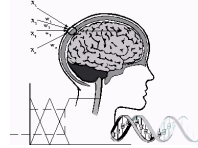




International

*Innovation in Knowledge Based and Intelligent
Engineering Systems*



INVITED SESSION SUMMARY

Title of Session:

Business Informatics and Gaming 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 techniques for business informatics and gaming through agent-based modelling and their applications to business and finance task domains. Business Informatics, Business Game, Serious Game, and Data Analysis have been successfully applied to various problems such as management systems, finance, service sciences, manufacturing industries, and so on. On the other hand, Business Informatics so far has only focus on data science, distributed intelligent systems, and analyses of business problems.

However, the concepts of business Informatics and agent based systems to enhance the capabilities of conventional techniques have not been investigated adequately. Our focus on business Informatics 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 'Business Informatics and Gaming through Agent-based Modelling' is to bring together the communities of Business Informatics, Data Analysis 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:

- Agent-Based Computational Economics & Finance
- Issues and Case Studies on Business and Finance Problems
- Agent-Based Game, Serious Game and Business Game
- Gaming Simulation on Social and Business Problems
- Collective Intelligence and Human Computation on Social Problems
- Participatory Design and Simulation on Social Problems
- 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
- Dynamics of Complex, Social and Economic Networks
- Complexity and Market Dynamics
- Health and Infectious Diseases
- Power Market and Consumer Market Analysis
- Knowledge Management
- Data Mining, Text Mining and Data Analysis
- Empirical Analysis on Managerial Decision Making
- Information Security

Innovation and Corporate Valuation

Important Dates:

Paper submission: ~~25 January 2016~~ **Extended!** 8 February 2016

Acceptance notification: 20 February 2016

Final paper submission: 7 March 2016

Conference: 15-17 June 2016

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