Sociometric Simulator

Version 1.0

'Well, Dr. Freud, I start where you leave off. You meet people in the artificial setting of your office. I meet them on the street and in their homes, in their natural surroundings. You analyze their dreams. I give them the courage to dream again. You analyze and tear them apart. I let them act out their conflicting roles and help them to put the parts back together again.'

* Jacob Levy Moreno

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <18/03/2020> | 1.0 | Basic additions, will add details later | Horea |
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# Introduction

The project proposed is a sociometry simulator – which is nothing more than a graph in which persons are nodes and edges are the relationship between them. By adding atributes to the persons and the environment, the population will evolve depending on the data input. The data input diversity is the main indicator of the simulation complexity, yet the first versions will be oriented towards basic functionality – with more complex sociometry ideas being added at a later time.

## Purpose

The sole purpose of this simulator is to show how different ideas regarding how people interact will shape the evolution of a hypothetical group.

## Scope

This document has the purpose of initiating the reader into the ideas that this project is made to serve, such that understanding the future implementation is easily understandable.

## Definitions, Acronyms, and Abbreviations

There are no such terms for now, will add them as we go through the project.

Sociometry -  is a qualitative method for measuring social relationships. It was developed by [psychotherapist](https://en.wikipedia.org/wiki/Psychotherapy) [Jacob L. Moreno](https://en.wikipedia.org/wiki/Jacob_L._Moreno) and [Helen Hall Jennings](https://en.wikipedia.org/wiki/Helen_Hall_Jennings) in their studies of the relationship between social structures and [psychological](https://en.wikipedia.org/wiki/Psychological) well-being, and used during Remedial Teaching.

-Jacob L. Moreno is an important name, as some of his ideas might be found in the project

## References

Will add references as time goes by and the project develops.

## Overview

The structure of the original document will be preserved for now.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Simulating populations |
| affects | Those interested in seeing how ideas can play out, or if their ideas respect natural patterns |
| the impact of which is | A better understadning of what ideas one should(shouldn’t) use to predic population behaviours |
| a successful solution would be | A complex simulator |

## 

## Product Position Statement

|  |  |
| --- | --- |
| For | Sociometry enthusiasts |
| Who | Want to try another way of representing the problem |
| The (product name) | Free sociometric simulator |
| That | Has less ways to customize than other simulators |
| Unlike | Those made by research laboratories |
| Our product | Is just a personal experiment |

# 

# Stakeholder and User Descriptions

This product is not intended to sell – it is intended for research purposes.

## Stakeholder Summary

\*No idea why stakeholders would be in any way relevant for this kind of applcation\*

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Laboratory assistant | The one that grades this assignemnt | Giving feedback and grading the assignment |

User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| “Scientist” | The person that will use the interface and will analyze the simulation. | [List the user’s key responsibilities with regard to the system being developed; for example:  captures details  produces reports  coordinates work  and so on] | [If the user is not directly represented, identify which stakeholder is responsible for representing the user’s interest.] |

## User Environment

Adding specific or random traits in simulated individuals is the main activity in this aplication. All interaction beyond that will only consist of seeing the simulation, either automatically or step by step. This might need to be updated in the future.

Product Requirements

\*To edit with platform dependencies as development goes on\*

Ideally the requirements should be at a minimum(performance wise). Given the development in C#, chances are that the application will be compatible on any reasonably recent version of windows