Agent-based modeling meets gaming simulation /

Arai, K. (
Kiyoshi) (
1950-)
https://id.oclc.org/worldcat/entity
/E39PCjMg7fFmphMxDGtgwRkcrq
Deguchi, Hiroshi (
1955-)
https://id.oclc.org/worldcat/entity/E39PBJjd8P4CWfCvbPGtdHfcyd
Matsui, H. (
Hiroyuki)

Springer,
2005

Congress   dissertations   proceedings (reports)   Conference papers and
proceedings   Conference papers and proceedings   Academic theses   Actes de
congrès   Thèses et écrits académiques

Monografía

This collection of excellent papers cultivates a new perspective on agent-based social system sciences, gaming simulation, and their hybridization. Most of the papers included here were presented in the special session titled Agent-Based Modeling Meets Gaming Simulation at ISAGA2003, the 34th annual conference of the International Simulation and Gaming Association (ISAGA) at Kazusa Akademia Park in Kisarazu, Chiba, Japan, August 25-29, 2003. This post-proceedings was supported by the twenty-?rst century COE (Centers of Excellence) program Creation of Agent-Based Social Systems Sciences (ABSSS), established at the Tokyo Institute of Technology in 2004. The present volume comprises papers submitted to the special session of ISAGA2003 and provides a good example of the diverse scope and standard of research achieved in simulation and gaming today. The theme of the special session at ISAGA2003 was Agent-Based Modeling Meets Gaming Simulation. Nowadays, agent-based simulation is becoming very popular for modeling and solving complex social phenomena. It is also used to arrive at practical solutions to social problems. At the same time, however, the validity of simulation does not exist in the magni?cence of the model. R. Axelrod stresses the simplicity of the agent-based simulation model through the "Keep it simple, stupid" (KISS) principle: As an ideal, simple modeling is essential

Título: Agent-based modeling meets gaming simulation K. Arai, H. Deguchi, H. Matsui (eds.).

Editorial: Tokyo New York Springer 2005

Descripción física: 1 online resource (viii, 151 pages) illustrations

Tipo Audiovisual: sociale wetenschappen social sciences planning persoonlijkheid personality simulatiemodellen simulation models sociologie sociology organisatie organization sociale psychologie social psychology Social Sciences (General) Sociale wetenschappen (algemeen)

Mención de serie: Agent-BasedSocialSystems Volume2 Agent-based social systems v. 2

Documento fuente: Springer e-books

Bibliografía: Includes bibliographical references and index

Contenido: Agent-Based Modeling Meets Gaming Simulation: Perspective on Future Collaborations -- A Horizon of Simulation and Gaming: Difficulties and Expectations of Facilitating Science, Technology, and Practice -- The U-Mart Project: New Research and Education Program for Market Mechanism -- The Gaming of Firm Strategy in High-Tech Industry: Human Agents and Artificial Intelligence Agents Intermingled in a Simulation Model -- Simulation Analysis Using the Garbage Can Model for Designing a Citizen Participation System for Comprehensive Municipal Planning -- Exploring Business Gaming Strategies by Learning Agents -- Business Simulator Development Cycle with Both Human and Computer Players -- Analyzing Barnga Gaming Simulation Using an Agent-Based Model -- User Type Identification in Virtual Worlds -- A Model for Collusive Tendering Based on a Multiagent Approach -- An Agent-Based Simulation Model of Disruptive Technologies -- Agent-Based Simulation on the Diffusion of Research and Development for Environmentally Conscious Products -- Evaluation of the Dealings Form in an Artificial Fruit and Vegetable Market II

Copyright/Depósito Legal: 77535394 144223690 228391651 317882295 320969168 647601726 698451926 746945095 756421265 880025156 935266284 994813494 1005826559 1034908847 1035702538 1067013479 1077252656 1078831466 1086496224 1087226393 1097296466 1102297782 1110731247 1110834570 1162787462

ISBN: 9784431294276 4431294279 4431294260 cloth) 9784431294269 cloth) 6610635552 electronic bk.) 9786610635559 electronic bk.)

Materia: Social sciences- Simulation methods- Congresses Social sciences- Data processing- Congresses Simulation games- Congresses Simulation methods- Congresses Simulation games- Congresses Simulation methods- Congresses Social sciences- Data processing- Congresses Social sciences- Simulation methods- Congresses Sciences sociales- Méthodes de simulation- Congrès Sciences sociales- Informatique- Congrès Jeux de simulation- Congrès Méthodes de simulation- Congrès SOCIAL SCIENCE- Methodology Simulation games Simulation methods Social sciences- Simulation methods Social sciences- Data processing Sciences sociales Sciences humaines Simulation games Simulation methods Social sciences- Data processing Social sciences- Simulation methods Shakai kagaku Mondai kaiketsu Shimyureshon

Autores: Arai, K. (Kiyoshi) (1950-) https://id.oclc.org/worldcat/entity/E39PCjMg7fFmphMxDGtgwRkcrq Deguchi, Hiroshi (1955-) https://id.oclc.org/worldcat/entity/E39PBJjd8P4CWfCvbPGtdHfcyd Matsui, H. (Hiroyuki)

Entidades: International Simulation and Gaming Association. International Conference 34th :. 2003 :. Kisarazu-shi, Japan)

Enlace a formato físico adicional: Print version Agent-based modeling meets gaming simulation. Tokyo ; New York : Springer, 2005 4431294260 9784431294269 (DLC) 2006925624 (OCoLC)71394743

Punto acceso adicional serie-Título: Agent-BasedSocialSystems Volume2 Agent-based social systems v. 2