Ciancarini / Wooldridge

Agent-Oriented Software Engineering

First International Workshop, AOSE 2000 Limerick, Ireland, June 10, 2000 Revised Papers

One of the most important reasons for the current intensity of interest in agent technology is that the concept of an agent, as an autonomous system capable of interacting with other agents in order to satisfy its design objectives, is a natural one for software designers. Just as we can understand many systems as being composed of essentially passive objects, which have a state and upon which we can perform operations, so we can understand many others as being made up of interacting semi-autonomous agents. This book brings together revised versions of papers presented at the First International Workshop on Agent-Oriented Software Engineering, AOSE 2000, held in Limerick, Ireland, in conjunction with ICSE 2000, and several invited papers. As a comprehensive and competent overview of agent-oriented software engineering, the book addresses software engineers interested in the new paradigm and technology as well as research and development professionals active in agent technology.

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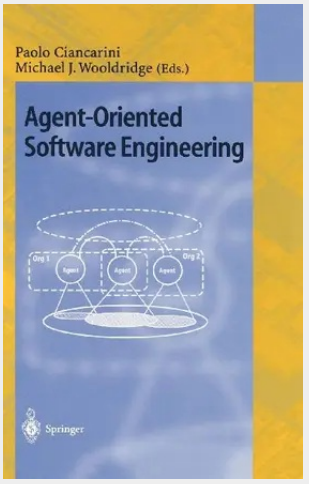

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