

Syllabus

Note

The syllabus is heuristic – topics may get rearranged as the course proceeds.

Timetable

Date	Topic	Homework	Reading
9.4.	Welcome + Intro to ABMs	Installing julia	Gilbert (2020), chapter 1
16.4.	Programming basics		
23.4.	A model of language learning		
30.4.	Two models of language change		
7.5.	Social networks		
14.5.	Spatial typology		
21.5.	Programming best practices		
28.5.	<i>No lecture</i> <i>(Vorlesungsfreie Zeit)</i>		
4.6.	<i>No lecture</i> <i>(Vertiefungswoche)</i>		
11.6.	Exemplar dynamics		
18.6.	Conformity		
25.6.	Roaming in space		
2.7.	Presentations 1		
9.7.	Presentations 2		
16.7.	Exam		

Course requirements

To pass this course, you will need to satisfactorily complete both:

1. The final exam
2. Small programming project + in-class presentation, either solo or in small group (depending on your preference)

The examination will be based on the following materials:

1. Lectures and associated lecture notes (on this website)
2. Homework contents (on this website)
3. Readings (on ILIAS)

Programming project topics need to be decided before the *Vorlesungsfreie Zeit*. However, I encourage you to start thinking about potential topics as soon as possible, and, if you want to work in a group, also to form your group as early as possible.

Gilbert, Nigel. 2020. *Agent-Based Models*. Second edition. London: SAGE.