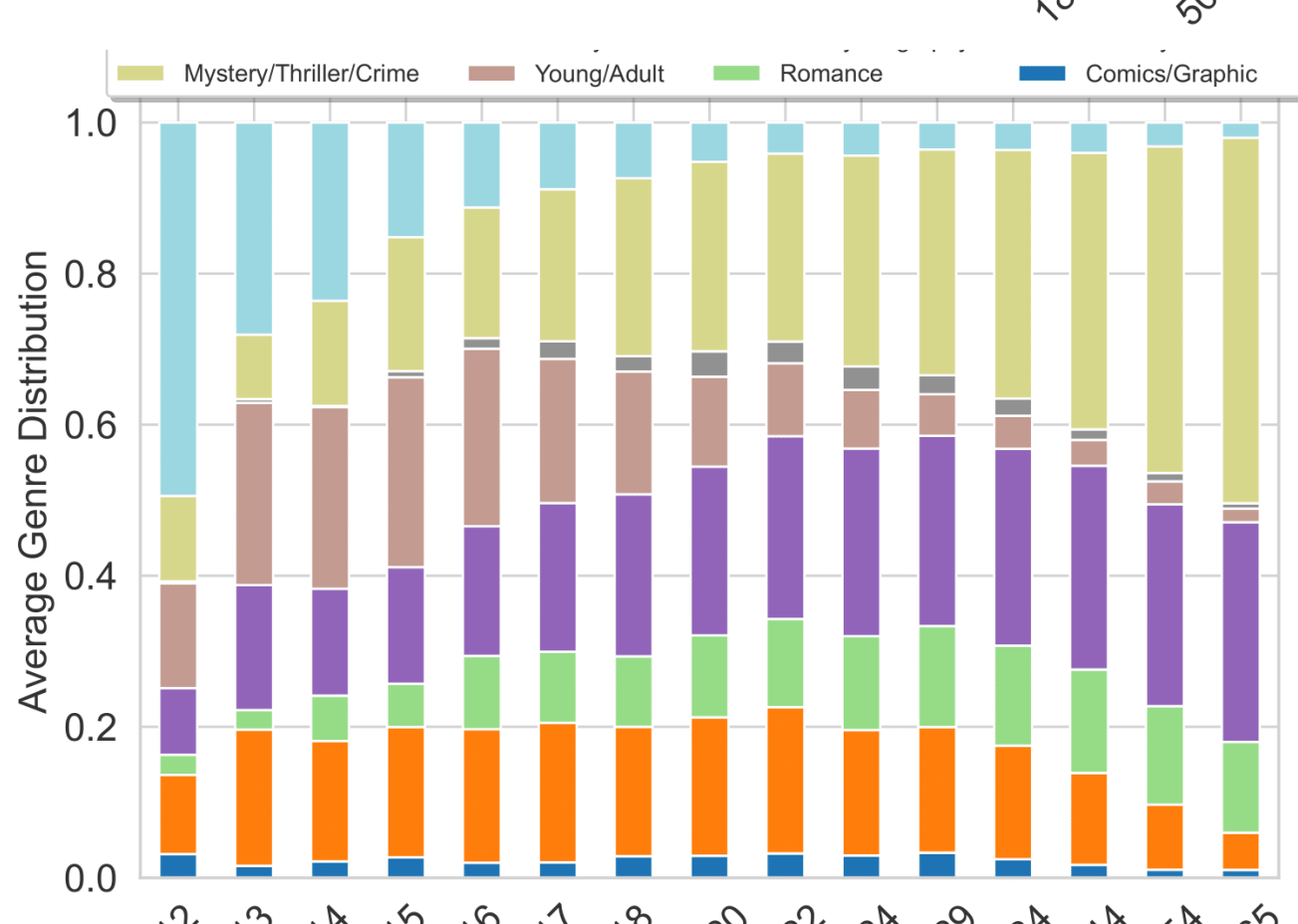
