

# The GAIA methodology - A case study based on the NEXT-TELL project

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## Abstract

The GAIA[1] methodology deals with the macro and micro-level analysis and desing of multi-agent systems, that focuses on the computational organisation between interacting roles. I will illustrate a case study for the desing of a unique system that is based on this methodology.

NEXT-TELL[2] is an Integrated Project with the main objective to provide computational and methodological support for teachers and students, in order to bring the visions of future into todays' classrooms. The different stages and theoretical considerations of the project can be transparently modeled by the GAIA multiagent methodology. The NEXT-TELL environment is relatively open, and highly dynamic that cannot be easily modeled with standard object oriented techniques, but the autonomic system nomenclature naturally fits to the project's terminology and the different layers of ECAAD can be modelled with the GAIA phases[3]: analysis, architectural and the detailed design.

In this contribution I will introduce a case study for the design of a NEXT-TELL like system that is based on GAIA elements and techniques.

*Keywords:* GAIA methodology, multi-agent, NEXT-TELL

## References

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