

Abstract

With multiagent systems we face for the first time a field of technological research and development that has its main focus on the social behavior of technical units. The social behavior in question is often designed by using social interaction in human societies as a model. Crossing the borderline between society and technology in such a way raises some questions sociologists in the field of science and technology studies should be interested in: How do designers of software agents refer to notions about human social conduct? What forms of social coordination do they prefer and for what reasons? How do the structure and the effects of the social mechanisms they are employing change through the transfer into the world of artificial agents? This research report presents considerations that are concerned with these questions. They draw upon interviews with experts in the field of multiagent system research and development that have been gathered within the DFG funded research project „Sozialmetaphern in der Verteilten Künstlichen Intelligenz (VKI) – Eine empirische Untersuchung zum Innovationspfad der ‚Metaphernmigration‘“.