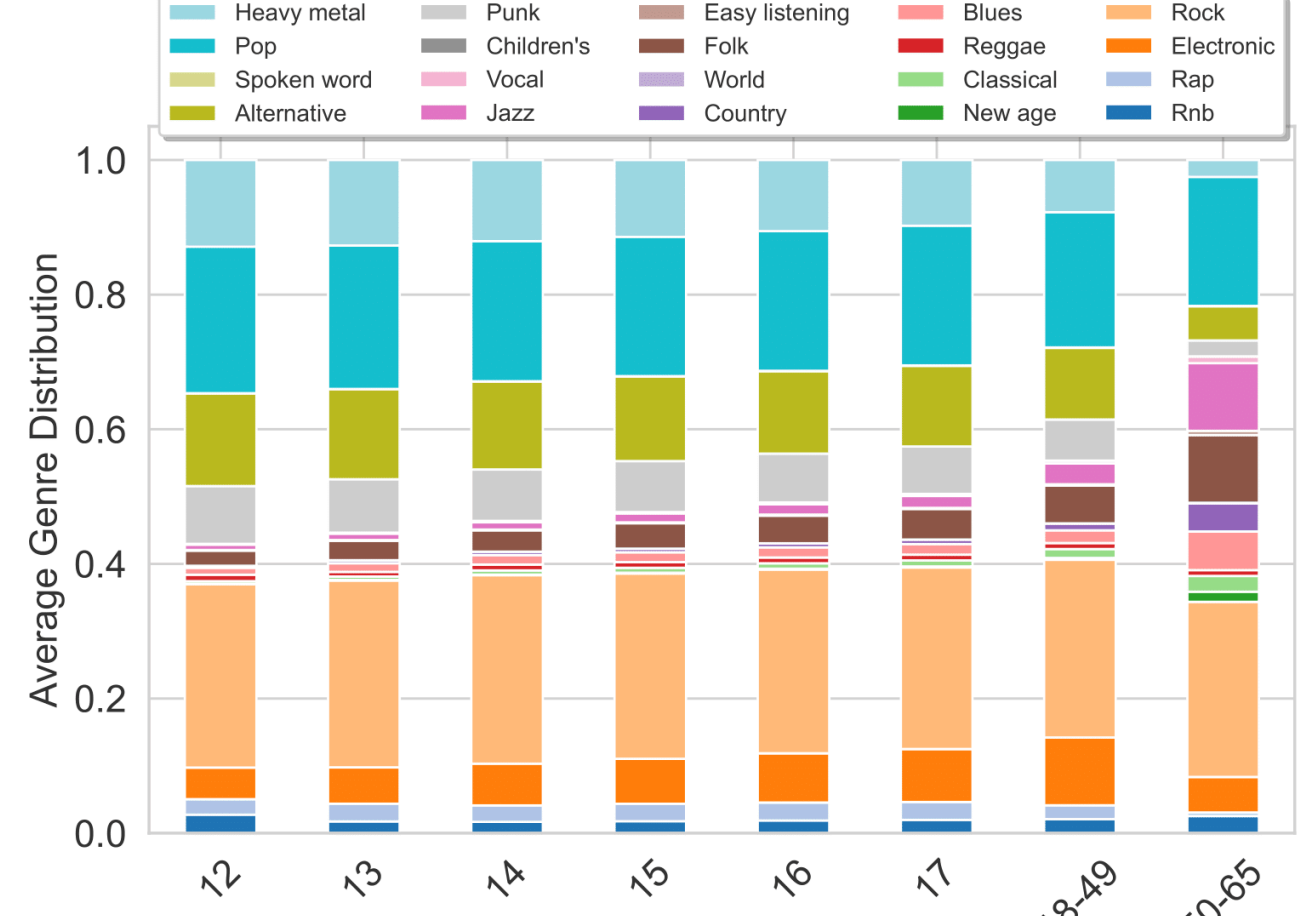
