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		Computer simulation
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	Nota di contenuto	Pogamut 3 Can Assist Developers in Building AI (Not Only) for Their Videogame Agents -- Distributed Platform for Large-Scale Agent-Based Simulations -- Two Case Studies for Jazzyk BSM -- A Teamwork Infrastructure for Computer Games with Real-Time Requirements -- The MMOG Layer: MMOG Based on MAS -- Architecture for Affective Social Games -- Enhancing Embodied Conversational Agents with Social and Emotional Capabilities -- Intelligent NPCs for Educational Role Play Game -- Design of a Decision Maker Agent for a Distributed Role Playing Game – Experience of the SimParc Project -- NonKin

Village: An Embeddable Training Game Generator for Learning Cultural Terrain and Sustainable Counter-Insurgent Operations -- On Evaluating Agents for Serious Games -- A PDDL-Based Planning Architecture to Support Arcade Game Playing -- Agent-Based Aircraft Control Strategies in a Simulated Environment -- Adaptive Serious Games Using Agent Organizations -- Intelligent Agent Modeling as Serious Game.

Sommario/riassunto	Research on multi-agent systems has provided a promising technology for implementing cognitive intelligent non-playing characters. However, the technologies used in game engines and multi-agent platforms are not readily compatible due to some inherent differences in concerns. Where game engines focus on real-time aspects and thus propagate efficiency and central control, multi-agent platforms assume autonomy of the agents. Increased autonomy and intelligence may offer benefits for a more compelling gameplay and may even be necessary for serious games. However, problems occur when current game design techniques are used to incorporate state-of-the-art multi-agent system technology. A very similar argument can be given for agent-based (social) simulation. This volume contains the papers presented at AGS 2009, the First International Workshop on Agents for Games and Simulations, held in Budapest on May 11, 2009. The focus of the workshop was on the particular challenges facing those using agent technology for games and simulations, with topics covering the technical, conceptual and design aspects of the field.