

SOCIAL SIMULATION PROJECT GUIDELINES ON METHODOLOGY

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Project plan

1. Main research question
2. Theory chosen or given
3. Time line (example):
 1. Literature research
 2. Which data and information can be used
 3. ODD model
 4. First simulation
 5. Calibration
 6. Extend model
 7. Results?
 8. Report on results
4. Hypotheses related to your simulation and theory
5. Determine criteria to interpret your results
 1. When is a simulation validated?
 2. Is a simulation “better” or just “different”?
6. Communicate results!

ODD model

- The ODD model is the only “standard” in social simulation
- Use it well! Especially to verify **completeness**.
- Because you have a model described in ODD does **NOT** mean it is correct or good.

TIME IS IMPORTANT

- The assignments are **NEVER** finished!
- This is intrinsic to social simulation projects. Not just because we were too lazy to make proper assignments.
- You can always change, improve, etc.
- But the deadline is **June 28, 17:00!**
- Make choices.
- Evaluate your choices every week (weekly report)
- Change and adjust based on your experience.
- Take time to create simulations that can be run and observed by other people.

Interface

1. The interface of a simulation is important.
2. What do you show from the simulation?
3. Why do you show those parameters?
4. Which graphs are more informative?
5. Should there be a grid representation of the simulation (i.e. is there a clear geographical aspect?).
6. If you make a grid, what should the grid show?

Guidelines to start and stop

1. Determine abstraction level
2. Determine aggregation level
3. Time constraints