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Interoperability in Open Multiagent Systems -- A Normative Organisation Programming Language for Organisation Management Infrastructures -- Social Norms and Semantics -- Monitoring Social Expectations in Second Life -- Towards a Logical Model of Social Agreement for Agent Societies -- Promotion of Selfish Agents in Hierarchical Organisations -- The SIOC Project: Semantically-Interlinked Online Communities, from Humans to Machines -- Directing Status Messages to Their Audience in Online Communities -- Effects of Social Network Topology and Options on Norm Emergence -- Norms and Reasoning -- Directed Deadline Obligations in Agent-Based Business Contracts -- Internal Agent Architecture for Norm Identification -- Influence of Communication Graph Structures on Pheromone-Based Approaches in the Context of a Partitioning Task Problem -- An Infection-Based Mechanism in Large Convention Spaces -- The Classification Game: Complexity Regularization through Interaction -- Dealing with Incomplete Normative States -- Towards an Architecture for Self-regulating Agents: A Case Study in International Trade.
