

# Preface

Computer technology is leading to sweeping changes in how we can reason about groups in diverse cultures. Examples include computer systems to aid researchers in gathering data about different cultural groups, learning the intensity of opinions that those groups have on various topics, building/extracting models of behavior of those groups, and continuously refining those behaviors through shared, multi-person, learning experiences.

These developments are inherently cross-disciplinary. They blend the behavioral and social sciences—fields such as political science, psychology, journalism, anthropology, and sociology—with technological fields such as computer science, computational linguistics, game theory, and operations research.

Currently, many of these research communities are largely unconnected. There is a need to bring them together to help forge a common understanding of principles, techniques, and application areas. That is the purpose of this conference.

This conference includes papers on computational models, computational tools, and application areas for computational cultural dynamics. For more details, see the conference program on page xi.

For additional materials, see the conference web site: [www.umiacs.umd.edu/conferences/icccd2007](http://www.umiacs.umd.edu/conferences/icccd2007)

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*Dana Nau and Jonathan Wilkenfeld*  
*Conference Chairs*