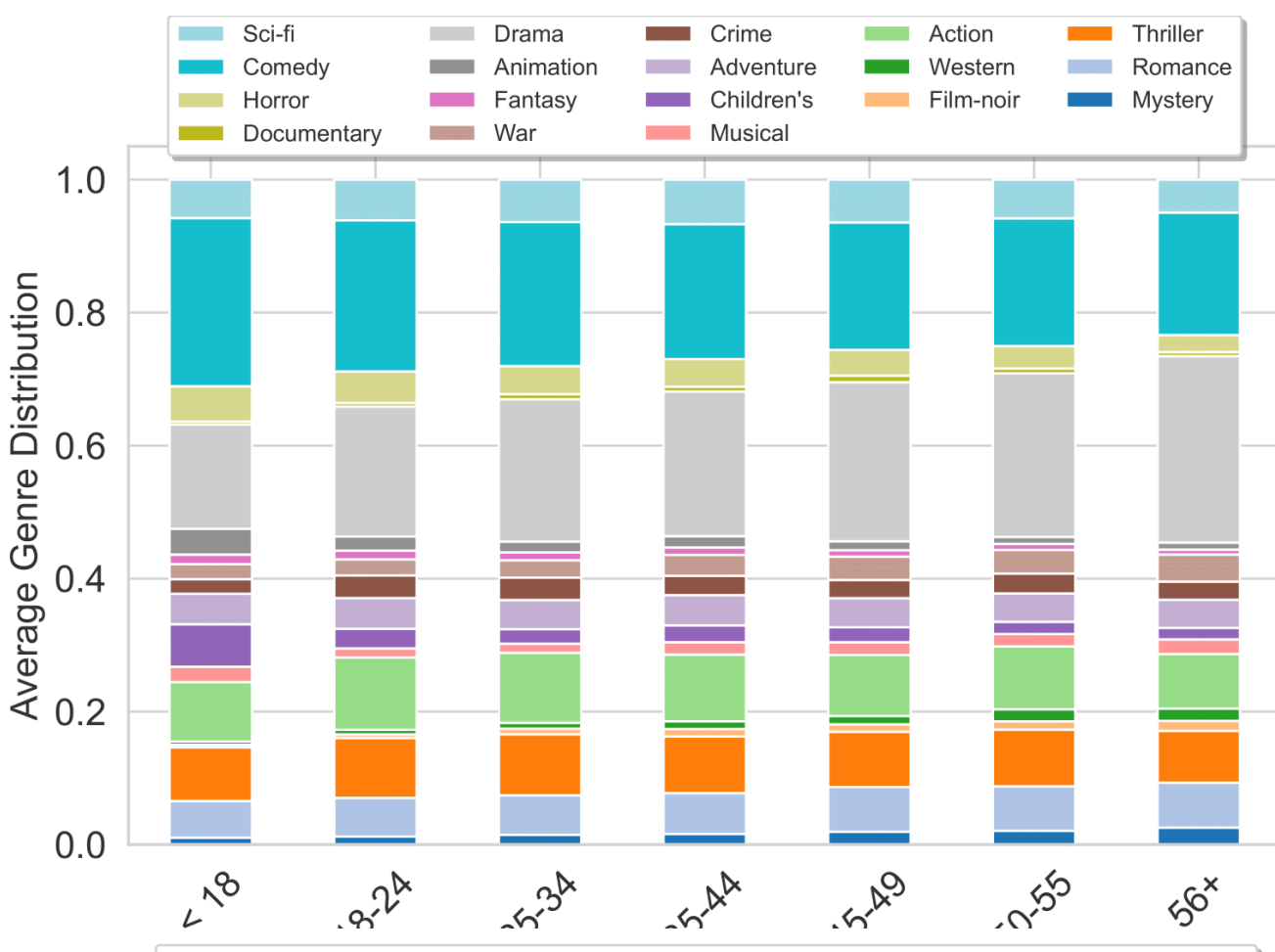
MLHD



