

Dear SOHAM's friends,

Thank you for signing up for the Centre for Sociology for Humans and Machines, SOHAM's mailing list. Our newsletters will keep you updated with our work at SOHAM and forthcoming events.

In this issue:

- Do People Project Gender Biases onto AI Managers?
- Programme and Registration for the Gender and AI Symposium
- Welcome to Our New Team Member, Sergio Romero!
- New Preprint on Anthropomorphism and AI Evaluation
- Workday Future of Work Podcast: Making AI Revolution More Human-Centric

- **Do People Project Gender Biases onto AI Managers?**

A new study, conducted by [Hao Cui](#) and [Taha Yasseri](#) and published in *Computers in Human Behavior Reports*, explores how people evaluate decisions made by AI managers compared with human managers. This research shows that human perceptions of AI decision-makers are shaped by gender stereotypes. Participants of a controlled behavioural experiment reacted more negatively when a female AI manager decided not to give them a reward, even when the decision was identical to one made by a male AI manager.

Read the press release [here](#).

Read the full paper [here](#).

- **The Programme and Registration for the Gender and AI Symposium
Are Now Available**

As announced in our November newsletter, a Gender and AI Symposium will take place on 3rd June 2026 in the Long Room Hub at Trinity College Dublin. The Symposium is organised

by [Jenny Carla Moran](#) of the Trinity Centre for Digital Humanities in partnership with SOHAM.

We are delighted to announce the [full programme](#) for the Gender and AI Symposium, which includes all presenters, session information and abstracts of paper presentations.

Registration has also now opened for attendees. **Please register for the Gender and AI Symposium via the Eventbrite platform [here](#).**

- [Welcome to Our New Team Member, Sergio Romero!](#)

[Sergio Romero](#), a seasoned game designer, joins the SOHAM team as part of the COOLNET Project. He will support [Guillaume Falmagne](#) in developing a multiplayer game designed to serve as a laboratory for large-scale human collective behaviour.

You can read more about Sergio [here](#).

- [New Preprint on Anthropomorphism and AI Evaluation](#)

A new preprint is released by [Ruiqing \(Rachel\) Han](#), [Hao Cui](#) and [Taha Yasseri](#). Across two large experiments (N = 2,500), they show that how an AI is represented changes how it is judged. When an AI manager is described in text, people focus on competence. Gender doesn't really matter. But when the same AI is shown with a human-like face, gendered perceptions emerge and competence information becomes less influential.

In other words, adding a face shifts evaluation from performance to social perception. This highlights something important for AI design and governance: interface choices are not neutral. Visual anthropomorphism can introduce new biases even when the underlying system is identical.

Read the preprint [here](#).

- [Future of Work Podcast: Making AI Revolution More Human-Centric](#)

[Taha Yasseri](#) joined [Michelle Dawkins](#) on the Workday Future of Work podcast to discuss how we can make the AI revolution more human-centric. They spoke about collaboration

over automation, the need for AI fluency, and the importance of trust in human-machine systems.

Watch the full podcast [here](#).

Thank you for reading our newsletter! Please let us know if you have any comments or ideas at soham@tcd.ie, or if you wish to *unsubscribe*!

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