Model:

One Agent is one country Behavior:

• Agents interact with each other and adapt a cultural feature (Hofstede cultural dimension, one value that contains them all) based on the similarity and proximity to the other Agents Variables:

• Hofstede cultural dimensions for one Agent gets drawn from a normal distribution

• distance between Agents takes a grid like in Axelrod, where the distance between two Agents is calculated, value between 0-1 where 1 means they are completely adjacent to each other and 0 means the max distance.

o When 2 Agents interact a similarity\_score and distance\_score gets calculated based on Hofstede cultural dimensions and the distance between 2 Agents

Research Question:

Role of Geographic Proximity "How does changing the minimal distance threshhold influence the speed and extent of cultural convergence among countries?" (min distance not being 0 can be argued with ICT) • Test by comparing models where distance scores are included vs. excluded.