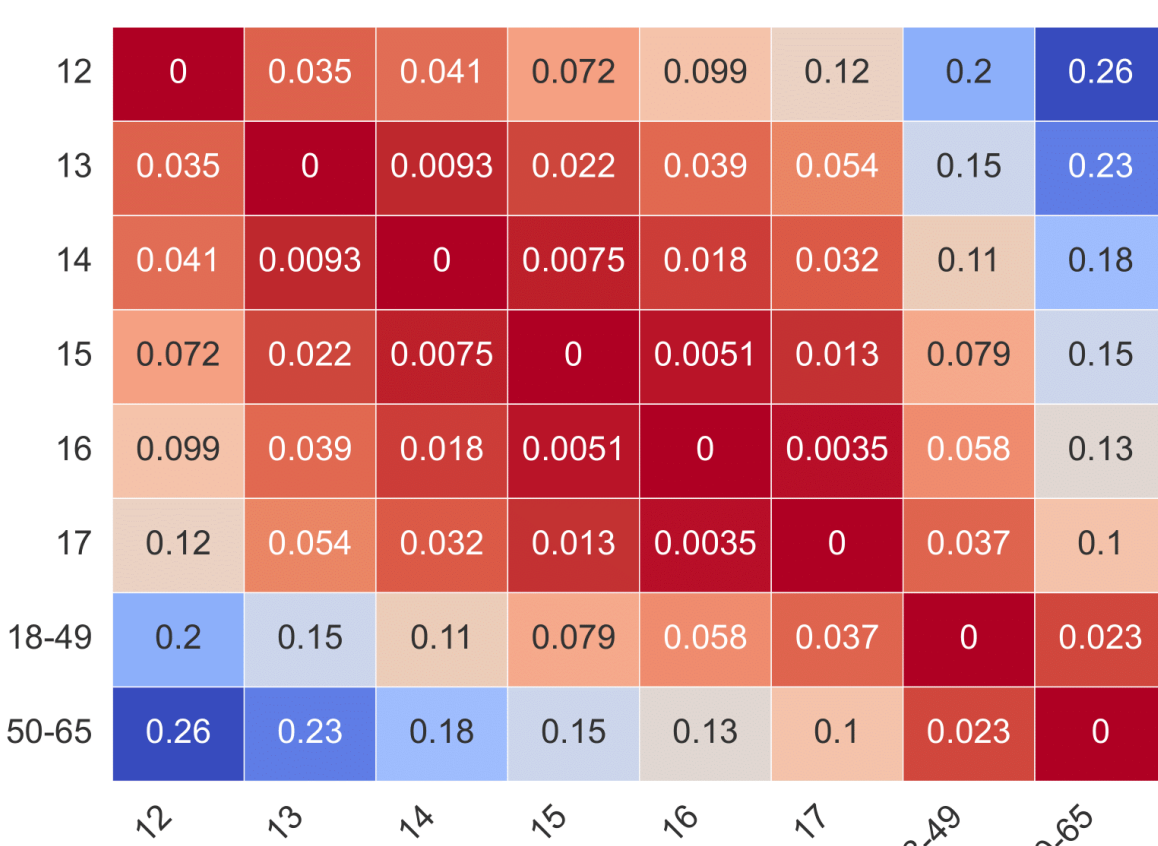
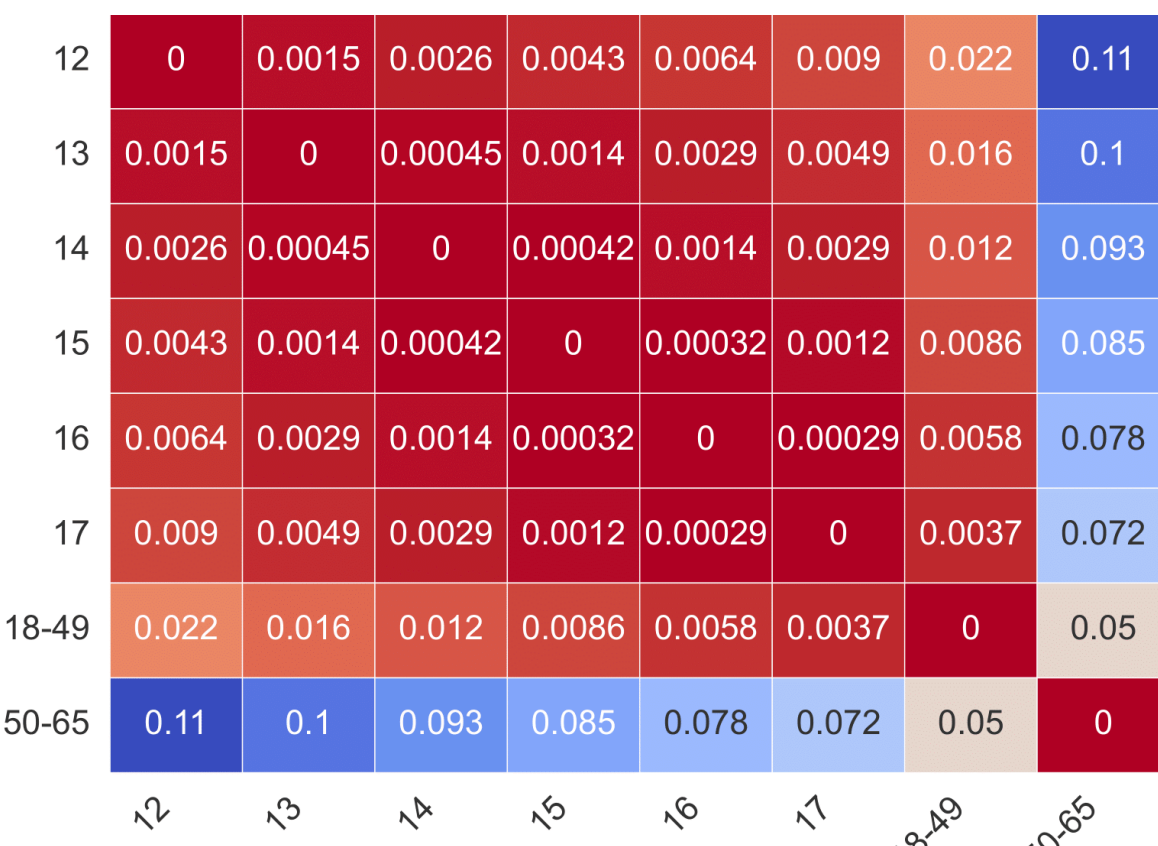
