TRACK A: FOUNDATIONS OF DIGITAL ECOSYSTEMS AND COMPLEX ENVIRONMENT ENGINEERING

Track co-Chairs

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Track A addresses the foundations of Digital Ecosystems in the context of Complex Environments Engineering. A digital ecosystem is defined as an open, loosely coupled, demand-driven, domain clustered, agent-based, self-organized environment where species/agents form short and long-term coalitions for specific purposes or goals, and everyone is proactive and responsive for its own benefit or profit. Interactions among peers in Digital Ecosystems may involve, besides unbridled competition, new modalities of pre-competitive and collaborative partnerships. Digital ecosystems are characterized by complexity – demanding radically new solutions.

This track focuses on the theoretical foundations, that can be drawn upon form various disciplines.

Track Papers

Gabriele Gianini, Ernesto Damiani, Tobias R. Mayer, David Coquil, Harald Kosch, and Lionel Brunie	Many-player Inspection Games in Networked Environments
Gabriele Gianini, and Ernesto Damiani	The Cover Time of Neighbor-Avoiding Gossiping on Geometric Random Networks
Rick Hoving, Gabriel Slot, and Slinger Jansen	Python: Characteristics Identification of a Free Open Source Software Ecosystem
Vincent Blijleven, Joey Van Angeren, Slinger Jansen, and Sjaak Brinkkemper	An Evolutionary Economics Approach to Ecosystem Dynamics
Noel Conruyt	E-co-innovation for making e-services: Living Labs as a human-centered digital ecosystem for education with ICT
Achim P. Karduck	Digital Ecosystems and SEED - Co-Innovation in Education
Joey van Angeren, Vincent Blijleven, Slinger Jansen, and Sjaak Brinkkemper	Complementor Embeddedness in Platform Ecosystems: The Case of Google Apps