Call for Papers and Participation

First International Workshop on Social Life (SOLI'03)

Workshop date: 14 September, 2003

held in conjunction with ECAL 2003, the 7th European Conference on ARTIFICIAL Life, 14. - 17. September 2003, Dortmund, Germany.

organised by
Chair of AI and Applied Computer Science, University of Würzburg,
AI Lab of the Department of Computer Sciences, Humboldt University Berlin, and
"Theoretical Foundations of Computer Science" Group, University of Hamburg
Organizing Board   Programme Committee   Submissions

Deadline for submissions: June 2, 2003
Notification of acceptance: **Juli 1, 2003**
Deadline for final papers: **August 1, 2003**
Workshop: **September 14, 2003**

Certain phenomena recognized and observed in the domain of Artificial Life correspond to and recur on specific concepts in the mind of an observer. In the context of multi agent systems, *social concepts* become increasingly important. In the process of constructing agents and multi agent systems, computer scientists tend to apply their own, relatively restricted and everyday-knowledge-based set of social concepts. Problems occuring in the process of construction can be traced down to technical and/or conceptual causes.
The application of social concepts to all kinds of computational systems, especially in the domain of Artificial Life, can profit from an active and lifely cooperation with disciplines like Sociology, Psychology, Philosophy, Law, Economics and the Cognitive Sciences. Artificial Life has a main focus on interaction and sociality on different layers of observation, let it be on population scale or in proteine interaction. Intensive research lead to advanced theories that try to explain emergent cooperation, evolution of stable social pattern, or even the evolution of communication. This highly interdisciplinary research may give interesting incentives to the more technology-based Multi Agent System area. Also Multi Agent Systems can be seen as an interdisciplinary research area with roots not only in computer science but also in Sociology, Economics and the Cognitive Sciences. Thus there is a large intersection between Artificial Life and Multi Agent Systems, especially when dealing with social concepts.

The workshop will take place just before the 7th European Conference on ARTIFICIAL Life, 14.-17. September 2003, Dortmund, Germany
The Workshop date will be 14. September 2003.

Submissions

Innovative and original papers in English language are welcome for submission. The papers will be reviewed by at least two programme committee members. Selection criteria will focus on relevance to the special topic, originality with respect to the state of the art, and potential for discussion.

The program committee invites submissions of contributions as: long versions (10 - 20 pages) and short versions (up to 5 pages). Submissions should be either in POSTSCRIPT or PDF format and emailed to soli03@informatik.uni-hamburg.de .

Accepted papers will be included in the workshop proceedings which will appear either as a technical report of the Department of Computer Science, University of Hamburg or as a workshop binder provided by the ECAL organizers. The proceedings will be available at the workshop. The best contributions will be considered for further publication.

For further information about SOLI'03 contact the programme committee by email at soli03@informatik.uni-hamburg.de
or have a look at the
SOLI'03 homepage at
http://www.informatik.uni-hamburg.de/TGI/events/soli03/

Range of Interest

Most interesting in view of the concerns of the workshop is, that multi agent systems are now seen as an excellent vehicle in terms of metaphors, concepts, and tools to support the research issues mentioned below. Ways and means to approach all these challenges can be theoretical, experimental, empirical, prototypical, applied, etc. We expect to have many different perspectives which will lead to an interesting and lively discussion during and after the workshop as we experienced it with other interdisciplinary workshops.

Topics of interest include, but are not limited to:

- Emergence of Social patterns
- Micro-Macro linkage problems
- Social foundations of (artificial) life
- Hybrid systems (artificial and human)
- Communication, coordination, and cooperation
- Scalability and self-stabilisation of organisational structures
- Evolution and adaptation in social contexts
- Autopoiesis and autonomy
- Dynamic structures and organisational patterns
- Communication, coordination, and cooperation
- Symbol-grounding and -processing
- Tools and frameworks for social concepts in agent systems
- Process and methodology for engineering social system
- Applications and implementation of the social concepts in agent systems

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http://www.informatik.uni-hamburg.de/TGI/events/soli03/cfp.html