Selection of Resources

Seminar: Norbert Wiener's Cybernetics

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Here you find some resources that might be useful. They a range of tools for modeling, simulation, and experimentation in fields such as game theory, ecology, machine learning, traffic analysis, and more.

- Game Theory (.net): Explore game theory concepts and simulations.
- NetLogo: A platform for agent-based modeling and simulations.
- Daisyworld: Investigate environmental modeling.
- Parable of the polygons: An interactive exploration of how small biases can lead to large-scale segregation.
- oTree: A behavioral research platform for conducting experiments.
  - example: mini-Twitter
- Neural Network Playground: Experiment with neural networks and machine learning concepts.
- Gymnasium (ex-OpenAI gym): A platform for developing and comparing reinforcement learning algorithms.
  - example: Atari games
- Traffic simulation: Explore and simulate traffic scenarios in urban environments.
- Ecology: Simple web-based simulation for studying ecological systems and population dynamics.
- PhET Interactive Simulations: Interactive simulations for various science and math concepts.
- SUMO (Simulation of Urban MObility): A comprehensive traffic simulation package for urban mobility.
- MASON: A Java toolkit for building multi-agent simulations.