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	Nota di contenuto	Social Choice Theory as a Foundation for Multiagent Systems -- A Boolean Game Based Modeling of Socio-Technical Systems -- Evaluating Strategies for Penny Auctions Using Multi-Agent Systems -- Robustness Analysis of Negotiation Strategies through Multiagent Learning in Repeated Negotiation Games -- Using Multi-attribute Combinatorial Auctions for Resource Allocation -- A Negotiation-Based Genetic Framework for Multi-Agent Credit Assignment -- Agent-Based Concepts for Manufacturing Automation -- Orchestrating the

Sequential Execution of Tasks by a Heterogeneous Set of Asynchronous Mobile Agents -- A Conceptual Framework of a Decision Support System for Operational Dispatching of Agricultural Bulk Goods – An Agent-Based Approach -- Planning with Numeric Key Performance Indicators over Dynamic Organizations of Intelligent Agents -- Employing Automatic Temporal Abstractions to Accelerate Utile Suffix Memory Algorithm -- The Effects of Variation on Solving a Combinatorial Optimization Problem in Collaborative Multi-Agent Systems -- Complexity Measurement of Multi-Agent Systems -- Extensible Java EE-based Agent Framework in Clustered Environments -- Programming BDI Agents with Pure Java -- AGADE: How Individual Guidance Leads to Group Behaviour and How This Can Be Simulated -- A Tree-Based Context Model to Optimize Multiagent Simulation -- Agent-Based Modeling and Simulation of the Emotional and Behavioral Dynamics of Human Civilians during Emergency Situations.

Sommario/riassunto	This book constitutes the proceedings of the 12th German Conference on Multiagent System Technologies, MATES 2014, held in Stuttgart, Germany, in September 2014. The 9 full papers and 7 short papers included in this volume were carefully reviewed and selected from 31 submissions. The book also contains 2 invited talks. The papers are organized in topical sections named: mechanisms, negotiation, and game theory; multiagent planning, learning, and control; and multiagent systems engineering, modeling and simulation.