WCSS-06 The First World Congress on Social Simulation

August 21-25, 2006, Kyoto, Japan

http://www.paaa.econ.kyoto-u.ac.jp/wcss06/

Hosted by

Pacific Asian Association for Agent-based Approach in Social Systems Sciences (PAAA)

In cooperation with

The North American Association for Computational Social and Organization Science (NAACSOS),

The European Social Simulation Association (ESSA),

Sponsored by

Tokyo Institute of Technology*1,

Kyoto University*2,

Japan Society for Promotion of Sciences (JSPS)

*1: - 21st Century COE Program: Creation of Agent-Based Social Systems Sciences

*2: - 21st Century COE Program: Informatics Research Center for Development of Knowledge Society Infrastructure

- 21st Century COE Program: Interfaces for Advanced Economic Analysis

- Academic Center for Computing and Media Studies, Kyoto University

- Department of Social Informatics, Graduate School of Informatics

Venue and Dates

Kyoto University Main Campus, Kyoto, Japan, August, 21-25, 2006

Aims and Scope

Agent-based modeling and social simulation have emerged as both developments of, and sometimes challenges to, the social sciences. Developments from within the social sciences include agent-based computational economics and investigations of theoretical sociological concepts using formal simulation techniques. Challenges to the social sciences include the development of qualitative modeling techniques, the implementation of agent-based models to investigate phenomena for which conventional economic, social, and organizational models have no face validity, and the application of physical modeling techniques to social processes.

Approaches to model and theory validation have also been changed by the advent of agent-based social simulation as econophysicists and others develop models that produce numerical outputs that are difficult to analyze by classical statistical or econometric methods. Some scholars use logic-based social simulation approaches to search for new social theory, while others question whether such theory is possible or even necessary. It is increasingly common to develop social simulation models and approaches that transcend disciplinary boundaries. Emergence of social structures and norms through dynamic social interaction has long been an important concern.

Computational researchers have developed interests in agent-based social simulation as a new scientific field and to provide test beds of new computer and network technologies. Also there are practical requirements to uncover phenomena of complex social activities such as world economics, cooperation and competition across regions, social networks, environmental issues such as social impacts of climate change, and spreading of epidemic diseases.

The first World Conference on Social Simulation (WCSS-06) is intended to bring together all of these approaches to social simulation and these research agenda. WCSS-06 is sponsored by the main regional societies for social simulation research: Pacific Asian Association for Agent-based Approach in Social Systems Sciences (PAAA), the hosts and local organizers of the conference, the North American Association for Computational Social and Organizational Science (NAACSOS), and the European Social Simulation Association (ESSA). Differences of objective, agenda and approach exist within these regional societies and across these societies. WCSS-06 will provide an opportunity for adherents to these different approaches to explore their differences, to identify common features and goals and perhaps to define and agree regarding methods and criteria for evaluating the strengths, limitations and potentials of simulation techniques and applications.

WCSS-06 aims to promote agent-based social sciences, social simulation, and new tools and techniques for social science education as well as research.

Conference Organization

WCSS-06 consists of invited and plenary papers, oral presentations of papers, interactive posters and demonstrations, tutorials, workshops, student ABM demonstrations, industrial exhibitions, and digital archives and streaming of plenary talks. Financial support (travel grants) is available for students chosen to present demonstrations of social simulations. The procedures of paper submissions and workshop/exhibition proposals will be available from the web site.

Topics

The topics include, but are not limited to, the following social simulation issues

- Methodologies for Agent-based Modeling
  - Validation Techniques
  - Hybrid Gaming Simulation
  - Social Simulation and Laboratory Experiment
  - Evidence Based Social Simulation
- Applications of Agent-based Modeling
  - Computational Organization Theory
  - Collective Intelligence
  - Social Complexity
  - Social policies
  - Integrated social/physical modeling for environmental policy
  - Emergence of social structures and norms
  - Social simulation and software design
  - Advanced computing technologies (e.g. the grid) and social simulation.
- Implications of Agent-Based Modeling for Social Theory