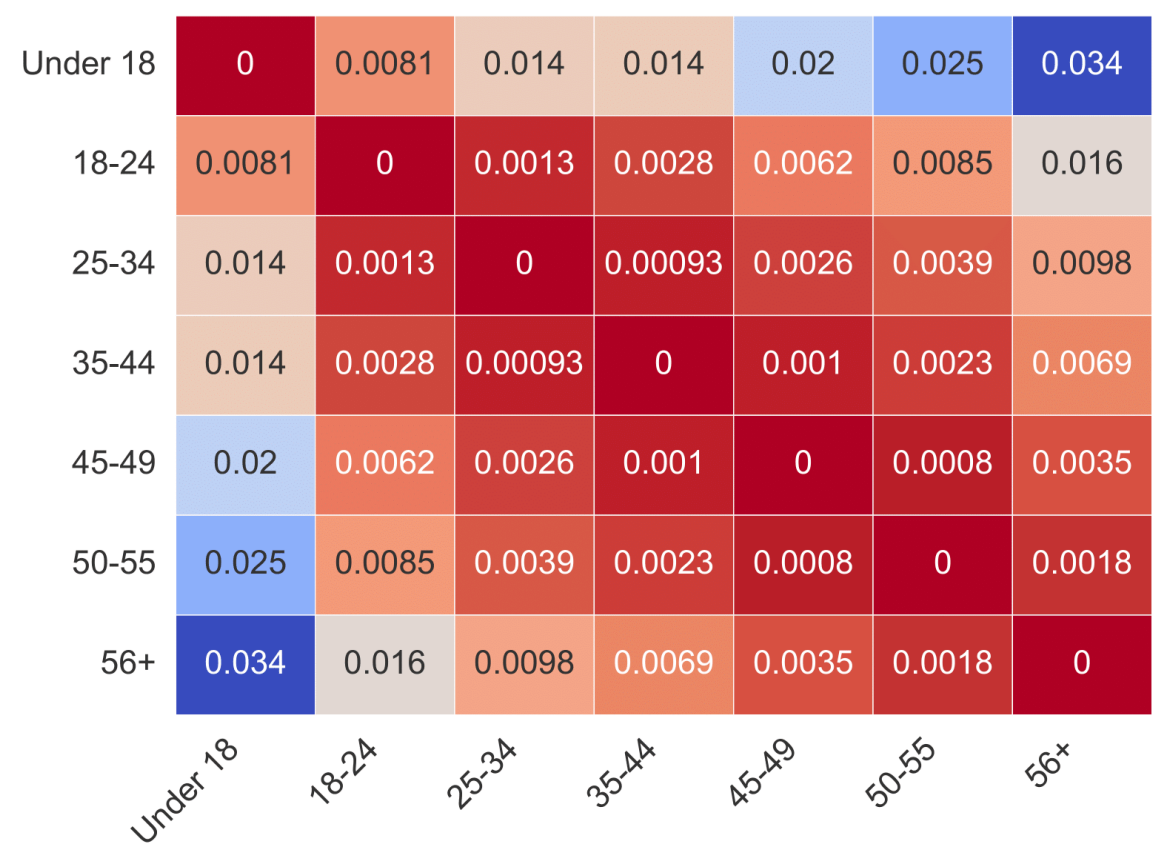
BOOK-CROSSING



