Focus on

4 EWA ŁĘTOWSKA

law

No Civil Society, No Democracy

9 PIOTR NOWAK

Mathematics

Movement and Mystery

12 ANETA BRZEZICKA

Psychology

Shoot-em-ups Good for the Brain?

16 KINGA WYSIEŃSKA-DI CARLO, ZBIGNIEW KARPIŃSKI Sociology

The Conundrums of Cooperation

- **20 IGOR ZUBRYCKI** Robotics Helping Hands of Machines
- 24 KAZIMIERZ RZĄŻEWSKI, WOJCIECH SŁOMCZYŃSKI, KAROL ŻYCZKOWSKI Mathematics Ways of Tallying Up Votes

Research in Progress

28 AGATA KARSKA

Astronomy

In the Beginning There Was Water

31 AGATA ROĆKO

History of literature

Conversation, Games or Intrigues?

34 ZBIGNIEW PERSKI

Geology

Monitoring the Mountains

Briefly Speaking

36 JAN MADEY
I Catch Myself Thinking in ALGOL

Insight

41 ADAM WITKOWSKI, WITOLD RUŻYŁŁOCardiology

The Heart at Stake

44 PAWEŁ WOŹNIAK, MONIKA KRZECZYŃSKA

Geocaching

Geological Treasure-Hunting

46 GWIDON JAKUBOWSKI

Palaeontology

Memories of Old Bones

Short Circuit

50 WŁODZIMIERZ ZAWADZKI I Play, and so I Am



Focus on Psychology

Shoot-em-ups Good for the Brain? Do video games offer a way to improve brain function, akin to such dynamic and socially-interactive games as basketball or soccer? Asst. Prof. Aneta Brzezicka seeks to answer that question **12**



Focus on Robotics

Helping Hands of Machines The robotics specialist Igor Zubrycki, winner of the Foundation for Polish Science's INTER competition, talks to us about robots assisting in therapy for autistic children, artificial intelligence, and the dangers posed by machines **20**



Briefly Speaking

I Catch Myself Thinking in ALGOL

A true mathematician does mathematics for its own sake, without asking: "what is this for?" But computer scientists, even theoretical ones, are always thinking (maybe subconsciously) about the purpose of what they are doing – says Prof. Jan Madey **36**

COVER PHOTO: JAKUB OSTAŁOWSKI, P. 2: GAME MEDIEVAL, JAKUB OSTAŁOWSKI (2)