Weisure Time - Between Work and Leisure in the Digital Era Hani Ofek-Ghendler

The Israeli Hours of Work and Rest Law (1951) is founded upon the assumption that a division between labor and rest can be determined. In light of this assumption, the role of this act is to determine quantitative measures of this division, which is perceived as important for protecting workers' health and wellbeing. The assumption that such a division exists is questionable in today's information economy, in which abstract, easily transferable information is the main resource. Today, labor – especially intellectual labor – can be performed anywhere and anytime, sometimes simultaneously with other activities, and is no longer confined to a certain space. Technological progress upsets the very definition of labor time by diffusing it with resting time, in such a way that the two are inseparable. This diffusion can be named "*Anucha*" (a combination of the words labor and rest in Hebrew). *Anucha* is considered concealed, because it seems to have been sufficiently regarded neither by parties to labor relations nor by public discourse.

This article discusses the aims of the Hours of Work and Rest Law (1951) and the way in which the culture of near-constant availability threatens the social rationale at its basis. The article examines the definition of labor time in labor law, noting that there is virtually no direct reference to the issue in question in international and state legislation. The fourth section of the article presents policy considerations concerning this issue, which are to be considered when designing labor regulation. Finally, the fifth section outlines a desirable legal framework, emphasizing the need to rethink our approach in order to stimulate public discourse that will set the cultural, social and legal process in motion. In my view, the social objective is that *"Anucha"* will be regulated and limited, and that the division between labor and rest be restored – even if some of its components are kept flexible.