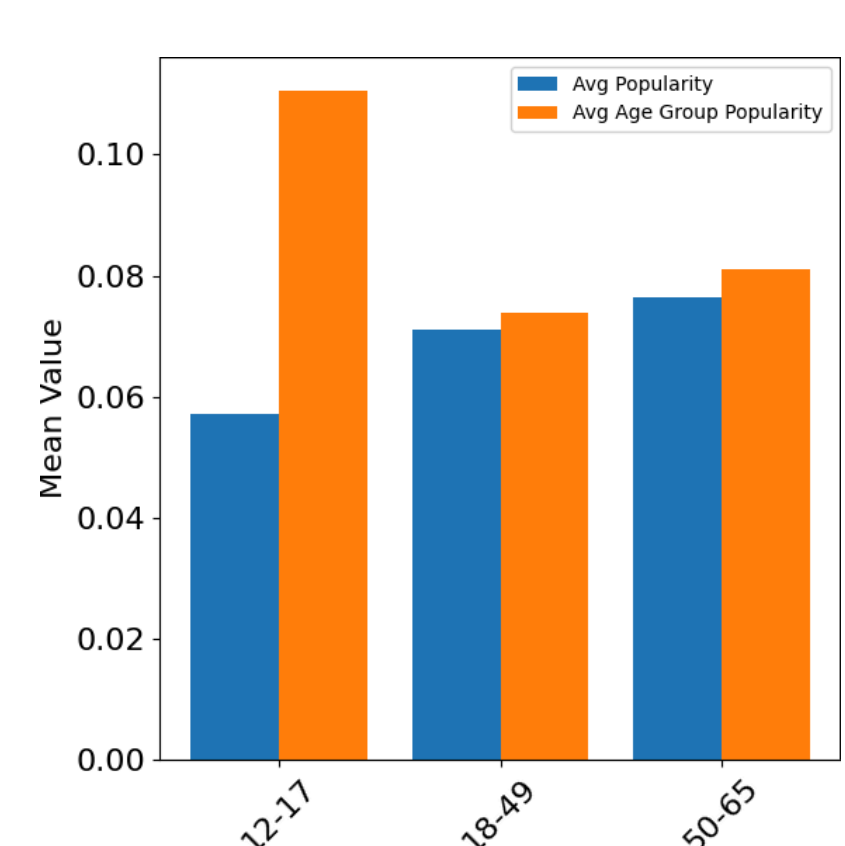
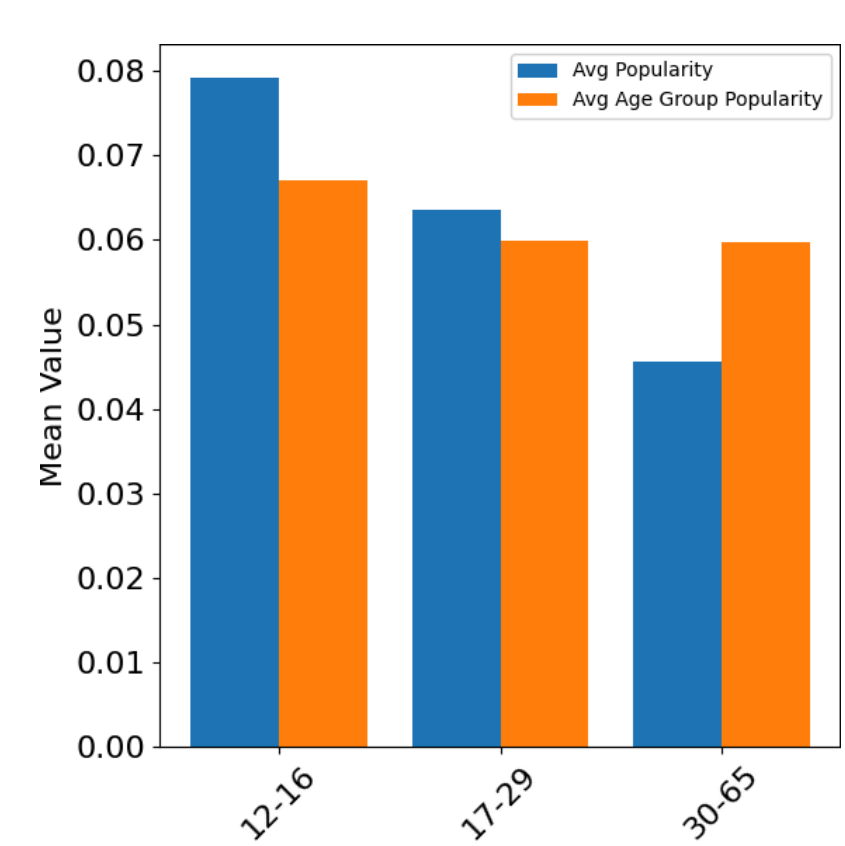
