# Epidemic related

**Revolutionary ideas as a disease model**

* Look at how revolutionary ideas spread throughout populations and try to describe them using a disease model. Similar to **SIR model for Religion/Cult conversion.**

# Other scientific problems

**Voter model with revolutions.**

* Two opposing opinions (e.g. American two-party system) with values from e.g. -10 to 10.
* Usual voter model behaviour.
* Additionally, high “friction” increases chance of revolution.
  + Friction: Difference between extremes? Anecdotal: Revolutions happen because disagreement between extremes.
* Extremists create opposing extremists. Add dynamic that the extreme on one end pushes people on the other end to their extreme (positive feedback).
* Add option for new ideas to emerge? Maybe works better if 2d opinion?

**Religion/Cult conversion as a network model.**

* Look at South Korea for real life mechanics.

**SIR model for Religion/Cult conversion**

* Use known models for the stages of religion/cult conversion and make comparison to SIR-like model.

# Hobby related problems

**Networks and how TTRPG players spread.**

* Text

**\*Something tactical\***

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