

<title><Digitally mediated experiences></title>
<h0><Interactions, knowledge forms, and ethical dilemmas></h0>

<date><June 7, 2016></date>
<place><Room8/Tudor Vianu, Facultatea de Filosofie></place>
<address><Splaiul Independenței 204></address>

	<agenda>
9.30 10.00	<Guest Welcome>
10.00 10.15	<ICUB Social Sciences Section: Introduction Speech>
	<Morning session>
	<session chair><Cosima Rughiniș & Marian-Gabriel Hâncean></session chair>
10.15 10.45	<Laura Grünberg><title><Gender, bodies and technology></title>
10.45 11.15	<Ștefania Matei><title><Dead people as moral agents. How digital technologies of commemoration change the way we die?></title>
11.15 11.45	<Marian-Gabriel Hâncean><title><How statistical software packages shape social data manipulation. Visual statistics and social network analysis></title>
11.45 12.15	<Cosima Rughiniș><title><Impromptu crowd science: a form of digitally mediated, methodical knowledge></title>
12.15 12.45	<Coffee Break>
	<Afternoon session>
	<session chair><Radu Uszkai></session chair>
12.45 13.15	<Toni Gibeau><title><On the use of smart-drugs in e-sports></title>
13.15 13.45	<Cristina Voinea, Emilian Mihailov><title><Morality enhancing apps></title>
13.45 14.15	<Romina Surugiu, Luminița Roșca><title><Alternative digital media. Social motivation, professional identity & journalists' subjectivity></title>
14.15 14.45	<Radu Uszkai, Emanuel Socaciu><title><Why types of immersion matter. The curious case of MMORPGs as (potential) experience machines></title>
14.45 15.15	<Constantin Vică><title><Hegel, Labor, and the Robots. Why the vanishing of labor is the end of humanity></title>
15.15 15.45	<Closing discussion>
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