Set up **a story / narrative** representing the model run (namely that would start when you press “go” and the simulation starts). This can be done simultaneously with no. 2. It contains:

* the relevant concepts (the words that you use in the story)
* the proactive and reactive agents or objects: agents who makes decisions – proactive – and agents who decisions are made on – reactive agents (the characters of the story)
* the relevant actions of actors (the verbs of the story)
* the states and properties of the agents, objects and the environment (the adjectives in the story)

*Ex: Agents get up in the moring, have a cup of coffee, and…*

In a regular volunteering day, a community worker wakes up in the morning and goes to the community center to start the daily work.

IF day = volunteering day (random day):  
community worker is set up at the center

Once at the centre, community workers check if any email communications arrived from the police about potential problems that might have arisen in the neighborhood. This knowledge will influence which activities are visited by volunteers depending on the strategy adopted by the community center.

**Emails / shared list** are location messages sent by the police with attached the information “dangerous” (for locations to avoid) or “needs attention” (for locations that may benefit from a community initiative)

Check email

IF email not empty:

IF information == dangerous:  
add location to “dangerous locations’ list”

ELSE:

add location to “initiatives needed list”

Run strategy

After that, community workers check the community center’s list of ongoing neighborhood initiatives and walks to the first one, as set by the community center’s strategy.

Since **volunteer working hours** in the Netherlands vary from 3.7 hours to 5 hours per week (GHK, 2010; ACCESS, 2010) with an average of 4.3 h/week in the district of Escamp/Bouwlust (PEP Den Haag, 2018), as a base case scenario, a triangular distribution between such working hours is assumed for a volunteer active in the district of Bowlust. This base-case setting can be altered via a slider to see the impact of this variable on the overall model behavior.

Since community workers know they have a positive impact on the PLS of local citizens, they **walk** to initiatives’ sites, **instead of going there with faster means** (e.g. by car or by bike). In this way that they can be noticed by citizens and have the chance to stop and chat with them about possible new initiatives or comments, if they are prompted by a citizen seeing them.

The **community center’s strategy** sorts the list of ongoing activities either keeping the most scanned activities -the most popular / well-known and promising activities- at the top of the list (strategy “Popular first”); or keeping the least scanned activities at the top of the list, so to increase the popularity of them (strategy “Popular last”); or keeping at the top one activity for each of the four sections of the neighborhood, so to cover the largest extent possible of the neighborhood (strategy “Coverage first”). Mixed strategies (popular first + coverage)?

Go to first location in “strategic list”  
Start reaching initiative’s time countdown (of 1h)

-----(still to write) strategy----

IF chosen strategy == popular first:

During the walk from the community center to the initiative’s site community workers are seen by citizens who happen to walk close to them (increasing the citizens’ PLS moderately) and they can be approached by citizens who are active in a citizen initiative or citizens who want to start one. In such situations if it is not too late, because of other talks already had along the way, community workers stop to have a chat with citizens.

A **maximum time** of 1h is conceived as allowable **for walking**, possibly **chatting** with citizens, until **arriving at the initiative’s site**. If another citizen wants to start a chat after this time has elapsed, community workers will tell them rapidly that they are too late for an appointment.

Once at the neighborhood initiative, community workers can also be seen by other citizens who happen to walk past it (increasing the citizen’s PLS moderately).

At the community center, all initiatives are monitored, so to decide where to invest more resources (more time of community workers) the next day. If a lot of citizens scan the initiative’s QR Code, then the initiative becomes more popular, so that at the community center a ranking of each activity’s popularity is kept. Depending on the strategy of the community center, volunteers can decide to spend more time than the average at initiatives with high popularity, so to have higher chance to find new active citizens interested and also let citizens perceive a stability of the initiatives.

A strategy slider will be provided, allowing to choose whether the community center prioritizes initiatives falling in the highest half of initiatives’ popularity ranking, or those falling in the lower half of the ranking, to have more activities although less popular for instance.

actively follows a maximum of 3 neighborhood initiatives.