Important Dates

February 24, 2006: Deadline for Regular Papers, Proposal of Workshops & Student Contests and Tutorial

March 28, 2006: Acceptance notifications about the Proposals

April 27, 2006: Acceptance notifications about regular papers

June 24, 2006: Deadlines for paper manuscripts

June 24, 2006: Deadline for early registration

July 22, 2006: Deadlines for workshops and student contests

August 21-25, 2006: Conference

Publication

All the accepted papers are included in the WCSS-06 proceedings. Electronic proceedings such as CD-ROM are published as well as printed version. We are also planning to publish post-proceedings including the selected papers presented in WCSS-06 from Springer Verlag.

Chairs and Committees

Conference Chair: Takao Terano, Tokyo Institute of Technology, Japan

Local Arrangement Co-Chairs: Hajime Kita & Hiroyuki Matsui, Kyoto University, Japan

Student Demonstrations, Exhibitions, & Workshops Co-Chairs: Hiroshi Deguchi, Tokyo Institute of Technology, Japan, Claudio Cioffi-Revilla, George Mason University, USA, & Wander Jager, Groningen University, Netherland.

Program Committee Co-Chairs: Shingo Takahashi, Waseda University, Japan, David L. Sallach, Argonne National Laboratory, USA, & Juliette Rouchier, GREQAM, Marseille, France

Program Committee (Tentative): Frédéric Amblard, Univ. de Toulouse I; Luis Antunes, Porto U.; Steve Bankes, Evolving Logic; Olivier Barreteau, CEMAGREF; David Batten, Commonwealth S & I Res.; Kathleen Carley, CMU; Lars-Erik Cederman, Swiss F. I .T.; Shu-Heng Chen, Nat. Chengchi U.; Sung-Bae Cho, Yonsei U.; Claudio Cioffi-Revilla, GMU; Rosaria Conte, CNR; Nuno David, ISCTE, Lisbon; Guillaume Deffuant, CEMAGREF; Alexis Drogoul, IRD; Bruce Edmonds, CPM; Norman Foo, U. of South Wales; Nigel Gilbert, U. Surrey; William Griffen, Arizona State U.; Nick Gotts, MacAulay institute; Rainer Hegselmann, Bayreuth U.; Cesareo Hernandez Iglesias, U. Valladolid; Takanori Ida, Kyoto U.; Toru Ishida, Kyoto U.; Marco Janssen, Indiana U.; David Hales, U. Bologna; Toshiji Kawagoe, FUN; Kyoichi Kijima, Tokyo Tech; Blake LeBaron, Brandeis U.; Adolfo Lopez, U. Valladolid; Kambiz Maani, U. Auckland; Ryan McAllister, Commonwealth S & I Res.; William McKelvey, UCLA; Charles Macal, Argonne NL; Michael Macy, Cornell U.; Veena Mellarkod, Texas Tech U.; Philippa Pattison, U Melbourne; Panomsak Promburom, Changmai U., . Scott Moss, CPM, Manchester; Yutaka Nakai, Shibaura Inst. Tech.; Yasuhiko Nakashima, Kyoto U.; Akira Namatame, NDA; Dario Nardi, UCLA; Michael North, Argonne NL; Isao Ono, Tokyo Tech; Michael Prietula, Emory U.; Utomo Sarjono Putro, I. T. Bandung; Scott Page, U. Michigan; Mario Paolucci, Technology Expert, ISTC/CNR; Dawn Parker, GMU; Robert Reynolds, Wayne State U.; Fabio Rojas, Indiana U.; Keith Sawyer, Washington U.; Darren Schreiber, U. Pennsylvania; Jaime Simão Sichman, U. São Paulo; Keiki Takadama, Tokyo Tech; Klaus Troitzsch, Koblenz U.; Harko Verhagen, Stockholm U.; David W. K. Yeung, Hong Kong Baptist U. and St. Petersburg State U.; Peyton Young, Brookings Institution; Kazuo Yoshida, Kyoto U.