

## **Seminar IRH-ICUB**

### **Consciousness and Cognition: An Interdisciplinary Approach**

<https://irhunibuc.wordpress.com/2016/04/05/new-seminar-consciousness-in-philosophy-and-neuroscience/>

**convenor Dr. Diana Stanciu**

<https://irhunibuc.wordpress.com/associated-members/>

**Date: Tuesday, 10 October 2017, 17h**

**Place: Faculty of Philosophy (Splaiul Independentei 204), board meeting room**

## **Assoc. Prof. Emanuel Socaciu**

**Faculty of Philosophy, University of Bucharest**

**Emanuel Socaciu** is an associate professor at the University of Bucharest, Faculty of Philosophy. He is a co-founder and current director of the Research Center in Applied Ethics (<http://www.ccea.ro>) within the faculty. His main research and teaching interests revolve around issues in moral philosophy, applied ethics and the philosophy of social science.

### ***Immersion in video games***

Immersion in games raises interesting questions both for social scientists and for philosophers. While the gaming community (industry, reviewers and bloggers) tend to praise the immersive potential as one of the major qualities of a successful game, at the same time deploring the immersion-breaking elements, scientific literature often points to its darker side. For example, immersion has been linked with addiction or escapism. For the moral philosophers, the central issue is often that of the constitutive elements of an authentic and valuable pleasure, calling into focus various problems associated with moral hedonism. The lecture reviews these issues, arguing that, while some of these concerns are not unfounded, games should still not be identified as the main culprit in the story.