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Sommario/riassunto	“Social Simulation for a Digital Society” provides a cross-section of state-of-the-art research in social simulation and computational social science. With the availability of big data and faster computing power, the social sciences are undergoing a tremendous transformation. Research in computational social sciences has received considerable

attention in the last few years, with advances in a wide range of methodologies and applications. Areas of application of computational methods range from the study of opinion and information dynamics in social networks, the formal modeling of resource use, the study of social conflict and cooperation to the development of cognitive models for social simulation and many more. This volume is based on the Social Simulation Conference of 2017 in Dublin and includes applications from across the social sciences, providing the reader with a demonstration of the highly versatile research in social simulation, with a particular focus on public policy relevance in a digital society. Chapters in the book include contributions to the methodology of simulation-based research, theoretical and philosophical considerations, as well as applied work. This book will appeal to students and researchers in the field. .