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

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Gallery for  
Evolutionary computation and  
Artificial intelligence  
Researches



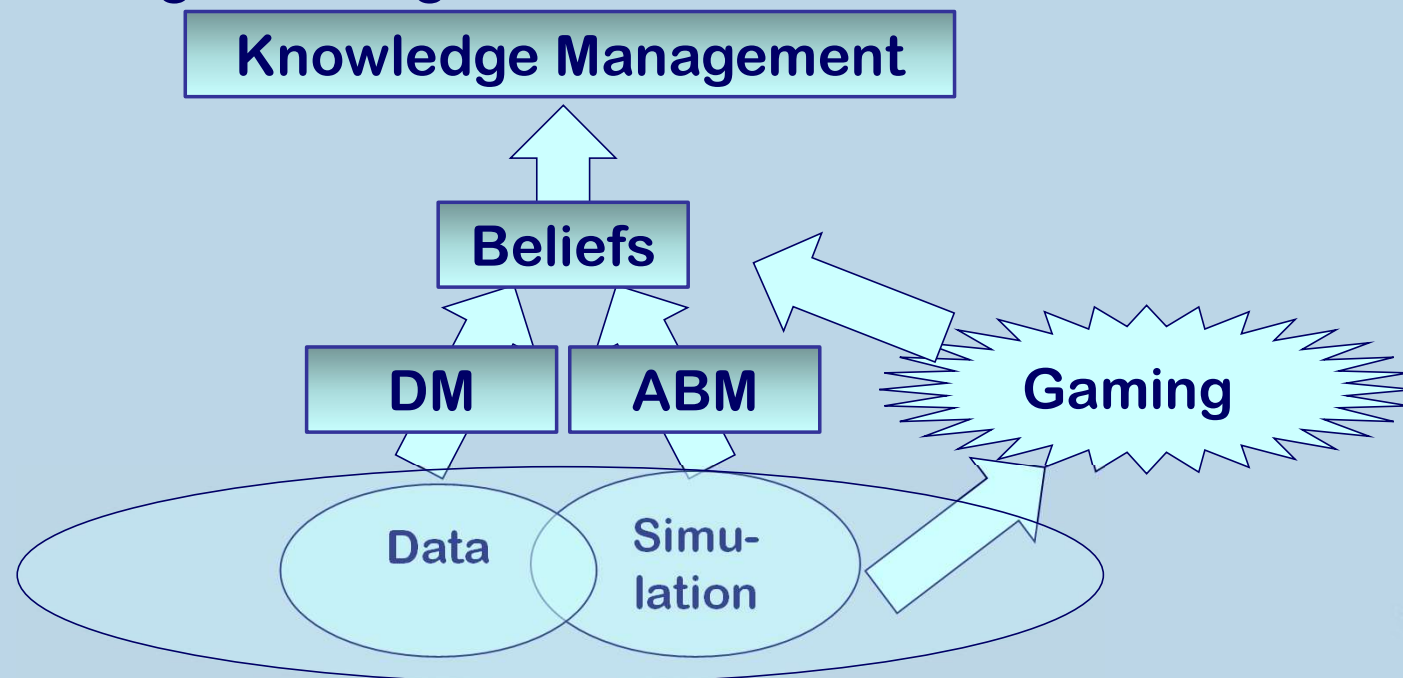
# Objective of AGAS

- Agent-Simulation: Tool to know could-be world.
- Gaming-Simulation: Language to Communicate the Future
- Socio-Technical System:
  - Social Systems Require Both Technology and Sociology are Necessary to Solve
  - e.g., Pandemic, Financial, Energy, Environmental, ...
  - Hot Application of Knowledge Management with AI, Data Science, and Machine Learning