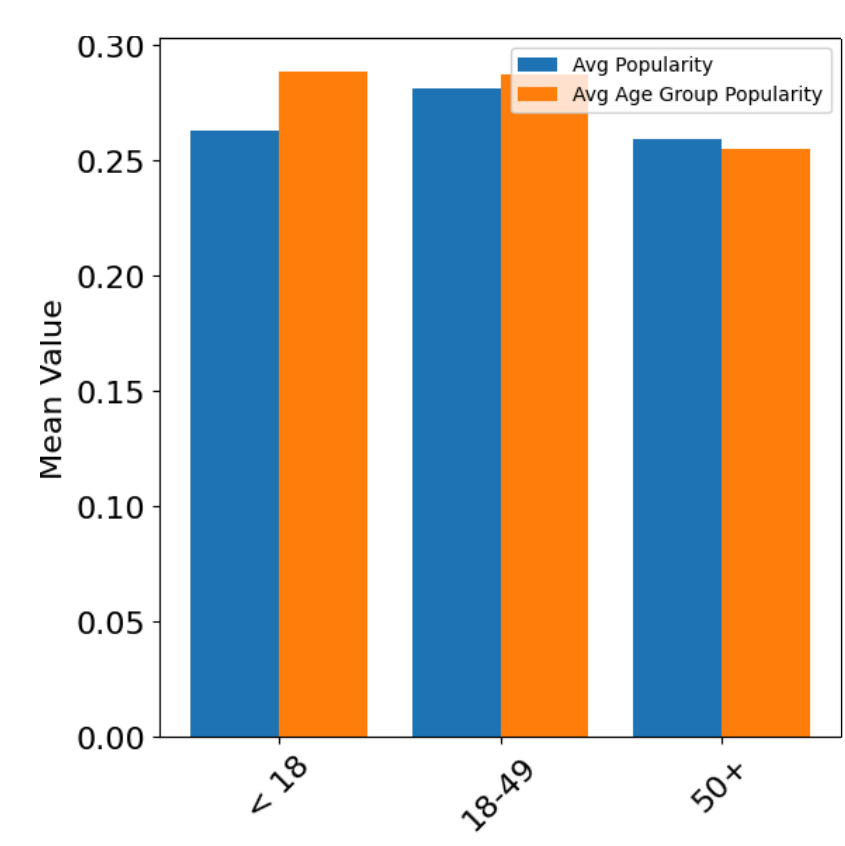
Average **genre distributions** of users per age group



