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?*