Abstract

This paper examines the concept of negotiation in the context of the Yoruba culture to produce a formal representation in form of computational models as a step towards digital preservation of the culture and also integrate this into the growing field of e-commerce. Three of the Bargaining systems of the Yoruba culture was designed using flowchart and use case diagrams. The simulation was done with Java.

References

Decision and Negotiation (pp. 437-451). Springer Netherlands.
Index Terms

Computer Science  Information Sciences

Keywords

Bargaining, Yoruba, Culture, Computational Model.