

1. Implementing Dialogue Games:

What's the least machinery required for a given communication protocol?

2. Characterising Dialogue Strategies using Combinatorial Games & Constraint Programming:

How can we select the best things to say during a dialogue?

3. Dialectically Computing Argumentation Semantics:

How can we efficiently compute sets of arguments?

4. Justificatory & Explanatory Techniques (JET) for AI systems:

How can we interact with the opaque decision making processes of modern AI?

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