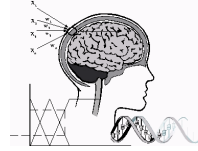




International

*Innovation in Knowledge Based and Intelligent
Engineering Systems*



INVITED SESSION SUMMARY

Title of Session:

Serious Game and Business Intelligence through Agent-based Modelling

Name of Chair:

Assoc. Prof. Setsuya Kurahashi, University of Tsukuba (kurahashi.setsuya.gf@u.tsukuba.ac.jp)

Prof. Takao Terano, Tokyo Institute of Technology (terano@dis.titech.ac.jp)

Prof. Hiroshi Takahashi, Keio University (htaka@kbs.keio.ac.jp)

Details of Session:

The objective of this organised session is to discuss the cutting-edge gaming and simulation research through agent-based modelling and their applications to business and finance task domains. Serious Game, Business Game and Social Simulation have been successfully applied to various problems such as management systems, finance, service sciences, manufacturing industries, and so on. On the other hand, Business Intelligence so far has only focus on data science, distributed intelligent systems, and analyses of business problems.

However, the concepts of business intelligence and agent based systems to enhance the capabilities of conventional techniques have not been investigated adequately. Our focus on business intelligence is to manage the issues of firms and organisations for getting profit on interaction with human- and computer- mixed systems, while such a focus is also fundamental for agent-based research for complex but bounded rational business environments.

The main purpose of this session on 'Serious Game and Business Intelligence on Agent-based Modelling' is to bring together the communities of Business Intelligence and Agent-based Modelling to exchange latest results, to join efforts in solving the common challenges, to establish an effective communication between researchers and developers involved in the both areas in order to create a worthwhile synergy

The topics include but are not limited to:

- Serious Game and Business Game
- Agent-Based Modelling and Simulation on Business and Finance Problems
- Agent-Based Intelligent Systems on Business Problems
- Issues and Case Studies on Business and Finance Problems
- Agent-Based Computational Economics & Finance
- Gaming Simulation on Social and Business Problems
- Group Decisions & Collective Behaviours
- Collective Intelligence and Human Computation on Social Problems
- Participatory Design and Simulation on Social Problems
- Agent-Based Microfoundations of Macroeconomic Activity
- Simulators for Macroeconomic Policy
- Valuation and Asset Pricing
- Corporate Governance and Regulation
- Discrete Choice Models in Economics and Management Sciences
- Emergence and Dynamics of Norms and Conventions
- Financial Market models and Auction
- Data Sciences and Business Intelligence
- Dynamics of Complex, Social and Economic Networks
- Complexity and Market Dynamics
- Health and Infectious diseases

Important Dates:

Paper submission: **22 January 2015 (Extended)**

Acceptance notification: 16 February 2015

Final paper submission: 2 March 2015

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