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	Nota di contenuto	Active Objects based on Algebraic Effects -- Actor-based Designs for Distributed Self-organisation Programming -- Encore: Coda -- Bridging Between Active Objects: Multitier Programming for Distributed, Concurrent Systems -- A Survey of Actor-Like Programming Models for Serverless Computing -- Programming Language Implementations with

	Multiparty Session Types -- Modelling -- Integrated Timed Architectural Modeling/Execution Language -- Simulating User Journeys with Active Objects -- Actors Upgraded for Variability, Adaptability, and Determinism -- Analysis -- Integrating Data Privacy Compliance in Active Object Languages -- Context-aware Trace Contracts -- Type-Based Verification of Delegated Control in Hybrid Systems -- Enforced Dependencies for Active Objects.
Sommario/riassunto	Active Objects are a programming paradigm that supports a non-competitive, data-driven concurrency model. This renders active object languages to be well-suited for simulation, data race-free programming, and formal verification. Concepts from active objects made their way into languages such as Rust, ABS, Akka, JavaScript, and Go. This is the first comprehensive state-of-art overview on the subject, the invited contributions are written by experts in the areas of distributed systems, formal methods, and programming languages.