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	Nota di contenuto	Invited Talks -- Is Computational Complexity a Barrier to Manipulation? -- Games, Norms and Strategic Notions in Information Flow Security -- Group Announcements: Logic and Games (Abstract of Invited Talk) -- Strong Equivalence in Argumentation -- Regular Papers -- Hypergraphs of Multiparty Secrets -- Combining Logics in Simple Type Theory -- Speculative Abductive Reasoning for Hierarchical Agent Systems -- Formal Semantics of a Dynamic Epistemic Logic for Describing Knowledge Properties of ?-Calculus Processes -- What Happened to My

Commitment? Exception Diagnosis among Misalignment and Misbehavior -- Verifying Business Process Compliance by Reasoning about Actions -- From Organisation Specification to Normative Programming in Multi-Agent Organisations -- Finding Uniform Strategies for Multi-agent Systems -- Playing Extensive Form Games in Parallel -- Exploring the Boundary of Half Positionality -- Proof-Theoretic Analysis of Rationality for Strategic Games with Arbitrary Strategy Sets -- An Agent Language with Destructive Assignment and Model-Theoretic Semantics -- Model Checking Agent Programs by Using the Program Interpreter -- A Dialogue Games Framework for the Operational Semantics of Logic Agent-Oriented Languages.

Sommario/riassunto	This book constitutes the refereed proceedings of the 11th International Workshop on Computational Logic in Multi-Agent Systems, CLIMA-XI, held in Lisbon, Portugal in August 2010. The 14 papers included in this volume were carefully reviewed and selected from 31 submissions. The purpose of the CLIMA workshops is to provide a forum for discussing techniques, based on computational logic, for representing, programming and reasoning about agents and multi-agent systems in a formal way. CLIMA 2010 featured two thematic special sessions on norms and normative multi-agent systems and logics for games and strategic reasoning. .