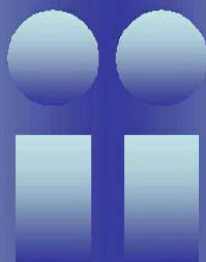


Interactivist Summer Institute



July 22–26, 2003
Copenhagen, DK

Call for Papers and Participation

Interactivist Summer Institute 2003

Botanical Auditorium, Copenhagen, Denmark, July 22-26, 2003
<http://www.lehigh.edu/~interact/isi2003/isi2003.html>

Join us in exploring the frontiers of understanding of life, mind, and cognition. There is a growing recognition - across many disciplines - that phenomena of life and mind, including cognition and representation, are emergents of far-from-equilibrium, interactive, autonomous systems. Mind and biology, mind and agent, are being re-united. The classical treatment of cognition and representation within a formalist framework of encodingist assumptions is widely recognized as a fruitless maze of blind alleys.

From neurobiology to robotics, from cognitive science to philosophy of mind and language, dynamic and interactive alternatives are being explored. Dynamic systems approaches and autonomous agent research join in the effort.

The interactivist model offers a theoretical approach to matters of life and mind, ranging from evolutionary- and neuro-biology - including the emergence of biological function - through representation, perception, motivation, memory, learning and development, emotions, consciousness, language, rationality, sociality, personality and psychopathology. This work has developed interfaces with studies of central nervous system functioning, the ontology of process, autonomous agents, philosophy of science, and all areas of psychology, philosophy, and cognitive science that address the person.

The conference will involve both tutorials addressing central parts and aspects of the interactive model, and papers addressing current work of relevance to this general approach. This will be our second Summer Institute; the first was in 2001 at Lehigh University, Bethlehem, PA, USA. The intention is for this Summer Institute to become a traditional biennial meeting where those sharing the core ideas of interactivism will meet and discuss their work, try to reconstruct its historical roots, put forward current research in different fields that fits the interactivist framework, and define research topics for prospective graduate students. People working in philosophy of mind, linguistics, social sciences, artificial intelligence, cognitive robotics, theoretical biology, and other fields related to the sciences of mind are invited to send their paper submission or statement of interest for participation to the organizers.

ORGANIZING COMMITTEE

Mark Bickhard, *Lehigh University, USA*
Robert Campbell, *Clemson University, USA*
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ACADEMIC AND SCIENTIFIC CO-SPONSORS

Lehigh University, Bethlehem, PA, USA
Institute for Interactive Studies
Cognitive Science Program
Humanities Research Center
IT University, Copenhagen, Denmark
Electrical Engineering Faculty, "SS Cyril and Methodius" University, Macedonia

CALL FOR PAPERS

If you are interested in the issues mentioned above and wish to share your thoughts and research results with like-minded people, please submit an extended abstract or full paper via email to interact@lehigh.edu

Abstracts and papers should be sent taking into account the following format:

- Major theme of the paper, related to the major themes given above.
- Paper title.
- Extended abstract of 500 to 1500 words and/or paper drafts of 2000 to 5000 words, in English.
- Author or co-authors with names, addresses, telephone number, fax number and e-mail address.

CALL FOR PARTICIPATION

Participation will be limited to 50 people and by invitation only; People wishing to participate should submit a short curriculum vitae and a statement of interest to Interactivist Summer Institute. Please include e-mail address and/or fax number, if available.

Individuals whose papers have been accepted do not need to submit a separate application for participation. The registration fee is required of everyone.

A small number of scholarships for partial financial support will be provided by the organizers for graduate students or postdocs.

MAJOR THEMES

- Foundations of Interactivism
- Naturalism
- Emergence
- Process metaphysics
- Cognition and Representation
- Representation emergent in action systems
- Dissolution of problems of skepticism, error, Chinese room, etc.
- Concepts
- Memory
- Learning
- Heuristic learning
- Metaphor
- Rationality and negative knowledge
- Agents
- Interaction
- Motivation
- Emotions
- Autonomous agents
- Robotic and computational models of interaction and cognition
- Persons
- Development
- Consciousness
- Sociality
- Language
- Ethics
- Social processes and realities

IMPORTANT DATES

March 1, 2003	Paper submission ends
April 1, 2003	Notification of acceptance
April 15, 2003	Application for participation deadline
May 15, 2003	Notification on participation
June 1, 2003	Early registration ends