Date: Tuesday, 11 October 2016, 17h

Place: IRH-ICUB (1, D. Brandza Str.), conference room

Prof. Laura Pana
Polytechnic University, Bucharest

Prof. Laura Pana is a graduate of the Faculty of Philosophy of the University of Bucharest and a Doctor of Philosophy – a scientific title awarded by the same university. She teaches at the Politehnica University of Bucharest various subjects among which: Philosophy of Science, Philosophy of Culture, Philosophy of Technical Culture, Philosophy of Information and Information Technology. She presently concentrates on the research of ethical issues concerning the Information Ethics and Computer Ethics. Within this research field she coined a new ethical discipline: Artificial Ethics. Among her most important publications and lectures are: **Artificial Intelligence and Moral Intelligence**, in *TripleC: Cognition, Communication, Co-operation,* 4(2): 254-24, 2006; **Co-evolution of Human and Artificial Cognitive Agents**, *International Conference on Computing and Philosophy*, University Institute de Technology of Laval and AAAI (American Association for Artificial Intelligence), Laval, France, May 3-5, 2006; **Human and Artificial Agents with Moral Intelligence**, *Computer Ethics: Philosophical Enquiry* (CEPE)*,* organized by INSEIT, Autonoma University of Lisbon, Portugal, July 1st – 3rd 2013; **Artificial Ethics: A Common Way for Human and Artificial Agents and an Emergent Technoethical Field**, *The International Journal of Technoethics,* Volume 3, Issue 3, 2013, pp. 1-20. Another of Prof. Pana's original contributions is the launch of the research field of **Intellectics**, which is connected to that of Inventics. In Socio-Cybernetics, she initiated the study of **Sociomatic Systems**. She also approaches the educational and research field of **Social and Technological Prognosis** in a book with the same title. She is a member of the International Association for Computing and Philosophy (IACAP), of the International Society for Ethics and Technology (INSEIT), of the World Forum of Inventors and Researchers, and of the Romanian Society of Philosophy. At the World Congress of Philosophy, held in Athens, 10-15 July 2016, on the occasion of 2400 years since the birth of Aristotle, she presented the paper: **Aristotle's** *Eudemian Ethics* **and the Happiness-less Well-being in the Global Information Society**

Co-evolution of Human and Artificial Cognitive and Moral Agents

A new morality is generated in the present scientific and technical environment, and a new ethics is needed, an ethics which may found both individual and social morality, which can guide a moral conduct and moral evolution of different kind of intelligent agents, and which has chances to keep the moral culture itself alive. Common features of human and artificial cognitive and moral agents are identified and specific properties of artificial cognitive and moral agents are analyzed. A common evolution of human and artificial intelligent agents is anticipated on the basis of a multi-set of common activity types practiced such as artificial cognition, artificial discovery, artificial organization and artificial evolution forms. Natural

and artificial evolution are studied from an interdisciplinary and even from an intercultural (scientific, technical and philosophical) perspective, and the common evolution or rather the co-evolution of human and artificial moral agents are sketched by means of technological and social prognosis. Ethical decision procedures, norms, principles and values that are suitable to be applied both by human and artificial moral agents are selected and described. Moral intelligence as a kind of practical intelligence is studied and its role in human and artificial moral conduct is evaluated. A set of ethical values that may be shared and applied by both human and artificial moral agents is presented. A meta-ethical survey is also undertaken during the lecture with the aim to establish the place of artificial ethics within the group of different, new and emergent ethical fields structured as a sector of the computer culture.