

Misinformation Simulation Analysis

Mitchell Harrison

EDA

A tibble: 21 x 6

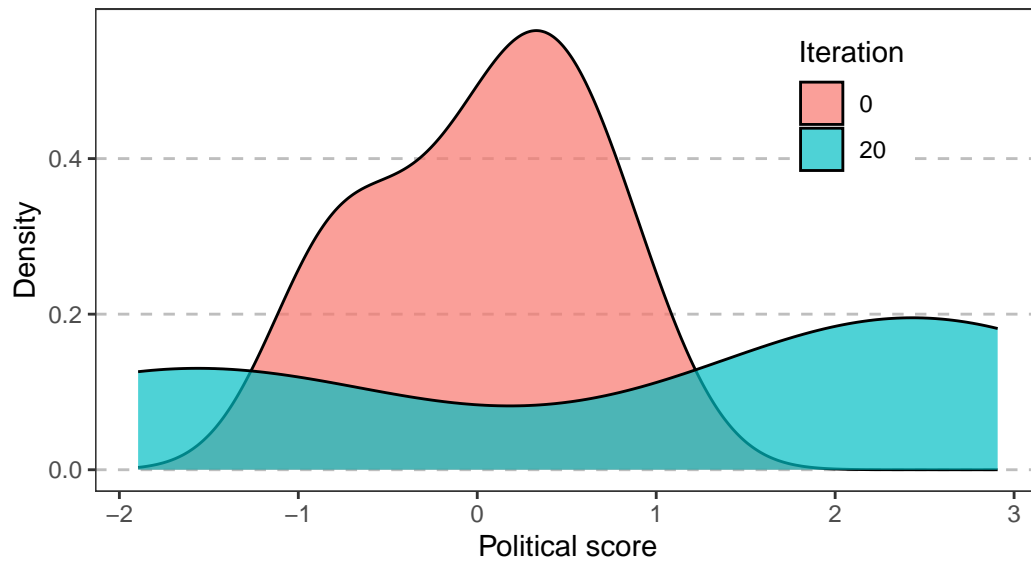
	iteration	party	id	num_friends	politics_score	mean_friend_politics
	<dbl>	<chr>	<dbl>	<dbl>	<dbl>	<dbl>
1	0	blue	4	2	-0.895	0.0327
2	1	blue	4	5	-0.945	-0.0641
3	2	blue	4	3	-0.995	-0.0497
4	3	blue	4	3	-1.05	-0.0247
5	4	blue	4	3	-1.10	0.000255
6	5	blue	4	5	-1.15	0.231
7	6	blue	4	2	-1.20	-0.436
8	7	blue	4	4	-1.25	0.228
9	8	blue	4	6	-1.30	0.428
10	9	blue	4	2	-1.35	-0.436
11	10	blue	4	5	-1.40	0.0818
12	11	blue	4	4	-1.45	0.313
13	12	blue	4	2	-1.50	-0.436
14	13	blue	4	2	-1.55	-0.436
15	14	blue	4	4	-1.60	0.518
16	15	blue	4	3	-1.65	0.214
17	16	blue	4	3	-1.70	0.300
18	17	blue	4	2	-1.75	-0.436
19	18	blue	4	3	-1.80	0.219
20	19	blue	4	2	-1.85	-0.436
21	20	blue	4	3	-1.90	0.400

Visualizations

Politics distribution over time

Misinformation polarizes everyone

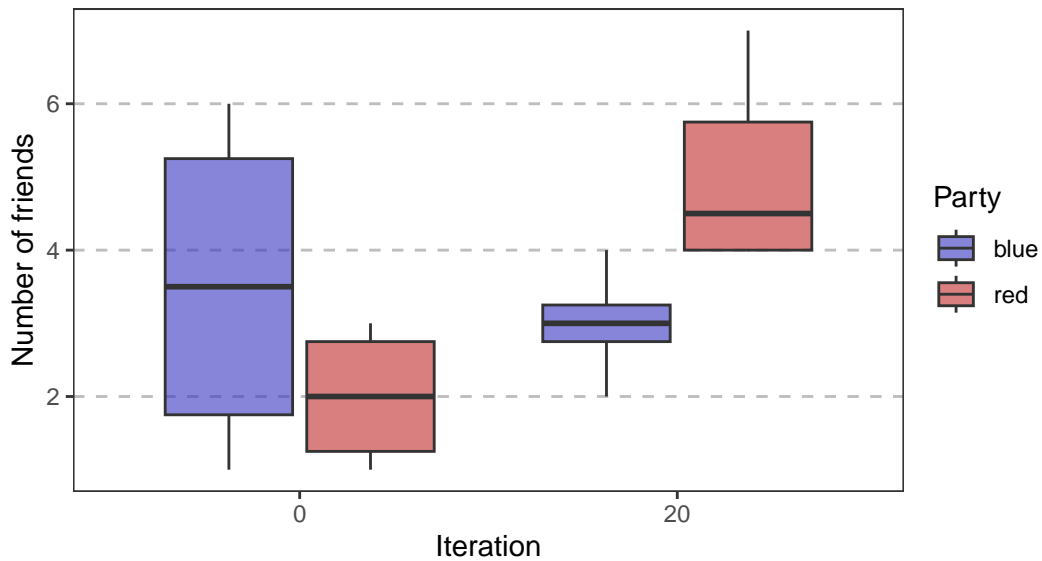
Starting and ending political distributions for $N = 20$



Median number of friends over time

Misinformation consumption brings users together

The "red" party consumed misinformation and grew closer



Political score distribution over time by party

Note: misinformation consumers were more partisan than non-consumers

Misinformation also polarized non-consumers

Partisanship before and after running the simulation

