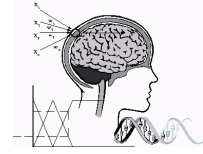




# International

*Innovation in Knowledge Based and Intelligent  
Engineering Systems*



## INVITED SESSION SUMMARY

**Title of Session:**

Business Informatics

**Name of Chair:**

Prof. Setsuya Kurahashi, University of Tsukuba (kurahashi.setsuya.gf@u.tsukuba.ac.jp)

Prof. Takao Terano, Tokyo Institute of Technology (terano@dis.titech.ac.jp)

Prof. Hiroshi Takahashi, Keio University (htaka@kbs.keio.ac.jp)

**Details of Session:**

The objective of this organised session is to discuss the cutting-edge techniques for business informatics through agent-based modelling and their applications to business task domains. Business Informatics, Computational Economics, Serious Game, and Data Analysis have been successfully applied to various problems such as management systems, finance, service sciences, manufacturing industries, and so on. On the other hand, Business Informatics so far has only focus on data science, distributed intelligent systems, and analyses of business problems.

However, the concepts of business Informatics and agent based systems to enhance the capabilities of conventional techniques have not been investigated adequately. Our focus on business Informatics is to manage the issues of firms and organisations for getting profit on interaction with human- and computer- mixed systems, while such a focus is also fundamental for agent-based research for complex but bounded rational business environments.

The main purpose of this session on 'Business Informatics and Gaming through Agent-based Modelling' is to bring together the communities of Business Informatics, Data Analysis and Agent-based Modelling to exchange latest results, to join efforts in solving the common challenges, to establish an effective communication between researchers and developers involved in the both areas in order to create a worthwhile synergy

The topics include but are not limited to:

Business Informatics

Agent-Based Computational Economics & Finance

Agent-Based Computational Organizational Theory

Issues and Case Studies on Business and Finance Problems

Gaming Simulation on Social and Business Problems

Collective Intelligence and Human Computation on Social Problems

Participatory Design and Simulation on Social Problems

Simulators for Macroeconomic Policy

Valuation and Asset Pricing

Corporate Governance and Regulation

Discrete Choice Models in Economics and Management Sciences

Emergence and Dynamics of Norms and Conventions

Financial Market models and Auction

Dynamics of Complex, Social and Economic Networks

Complexity and Market Dynamics

Health and Infectious Diseases

Power Market and Consumer Market Analysis

Knowledge Management

Data Mining, Text Mining and Data Analysis

Empirical Analysis on Managerial Decision Making

Information Security

Innovation and Corporate Valuation

**Website URL (if any):**

<http://sig-bi.jp/bi2018.html>

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