## **Election**

An **Election** is an event which occurs every 100 Minecraft days (on days 100, 200, 300, etc.) in which <u>Citizens</u> vote on who to elect into the <u>Government</u> for the upcoming term (period of 100 days).

# Voting Early and/or Remotely

Citizens have the right to vote early and/or remotely.

## Number of Elected Officials

A maximum of 3 elected officials is possible by default. The current <u>Elected Officials</u> will vote on how many elected officials should be elected in this **Election** if they believe a change is required.

## Voting Restrictions

## | Self Voting

<u>Elected Officials</u> cannot vote for themselves in a position higher than the <u>Number of Elected</u> <u>Officials</u> in an <u>Election</u>. It is considered a <u>Crime</u> to do so.

## Lobbying

No <u>Citizen</u> is allowed to lobby votes during the election. Voters must be able to vote for their preference without restrictions or bribery.

#### How to Vote

To vote, a <u>Citizen</u> must rank the top <u>Citizens</u> they believe should be elected. The number of ranks the <u>Citizen</u> can vote to is determined by the <u>amount of elected officials</u> plus 2

#### **≡** Example

- 1. Joe
- 2. Mama C
- 3. Calcery

#### | Election Results

Who is elected into the Elected Official position is decided by a unanimity analysis.

A *unanimity analysis* is a calculational algorithm I (xLeviadeer) created to asses both the ranking status and unanimity of decision between choices into a unified ranking. What this does is not only account for who was highest voted, but also who was voted the most similarly between votes. This uses ideas of <a href="Pareto Efficiency">Pareto Efficiency</a> and <a href="MCDA">MCDA</a> to find the best result.

#### The *unanimity analysis* will:

- Take a weighted inverse sum of each ranked <u>Citizen</u> in the <u>Election</u>.
- Take a weighted analysis of the unanimity of each ranked <u>Citizen</u> in the <u>Election</u>.
- Apply both values to a weight to find the cumulative ranking for each <u>Citizen</u>.
  - Ranking has a weight of 0.75
  - Unanimity has a weight of 0.25

The highest finally ranked <u>Citizens</u> of amount equal to the number of <u>Elected Officials</u> will be successfully elected into the <u>Government</u> for this term.

In the case of a tie, the tying <u>Citizens</u> will be evaluated with strictly ranking. In the case that this is still a tie, the member(s) who voted before the other(s) will be elected.

## After the Election

After the **Election** is complete the newly <u>Elected Officials</u> will hold a <u>Governmental Meeting</u> on who the <u>Treasurer</u> will be.