

- The Roman Bazaar: here, we built a model that operationalized the just-so stories told by Roman economic historians about the past. One such story is the ‘bazaar’, a kind of economic exchange mechanism predicated on social connections and trade where maximum profit is not the goal, but good-enough profit and social capital creation are.
- Built a model that generated social networks under various conditions. Measured the networks against known archaeological networks.
- Found that some elements of the ‘bazaar’ model are not fully understood *or made explicit*. You can fudge a lot of things, in text. But not in code.

# BehaviourSpace

**Under what conditions might civil violence emerge in Roman society?**

- Forgive me, but I'm going to make you watch a bit of this:
- <https://www.youtube.com/watch?v=eCe5QEnoiol>