A Game Theory Simulation on the Battle of Gettysburg using Agent Based Modeling

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- American Civil War (1861-1865)
- Union vs. Confederate
- Strategic Importance: Why Gettysburg?
- Turning Point of the war

Figure: The Battle of Gettysburg by Thure de Thulstrup

- Simulate the battle using Game Theory and Agent Based Modeling
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Game Theory

[ˈgām ˈthē-ə-rē]

A theoretical framework for conceiving social situations among competing players.

Figure: Investopedia