



Call for papers

International Conference on Principles and Practice in Multi-Agent Systems, PRIMA

August 22-26, 2016: Phuket, Thailand

PRIMA is a computer-science conference with a focus on multi-agent systems and a **long tradition in social-scientific research**, in particular work on cooperation and coordination, norm formation, trust and reputation, learning, emergence, negotiations, coalition formation, voting, and dynamics of and in networks. These topics are typically studied with methods from game theory, agent-based modeling, complexity science, and formal logic. There is also strong interest in empirical research in the field and the laboratory.

In order to further intensify interaction with the social sciences, PRIMA has launched a **social-science track**. In this new track, accepted papers will not be published in the standard computer-science conference proceedings, but authors will be offered a fast-track submission (same reviewers, fast handling) to JASSS, the Journal of Artificial Societies and Social Simulation (<http://jasss.soc.surrey.ac.uk/>).

Important dates:

Paper Submission: 15th of April, 2016
Notification of acceptance: 15th of June, 2016
Conference: 22th - 26th of August 2016

Submission:

Papers should be at most 16 pages in length in the Springer LNCS format. Authors interested in the fast-track submission to JASSS, however, can format their submissions according to the [JASSS guidelines](#). If you have any question concerning the social science track, please contact Michael Mäs (m.maes@rug.nl).

Conference webpage: <http://prima2016.di.unito.it>