welcome to

GAMELET DESIGN

for education
Objectives

- Build a Social Science Simulation: Schelling’s Segregation “simulation”
- Play with simulation
- Discuss
- Q & A: Collaborative Diffusion
Simulations for social scientists

- Famous example: Thomas C. Schelling’s Micromotives and Macrobehavior
  - Early simulation (1971) using coins on board
Homework 6

- Due: Monday 11:59pm
- turn Schelling’s simulation into a game
- 100 points
  - Working simulation
  - Game
    - Built into simulation, or
    - Added as activity using the simulation
  - Fun, Learning analysis in GORP:
    - Find the fun/learning fields in the Analysis section of your project
- 20 points extra