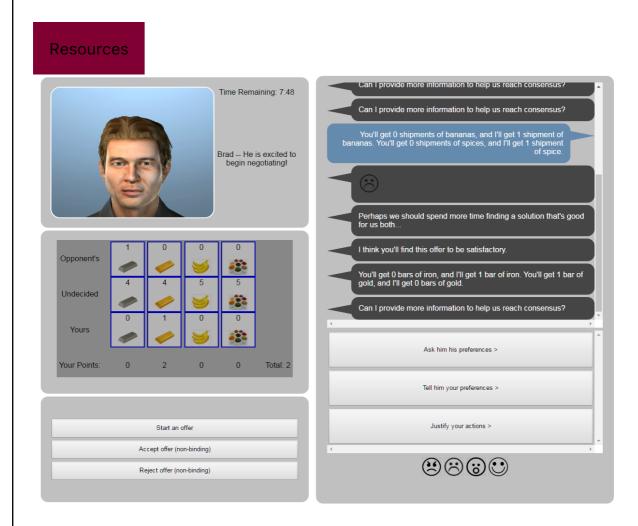


ANAC winners were announced at IJCAI 2017 on Wednesday, 8/23/17! Congratulations to Zahra Nazari's "LyingAgent" and Lichun Yuan's "AgentWotan". Stay tuned for new information about IAGO soon.



This is the homepage of the Interactive Arbitration Guide Online (IAGO) Platform. Links to the developer's Javadocs can be found here, as well as information about IAGO and the Automated Negotiation Agents Competition (ANAC 2017 just concluded).

1 of 2 2/8/18, 9:50 AM

You may also want to check out <u>the tutorial</u>. Source code for the ANAC competition is now available! Please send any questions to <u>iago@ict.usc.edu</u>.

For those interested in reading about the **competition details** at ANAC 2017, please check out the competition details page under the "Resources" tab.

To access the Javadocs for IAGO, please click here or view under "Resources".

To download a **working, compiled version** of IAGO to begin testing how IAGO might help you, please click <u>here</u> or click the link under "Resources".

Limited source code for IAGO is available currently by request. Please email for details.

• Published reference for IAGO as a platform:

Mell, J., <u>Gratch, J.</u> (2016) "IAGO: Interactive Arbitration Guide Online", In *Proceedings of the 2016 International Conference on Autonomous Agents and Multiagent Systems* International Foundation for Autonomous Agents and Multiagent Systems.

• More on IAGO, and how PinocchioAgent works:

Mell, J., <u>Gratch, J.</u> (2017) "Grumpy & Pinocchio: Answering Human-Agent Negotiation Questions through Realistic Agent Design", Upcoming in *Proceedings of the 2017 International Conference on Autonomous Agents and Multiagent Systems* International Foundation for Autonomous Agents and Multiagent Systems.

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2 of 2 2/8/18, 9:50 AM