



COMPUTER SCIENCE the human factor



Date: Wednesday, March 23rd, 2016

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Morning Programme: Theory and Experiments

9.00-9.30	Opening and presentation of the laboratory	<i>Franco Bagnoli</i>
9.30-10.00	Reputation effects in virtual cooperative environments	<i>Mirko Duradoni</i>
10.00-10.30	Psychosocial ergonomics in crowdsourcing experiments	<i>Federica Stefanelli</i>
10.30-10.45	Coffee Break	
10.45-11.15	Social influence in virtual environments: an hybrid neurophysiological and cognitive approach	<i>Serena Coppolino Perfumi</i>
11.15-11.45	Neurophysiological modeling of Techno-Cognitive Systems	<i>Lapo Pierguidi</i>
11.45-12.15	Quantum Cognition	<i>Giorgio Gronchi</i>
12.14-12.45	The Psico-Bio-Engineering Laboratory: the movie	<i>Andrea Guazzini</i>

Afternoon Programme: The SciCafe2.0 EU Project

14.30-14.45	Presentation of the SciCafe2.0 project.	<i>Atta Badii</i>
14.45-15.15	Re-Inventing Innovation: Values Wants Needs and Goods - for Whom?	<i>Atta Badii</i>
15.15-15.45	Converging Mechanisms of Science, Society and Engagement	<i>Balint Balazs</i>
15.45-16.30	Coffee Break	
16.30-17.00	Modeling Crowdsourcing: a psychosocial complex system	<i>Andrea Guazzini</i>
17.00-17.30	Virtual Science Cafés	<i>Giovanna Pacini</i>
17.30-18.00	Conclusions	<i>Franco Bagnoli</i>

Project SciCafe2.0

FP7-ICT-2013-10 FP7 Programme Collective-Awareness Platforms; ID: 611299

Coordinator: Professor Atta Badii, University of Reading

Partners: Consiglio Nazionale delle Ricerche, The University of Reading, The University of Florence, The Environmental Social Science Research Group (ESSRG) <http://www.european-observatory-for-crowdsourcing.eu>

