

## Call for Contributions

### 1. Inform the Chair

### 2. Submission URL:

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=eKNOW+2021+Special>

Please select Track Preference as **AGAS**

**3. Note:** For 2021, all events will be held in a hybrid mode: on site or virtual choices (live, prerecorded videos, voiced presentation slides, and .pdf slides). We hope for better times allowing us to return to the traditional on site scientific events. However, we are ready to adapt any which way the conditions dictate.

### Special track

## AGAS: Agent and Gaming Approach to Socio-Technical Systems

### Chair

Prof. Takao TERANO, Chiba University of Commerce, Japan  
[terano@cuc.ac.jp](mailto:terano@cuc.ac.jp)

### Organizers

Prof. Setsuya KURAHASHI, University of Tsukuba, Japan  
[kurahashi.setsuya.gf@u.tsukuba.ac.jp](mailto:kurahashi.setsuya.gf@u.tsukuba.ac.jp)

Prof. Hiroshi TAKAHASHI, Keio University, Japan  
[htaka@keio.ac.jp](mailto:htaka@keio.ac.jp)

along with

### eKNOW

**The Thirteenth International Conference on Information, Process, and Knowledge Management**

<https://www.iaria.org/conferences2021/eKNOW21.html>

July 18, 2021 to July 22, 2021 - Nice, France

Agent-Simulation is a tool to know about a *it-could-be-world*. Also, Gaming-Simulation is a language to communicate the future. In this special session, to understand complex socio-technical systems through both concepts. we discuss novel approach to e-KNOW-related topics for design and implementation of socio-technical systems.

For the purpose, we employ technologies such as agent-based modeling, data science, AI-related machine learning, and so on.

This special track is dedicated to systems thinking and design, mostly in socio-technical systems, in particular, via the agents and gaming.

### Topics include, but not limited to

- Features on socio-technical systems with both technical and social issues with human decision- making processes.
- System thinking with humans-in-the-loop;
- Methodology to amalgamate agent- and gaming-simulation for design and analysis of socio-technical systems;
- Application studies for financial critical systems;
- Applications COVID-19 related situations.

## Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on [www.iaia.org](http://www.iaia.org)]
- Presentations: slide only [slide-deck posted on [www.iaia.org](http://www.iaia.org)]
- Demos: two pages [posted on [www.iaia.org](http://www.iaia.org)]

## Important Datelines

Inform the Chair or Coordinator: As soon as you decide to contribute

Submission: June 4, 2021

Notification: June 20, 2021

Registration: July 1, 2021

Camera ready: July 1, 2021

*Note: The submission deadline is somewhat flexible, providing arrangements are made ahead of time with the chair.*

## Paper Format

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

## Publications

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

## Paper Submission

<https://www.iaiasubmit.org/conferences/submit/newcontribution.php?event=eKNOW+2021+Special>

Please select Track Preference as **AGAS**

## Registration

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

## Contact

Chair: Takao Terano, [terano@cuc.ac.jp](mailto:terano@cuc.ac.jp)

Logistics: [steve@iaia.org](mailto:steve@iaia.org)