Dissimilarity of genre distributions



Popularity of consumed items



RS EXPERIMENT

Exploring the **impact of the mainstream** on recommendations for children.

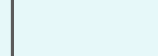
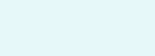

iALS MostPop		Movielens-1M			MLHD			Book-Crossing		
		$nDCG^{\uparrow}$	GMC^{\downarrow}	$PL^{\rightarrow 0}$	$nDCG^{\uparrow}$	GMC^{\downarrow}	$PL^{\rightarrow 0}$	$nDCG^{\uparrow}$	GMC^{\downarrow}	$PL^{\rightarrow 0}$
	Children (CS)	.152	.140	1.410	.013	.136	5.690	.025	.261	3.509
	Children (GS)	.129	.151	1.768	.011	.139	6.429	.020	.308	7.961
	Mainstream	.174	.120	1.263	.008	.135	7.751	.030	.199	6.220
	NMA	.126	.147	1.594	.005	.146	9.229	.021	.181	5.864
	Children(CS)	.197	.073	0.214	.033	.060	1.811	.034	.210	0.508
	Children (GS)	.292	.054	0.377	.038	.042	0.826	.106	.160	1.242
	Mainstream	.322	.047	.311	.030	.050	1.083	.080	.115	0.926
	NMA	.302	.055	0.363	.026	.052	1.278	.060	.096	1.006
Trends reproduced?										

Table 2: nDCG, Genre-Miscalibration (GMC), and Popularity Lift (PL) per age group. Color shows significant difference between children and mainstream (red = better, green = worse). Impact of mainstream assessed by comparing outcomes of training on the entire set (GS) vs training solely on child data (CS).

Boldened score marks significant difference between GS and CS.

IMPLICATIONS

- Some trends reproduced (MLHD aligns with LFM-2b); salient differences between domains.
- In domains where children prefer popular items (i.e., music), classic recommenders work well; in others they **fail** to capture children's preferences.
- Most recommenders require mainstream data to create fitting recommendations for children.

REFERENCES

* Ungruh, R., Bellogín, A. and Pera, M.S., 2025. The Impact of Mainstream-Driven Algorithms on Recommendations for Children. In *ECIR 2026*

Vigliensoni, G. and Fujinaga, I., 2017. The music listening histories dataset. In *ISMIR 2017*

Ekstrand, M.D., Tian, M., Azpiazu, I.M., Ekstrand, J.D., Anayah, O., McNeill, D. and Pera, M.S., 2018. All the cool kids, how do they fit in?: Popularity and demographic biases in recommender evaluation and effectiveness. In *FACCT 2018*