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Focus

SODA (Societies in Open and Distributed Agent spaces) is a methodology for the analysis and design of complex agent-based systems. SODA is not concerned with *intra-agent issues*: designing a multi-agent system with SODA leads to defining agents in terms of their required observable behaviour and their role in the multi-agent system. Instead, SODA concentrated on *inter-agent* issues, like the engineering of societies and infrastructures for multi-agent systems. Recently a new and extended version of the methodology has been proposed, which takes into account both the Agents and Artifacts (A&A) meta-model, and a mechanism to manage the complexity of system description.

News

- October 2012: A revised version of the complete documentation is available in the [Documents](#) area.
- May 2012: The complete documentation is available in the [Documents](#) area.
- June 2010: The first draft of the SODA documentation is available in the [Documents](#) area.