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Ethnocentrism within Romeo and Juliet

Chosen Text: *Romeo and Juliet*. This text is the great tragedy by William Shakespeare. Main conflict is Montagues vs. Capulets. Sub-conflicts: gender, age, wealth

Chosen Model: [Ethnocentrism](https://ccl.northwestern.edu/netlogo/models/Ethnocentrism). It deals with how willing people are to help people outside their own social class vs. within their own social class. Additionally, I will be able to set one of four types for each agent and moType (more on moType later):  
Ethnocentric: only cooperates with members of their own class  
Cosmopolitan: only cooperates with members of the opposite class  
Altruistic: cooperates with everyone  
Egotistic: cooperates with no one

moType (motivationType):  
I will program in different motivation factors and willingness levels depending on gender, age, wealth level, and family. Users can select which they would like to use to run the experiment.

Reasoning: I chose to look at *Romeo and Juliet* as my chosen text and the ethnocentrism model as my chosen model. I picked this text because most of the parsing has already been done, and of all the parts of coding that I know how to do, parsing is probably the one that I dislike the most and the one that takes the most time. Additionally, this model makes sense for Romeo and Juliet because the cast can be divided into two different groups, but the characters are all so diverse that these groups can be decided in many different ways: gender, family affiliation, age, social status, etc. What I would like to do is design basically a database containing the different classes each character belongs to and allow users to choose which variable they actually want to test. I decided to examine the ethnocentrism model instead of the Schelling model because the overall result is similar to the Schelling model: watch the differences between groups and study how they interact. However, I felt that the ethnocentrism model worked better for the characters in Romeo and Juliet, since not every character will just move to be with their own. Juliet, for example, would rather be near Romeo than Tybalt. We can use this model to simulate how the characters will interact based on which aspect we are testing on.

Dialogue Generation: I will design a new class called the Dialogue class, which will both store the actor saying the line, the line itself, and its best guess as to who the line is addressed to. When it generates an interaction between characters, it will try to choose a line addressed to that character. If there is none, then it will just choose a random line.

Sources for *Romeo and Juliet:*

Chen, Yilin. “Staging Sexuality in an All-Male Adaptation of Romeo and Juliet.” Studies in theatre and performance 34.1 (2014): 27–37. Web.

McGirr, Elaine M. “‘What’s in a Name?’: Romeo and Juliet and the Cibber Brand.” Shakespeare  
(London, England) 14.4 (2018): 399–412. Web.

Paul A. Kottman. “Defying the Stars: Tragic Love as the Struggle for Freedom in ‘Romeo and Juliet.’” Shakespeare quarterly 63.1 (2012): 1–38. Web.

Ward, Angela. “Symbols of the Sacred: Religious Tension in Act I, Scene I of Romeo and Juliet.” Literature & theology 31.1 (2017): 64–. Web.

Source for Ethnocentrism ABM:

Rand, William and Wilensky. “Verification and Validation through Replication: A Case Study Using Axelrod and Hammond’s Ethnocentrism Model.” <http://ccl.northwestern.edu/papers/2006/naacsos2006.pdf>. Web. Accessed 12 February 2021.