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Argumentation""""""Implications, Suggestions, and Limitations"";
""Significance for Computer-Supported Argumentation"";
""References""; ""Chapter 2: Empathy for the Digital Age: Using Video Production to Enhance Social, Emotional, and Cognitive Skills"";
""Introduction""; ""Empathy as a Theoretical Lens""; ""Previous Research""; ""What Is Empathy?""; ""Can Empathy Be Learned?""; ""Can Empathy Be Mediated?""; ""Can Media Production Foster Empathy?"";
""Digital Empathy""; ""Screenplay Writing (Story-Planning)"";
""Preproduction""
""Production""""""Postproduction""; ""Screening (Distribution)"";
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""Emotional Contagion: Practical Applications and Consequences"";
""Technology-Mediated Interactions and Emotional Contagion"";
""Socialization in the Context of Technology-Mediated Social Interactions""; ""References""; ""Section II: Trust, Loss, and Technology""
""Chapter 5: When, How, and Why Do We Trust Technology Too Much?""