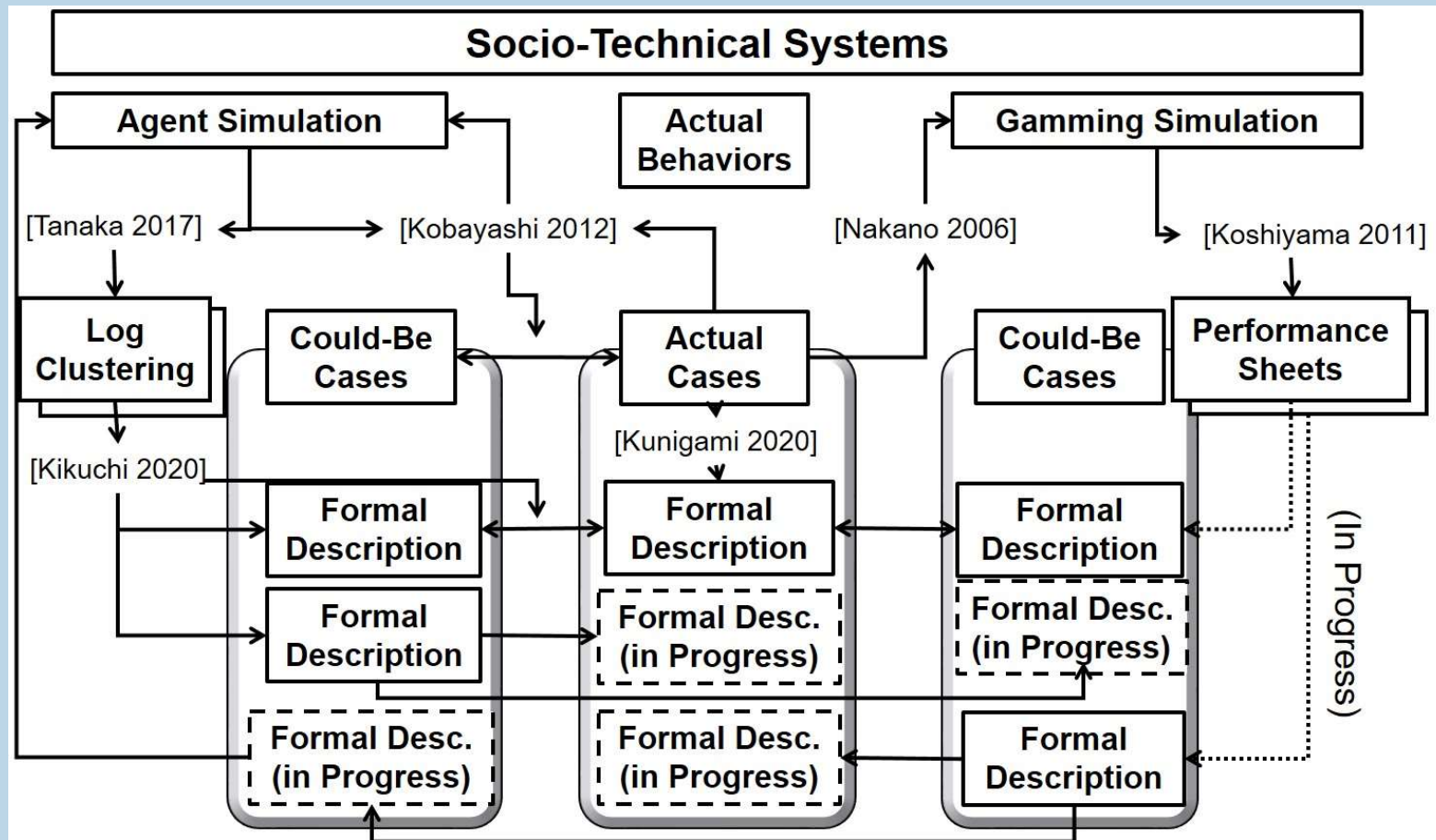


# We must Establish ...

- Integration of DM & ABM and Gaming as communication tools for decision making & Knowledge Management



# General Architecture toward AGAS



# Accepted Papers

## Pandemic Analysis:

- Hideyuki Nagai: Myoko Model for Balancing Infectious Disease Control and Local Economy
- Kazumoto Takayanagi : An Agent-based Model in Activity-Driven Network of COVID-19 Epidemic using Mobility and Infection Data in Tokyo 2020.

## Gaming Approach:

- Akinobu Sakata The Shin-Life Career Game: Pursuing your New Life Style through Gaming Simulation

## ABM and Analysis Methodology:

- Takamasa Kikuchi: A Knowledge Extraction from Epidemic Control Simulation
- Takamasa Kikuchi : Constructing Life Planning Support System for Retirement Planning using Social Simulation

