

## Software and tools

- The PDDL4J open source library (available from <http://pddl4j.imag.fr/> and <https://github.com/pellierd/pddl4j>).
- The Cochise Dog Collar (software and hardware). Details are available here <http://labsticc.univ-ubs.fr/~cochise/>.
- The Belief-Desire Intention Plug-In for GAMA, available here: <https://github.com/gama-platform/gama/wiki/BDIAgents>
- SPRITE Serious Game. Use by Civil Engineering Masters students at the University of Bordeaux. Available here: <https://sites.google.com/site/caroleadamphd/development/sprite>
- PLEID, Prolog Emotional Intelligent Agents Designer (creates emotional agents with abilities to infer emotions from mental attitudes and to use coping strategies). Available here: <https://sites.google.com/site/caroleadamphd/development/pleiad>
- VIGIFLOOD Serious Game for raising awareness about risk communication and false alarms in flash floods. It is based on the October 2018 floods in the southwest of France. Available here: <https://sites.google.com/site/caroleadamphd/projects/vigiflood>
- SWIFT: Interactive Simulation of the effect of fire warnings on the awareness of the population in Victoria, Australia. Available here: <https://sites.google.com/site/caroleadamphd/projects/swift>

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