Participatory Design of Multi-agent Systems

AAMAS Tutorial T7

(http://honiden-lab.ex.nii.ac.jp/~paul/tutorial)

Date

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Organizers

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Registration

www.aamas2007.org

Early registration fees apply until 03/17

Abstract

The last years witnessed an increasing interest in experiments bringing together human participants and software agents, in the purpose of designing multi-agent systems (MAS) and agent-based simulations (ABS). The aim of this tutorial is to provide solid theoretical knowledge in this new research topic. Particularly, we will discuss the main issues related to this approach and methods developed to overcome them. These methods cover three different traditions of participatory design of MAS and ABS.

The theory of participatory simulation is appealing only insofar as one can have a flavor of its practical side. This is particularly helpful to test, validate and improve the design of existing MAS. Therefore, we aim at making the audience take part in a small experiment during this tutorial.

Agenda

- Overview of Participatory Simulation Methods
  (Paul Guyot and Yohei Murakami)

- Introduction to the Case Study
  (José Ghislain Quenum)

- Introduction to the Simulación framework
  (Eric Platon)

Requirements

In order to take part in the experiment conducted during the tutorial, please bring a Wifi-equipped laptop with Java 1.5 installed.