THE FOURTH EUROPEAN WORKSHOP ON MULTI-AGENT SYSTEMS
Lisbon, Portugal
14th and 15th of December, 2006
`http://www.eumas.org/`

In the last 15 years we have seen a significant increase of interest in agent-oriented technology. This field is now set to become one of the key technologies in the 21st century and will underpin much of the next generation of computing that seeks to address issues in Ambient Intelligence, Pervasive and Ubiquitous Computing, Grid Computing, Services Oriented Computing, the Semantic Web, E-Commerce and many other areas. It is therefore crucial that both academics and industrialists within Europe have access to a forum at which current research and application issues are presented and discussed.

The aim of this fourth European Workshop on Multi-Agent Systems is to encourage and support activity in the research and development of multi-agent systems, in academic and industrial European efforts.

SUBMISSIONS AND ATTENDANCE

Submissions of papers describing relevant preliminary or completed work (both unpublished and previously published) are invited. Submissions should be of no more than 5000 words and in a standard existing conference format. The workshop has no formal proceedings; it is intended primarily as a forum for interaction and discussion. Submissions concerning work that has recently been or will be presented at relevant international conferences are also welcome. The workshop will provide:

- informal working notes at the event,
- an on-line proceedings containing original papers and abstracts of previously published papers.

Depending on the quality, we intend to invite a selection of the unpublished submissions to be included in relevant journal special issues.

All submissions should include: author's name(s), affiliation, (complete) mailing address, phone and fax number, and e-mail address. All paper submissions will be handled electronically (see the conference web page for details).

IMPORTANT DATES

Submission Deadline	1st October
Notification to Authors	31st October
Camera Ready due	16th November
Early Registration	20th November
Late Registration	10th December
Event	14th and 15th of December

TOPICS OF INTEREST

Topics include but are not limited to:

Action and Planning	Cooperation	Protocols
Adaptation and Learning	Coordination	Reactivity
Agent Architectures	E-Commerce	Robotics
Agent Programming Languages	Economic Models	Self-organisation
Agents and Complex Systems	Emergence	Semantic Web
Agent Based Simulation	Emotion	Service Oriented Computing
Ambient Intelligence	Game Theoretic Models	Social Ability
Applications	Grid Computing	Software Engineering
Argumentation	Institutions	Standards
Autonomy	Logical Models	Teamwork
Cognitive Models	Methodologies	Theories of Agency
Collective Intentionality	Negotiation	Tools
Communication	Organisation and Institutions	Trust and Reputation
Competition	P2P Computing	Ubiquitous Computing
Complexity	Proactivity	Verification

PROGRAM CHAIRS: Andrea Omicini
Barbara Dunin-Keplicz
Julian Padget

LOCAL CHAIRS: Helder Coelho
Luis Antunes