



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
  - ◆ [http://en.wikipedia.org/wiki/Thomas\\_C.\\_Schelling](http://en.wikipedia.org/wiki/Thomas_C._Schelling)
  - ◆ Nobel Prize Lecture 2005 (for game theory and social science): <http://nobelprize.org/economics/laureates/2005/schelling-lecture-hi.ram>



# 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

