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Note generali	Papers presented at the Kyoto Meeting on Social Interaction and Communityware held June 8-10, 1998 in Kyoto, Japan.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Overview -- Towards Computation over Communities -- Methodology for Large Scale Experimentation A Discussion Report -- Models and Concepts -- Complexity and Adaptation in Community Information Systems: Implications for Design -- How TRURL Evolves Multiagent Worlds for Social Interaction Analysis -- Agent Based Approach for Social Complex Systems - Management of Constructed Social World -- Awareness - The Common Link Between Groupware and Community Support Systems -- Social Psychological and Artistic Aspects of the Human Interface -- Methodologies for Large Scale Trials -- Demographics and Sociographics of the Digital City -- Groupware, Community, and Meta-Networks: the Collaborative Framework of EdNA (Education Network Australia) -- C-MAP: Building a Context-Aware Mobile Assistant for Exhibition Tours -- Managing Large Scale On-line Discussions: Secrets of the Open Meeting -- Social Pattern Development Analysis: A Case Study in a Regional Community Network -- Sharing Knowledge and Preference in Communities -- CoMeMo-Community: A System for Supporting Community Knowledge Evolution -- IKNOW: A Tool to Assist and Study the Creation, Maintenance, and Dissolution of Knowledge Networks -- Building Agent Community toward Business Knowledge Base Generation -- Building Information Infrastructures for Social Worlds — The Role of Classifications and Standards -- Supporting Social Interaction in Communities --

Interactional Resources for the Support of Collaborative Activities:
Common Problems in the Design of Technologies to Support Groups
and Communities -- Interactive Consultation System with Asymmetrical
Communication between People in Different Electronic Communities --
Communities through Time: Using History for Social Navigation --
Reflections of Communities in Virtual Environments: The Mirror --
Silhouettell: Awareness Support for Real-World Encounter -- Agent
Technologies in Communities -- Supporting Network Communities
with Multiagent Systems -- Agent Augmented Community: Human-to-
Human and Human-to-Environment Interactions Enhanced by
Situation-Aware Personalized Mobile Agents -- Community Formation
via a Distributed, Privacy-Protecting Matchmaking System -- SYMBIOT:
Personalizing Agents in Social Contexts.
