

# Modeling the Sociodynamics of Applause

## Midterm Presentation

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October 17, 2012

# Outline

- 1 Problem Description
- 2 Deliverables
- 3 Mathematical Background and Related Work
- 4 Approach
- 5 Principles
- 6 Tools
- 7 Arguments from Scale
- 8 Graphical Methods
- 9 Basic Optimization



Congress



State of the Union

# Value and Application

Ideally, the Model:

- ① Measures approval/acceptance of subject,
- ② Can be applied to get a create a full blown applause,
- ③ Describes the transfer of ideas and the rate of approval,

# Meet the Sponsors

Because the project is in research phase the sponsors have been chosen to be in an academic setting

- 1 Department of Applied and Mathematics and Statistics at JHU

is well known for its multi-faceted and versatile research as well as its industrial connections

- 2 Department of Sociology at JHU

is well known for its research in group psychology, social interactions, and group dynamics

Once a model is produced more industrial sponsors such as google, facebook, HBO, etc. can be added.

# Goals

The main goal is to model the dynamics applause in an audience and to establish the critical mass needed to start a full blown applause.

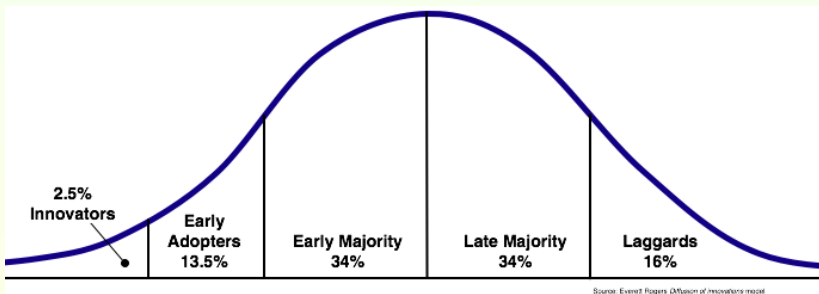
Deliverables:

- 1 A simple model of the individual,
- 2 An integrated model of the crowd,
- 3 A simulation to demonstrate behavior given parameter changes,
- 4 Technical reports and presentations summarizing the work.

# Related Work

## 1 Diffusion of Innovations by Everett Rogers

Details the behavior and adoption of innovations and categorizes adopters.



Categories of Innovativeness



# Key Observations

- 1 Members in the crowd are compelled to clap if crowd is clapping,
- 2 The greater the intensity and duration of applause the greater the approval,
- 3 After a full blown applause, there is a wait period in which clapping would be too late and full applause can not be generated,
- 4 Willingness of individual members to clap depends on perceived intensity, stimulus, emotional state, and resistance to the crowd.

# Key Assumptions

- ① Stimulus (speech, opinion, performance, etc.) is average and constant,
- ② Clapping is only a result of a positive response other reasons are disregarded,
- ③ Psychological state of individual is stochastic

# First Objective

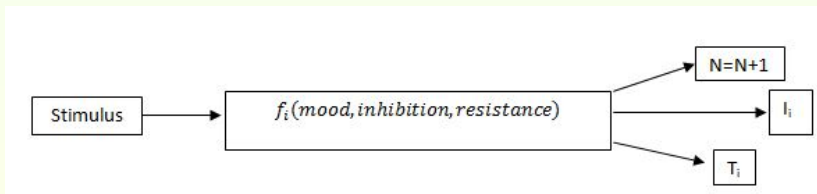
We will model individual as a open loop system.

3 factors to consider:

- ① mood (happy, sad, angry, etc.),
- ② resistance and connectivity with the crowd,
- ③ social inhibition.

# First Objective

Let  $N$  be the population that claps,  $I$  be intensity and  $T$  be duration then we can think of the individual as:



Scheme of the Individual

# Getting People on the Bandwagon!

Measuring Approval and Acceptance:

- ① Work Statement
- ② Midterm Presentation
- ③ Progress Report
- ④ Final Presentation
- ⑤ Final Report

# Programmings in this class

## ① L<sup>A</sup>T<sub>E</sub>X:

① moderncv

② beamer

③ article

④ tikz

## ② R:

① tikzDevice

② lm

## ③ Git

① git init .

# Seven Basic Principles

- 1 Set the context
- 2 Choose effective examples and analogies
- 3 Choose vocabulary to suit your readers
- 4 Decide whether to present #s in text, tables, or figures
- 5 Report and interpret #s in the text
- 6 Specify the direction *and* size of an association between variables
- 7 For many #s, summarize overall pattern

# Creating Effective Tables



# Example: Cost of Packaging

# Example: The Nuclear Mission Arms Race

# Example: Maintaining Inventory