



# SWARMFEST2017

## 21st International Conference on Agent-Based Modeling & Simulation

August 11 – 13, 2017

Hosted by



The Virginia Modeling, Analysis & Simulation Center  
Old Dominion University  
Suffolk, VA 23435 USA  
[www.Swarmfest2017.org](http://www.Swarmfest2017.org)

Swarmfest is the annual meeting of the Swarm Development Group (SDG). It is one of the oldest communities involved in the development and propagation of agent-based modeling. Swarmfest is broadly cross-disciplinary and fosters a collegial space for researchers to explore new ideas and approaches, and benefit from a multi-disciplinary environment.

This year's keynote speaker will be Joshua M. Epstein, Ph.D., a pioneer in agent-based computational modeling. He has authored or co-authored several books including *Growing Artificial Societies: Social Science from the Bottom Up*, with Robert Axtell (MIT Press/Brookings Institution); *Nonlinear Dynamics, Mathematical Biology, and Social Science* (Addison-Wesley), and *Generative Social Science: Studies in Agent-Based Computational Modeling* (Princeton University Press). His latest book is *Agent\_Zero: Toward Neurocognitive Foundations for Generative Social Science* (Princeton, 2014).



We welcome submissions in three tracks:

- Works-in-progress track (1-2 page abstract) – **Due July 14, 2017 (Deadline extended!!)**
- Student poster track (1-2 page abstract) – **Due July 14, 2017 (Deadline extended!!)**
- Full peer-reviewed paper track (10-page maximum) – **Due June 23, 2017 (Closed)**

We welcome presentations involving agent-based simulation from all disciplines. Peer-reviewed full papers accepted to the conference will be invited to publish in a special volume by Springer. Please submit papers to: [ <https://easychair.org/conferences/?conf=swarmfest2017> ].

### Topics of interest include, but are not limited to:

Social Ecological Gaming and Simulation  
Policy Design with Agent-based Models  
Agent-based models for simulation & training  
Dynamic Human Behavior ABMs  
Human Factors Simulations  
Digital Humanities  
Agent-based Models and Simulators of the Economy  
Aggregation and Emergent Macroeconomics  
General Equilibrium Model with Heterogeneous Agents  
Economic Development, Technological Change and Growth  
Socio-economic and Financial Networks  
Agent-based Modeling Methodology

Model Replication, Verification & Validation  
Participatory & Human-in-the-Loop Simulations  
Simulation Software & Computational Frameworks  
Agent-based Computational Economics  
Conflict Resolution & Cooperation  
Coupled Human-Natural Systems  
Diffusion of Innovations  
Dynamics of Trust, Social Norms, Reputation & Opinion  
Epidemiology & Pharmacoeconomics  
Group Decisions & Collective Behaviors  
Market Design, Mechanism Design & Auctions  
Social Networks

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