

International Workshop on The Cognitive Foundations of Group Attitudes and Social Interaction

Aims

The workshop is intended to bring together philosophers, social scientists (economists and psychologists), logicians and computer scientists to discuss about the cognitive foundations of group attitudes and social interaction. It will deal with questions such as:

What are the relationships between individual attitudes such as beliefs, goals and intentions and group attitudes such as common belief, collective acceptance, joint intentions, group preferences and collective emotions? Can group attitudes be defined from the corresponding individual attitudes, and if so, how? What does it mean that a given group of agents has a collective emotion (e.g. collective guilt or shame, panic)?

What are the cognitive bases of group identity and group identification (i.e. the fact that an agent identifies himself as members of a given group)? Is group identification reducible to the sharing of ideals and values with the other members of the group? How group identification affects decision in strategic situations (e.g. team reasoning, I-mode vs. We-mode)?

What are the relationships between emotions and individual attitudes such as beliefs, goals, intentions, values and ideals? What is the role of social emotions such as guilt, shame and envy in social interaction? How do these emotions affect decisions in strategic situations?

What are the relationships between trust and individual attitudes such as beliefs, goals and intentions? Does trust have an affective component? If so, what are the relationships between trust and emotions such hope and fear, joy and sadness?

Is game theory sufficient to explain and to model social interaction? Are some concepts relevant for explaining and modeling social interaction missing in game theory? For example, while the notion of intention has been extensively studied in philosophy of mind and AI, it is not included in the conceptual framework of game theory. Is the notion of intention important to explain social interaction? If so, how game theory should be extended in order to incorporate this notion.

It is planned to edit a book based on the materials presented at the workshop in the Springer book series [Studies in the Philosophy of Sociality](#).