A MATH CIRCLE IN AN ELEVATOR

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Imagine an Elevator in a busy Building.

- People come and go constantly
- You have at most 30 seconds!
- We must recruit them to think!
- Think about something fun!
- Get in touch thinking or not!
- So let’s play dodgeball!
A virtual competition where you provide a digital strategy in just 6 digits!!!
So Come On Board!
Players get energy by eating grass.

Energy allow you to move.

When objects collide,
the more energetic one wins.

But you the player are special!!

Can your dodging/playing strategy keep
You above the chaos like a powerful ninja!?
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The platform is NetLogo.
NetLogo is an open source platform for agent based modeling
Agent based modeling is a form of programming where you specify rules of behavior for individual agents in some large environment.
At each tick of the master clock the agents carry out a behavior in some random order and the system keeps track of changes and any statistics you like.

They will see the game play randomly while on the elevator! Each players Performance and their overall standing can be recorded in a Short video that will be sent to them.
Simulations with NET LOGO:

A murmuration of starlings  
A school of fish  
Ant colonies  
Bee colonies  
Wolves & Sheep  
Spread of a virus  
Crowd control  
Behavior of a Forest Fire  
Fireworks  
Kaleidoscope  
It’s a small world after all  
Chemical reactions  
Pachinko Machine  
Spread of Rumors  
Traffic Jams and Rush hour  
Voting  
Evolution