**About the Election simulator**

Election Simulator, version: 3.0 Time of release: 2022-01-04

This software enables the user to design different types of electoral. These can be tested and compared on the basis of a multitude of randomly generated elections results. For each of them seats are allocated and the results expressed as averages together with corresponding statistics. Furthermore several quality measures are calculated making it possible to rank the election systems in terms of their qualities.

The simulator is mainly intended for bidimensional elections, i.e. parlamentary elections with constituencies and parties but can also be used for one dimensional elections, like elections to municipalities. The focus is on proportional representation with multimember constituencies and two types of seats; pure constitency seats and adjustment seats tied to the constituencies. The adjusment seats can also be located nationally. Elections in one-man constituencies can also be addressed.

The project has been developed in Iceland. The main contributers to the development of the simulator are (in alphabetic order): Martha Guðrún Bjarnadóttir, Kristján Jónasson, Pétur Ólafur Aðalgeirsson, Smári McCarthy and Þorkell Helgason. The last one is the responsible for the project. His e-mail is [thorkellhelgason@gmail.com](mailto:thorkellhelgason@gmail.com). Kristján Jónasson supervises the development of the software; his e-mail [jonasson@hi.is](mailto:jonasson@hi.is).