

### **Program for the workshop on Digital Ethics**

Thursday the 25<sup>th</sup> of March, 2010 at the Department of Arts and Cultural Sciences, Kulturanatomen, Biskopsgatan 7 in Lund between 12.00 and 18.00. Dinner at a local restaurant in the evening from 18.30--.

The workshop is arranged by **HEX** (Humanistic Experimental Group), Lund University, together with the **Centre for the Study of Denmark**, also at Lund University. It takes place in a building called *Kulturanatomen*, room 109 (1<sup>st</sup> floor), visitor's address Biskopsgatan 7 in Lund. The workshop is intended to be a meeting point for discussion on different topics concerning *Digital Ethics* in a broad sense, to check out different approaches to this subject in Denmark and Sweden. The idea to this Danish-Swedish workshop arose when the HEX group and PhD Jessica Enevold at the Department of Arts and Cultural Sciences in Lund planned to invite PhD, assistant professor Miguel Sicart from the IT University in Copenhagen to tell about his new book *The Ethics of Computer Games* (2009) within the seminar series on *Digital Cultures and Games* arranged by HEX. This arrangement, the fourth seminar in the series, was then extended to a half-day workshop on the theme of Digital Ethics.

### **Program**

12.00–12.45 In the café at the Department of Arts and Cultural Studies Lund University, **sandwiches and coffee/tea** will be served for all participants.

12.45–13.00 **Welcome to the workshop** by **Hanne Sanders**, Centre for the Study of Denmark, Lund University.

13.00–13.15 **Introduction** by **Jessica Enevold** from the Department of Arts and Cultural Studies, Lund University

13.15–13.45 **Presentation** by **Sarah Marie Holm-Hansson**, PhD student, Department of Knowledge Culture and Knowledge Media, Royal Danish School of Library and Information Science, Copenhagen: **Computer games and the public library – towards a new concept of 'bildung'**.

13.45–14.15 **Presentation** by **Daniel Carlsson**, PhD student, Lund University Centre for Theology and Religious Studies (CTR): **Perpetual ethics and disruptive technology**.

14.15–14.45 **Presentation** by **Nicolò Dell'Unto**, PhD, researcher at the Lund University Virtual Reality Lab, the Department of Design Sciences and the Humanistic Laboratory, Lund University: **Ethics and digital culture: learning environments of a new generation**.

14-45–15.15 **Coffee break**.

15.15-16.45 **Presentation** by **Miguel Sicart**, PhD, assistant professor at the IT University of Copenhagen: >>>>> **Play, interrupted. On the ethics of computer games**.

17.00–18.00 **Exercises in the game lab, led by Miguel Sicart**. Room 022 (in the basement of Kulturanatomen).

18.30—**Dinner** together at a local restaurant in Lund.

**Participation: send an e-mail as soon as possible** to Jessica Enevold with cc to Bodil Petersson about your participation, **latest on Tuesday the 23<sup>rd</sup> of March**. Telling us about your participation is necessary for our planning for lunch, coffee and dinner. Please tell us if you also plan to stay for dinner in the evening.

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We pay the ticket Copenhagen–Lund and sandwich, coffee and evening dinner for those presenting at the workshop. We serve sandwich and coffee during the arrangement for all participants registered via mail.

**Please check the following links if you are interested in the context of the workshop:**

Miguel Sicart, IT University of Copenhagen:

<http://game.itu.dk/index.php/curpeople/person/5>

His new book:

<http://mitpress.mit.edu/catalog/item/default.asp?ttype=2&tid=11758>

HEX, Lund University:

<http://www.hex.lu.se/>

Jessica Enevold & Gaming Moms:

<http://gamingmoms.wordpress.com/>

Centre for the Study of Denmark, Lund University:

<http://www.lu.se/danmarksstudier>

The IT University of Copenhagen:

<http://www1.itu.dk/sw5211.asp>

Royal Danish School of Library and Information Science, Copenhagen:

<http://www.db.dk/>

CTR, Lund University:

<http://www.teol.lu.se/index.html>

Virtual Reality Lab, Lund University:

<http://www.design.lth.se/vr>

Humlab, Lund University:

<http://www.humlab.lu.se/en/home>

Department of Arts and Cultural Sciences, Lund University:

<http://www.kultur.lu.se/>