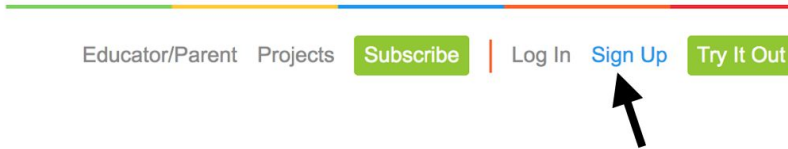


Epidemiology Simulation

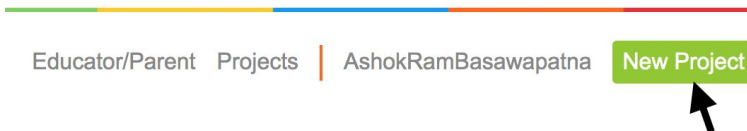
BGC 1 page Cheat Sheets For Instructors and Volunteers

Instruction 1: Go to AgentSheets.com and select signup and make an account (you may have to make the browser window wider to see all the options)

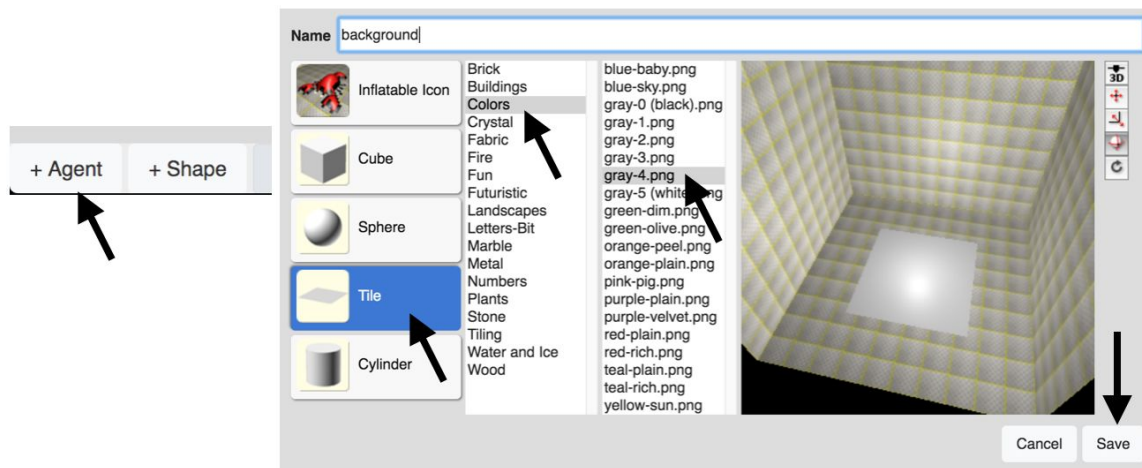


Instruction 2: Navigate to <https://agentsheets.com/code/BGC/0630> (this gives you the full version of the software)

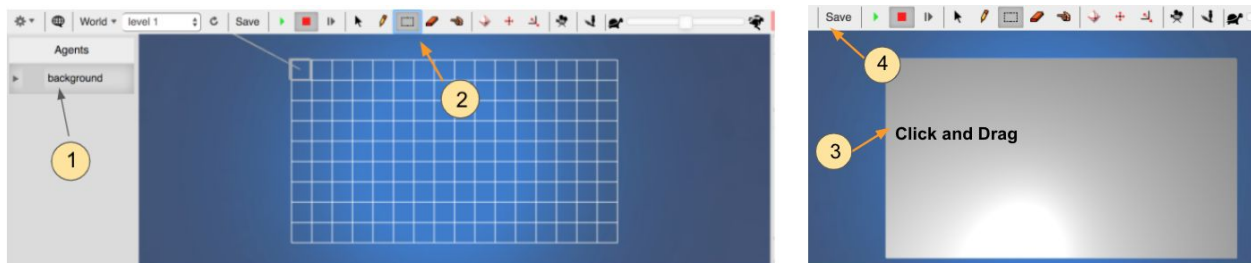
Instruction 3: Click New Project and name the project



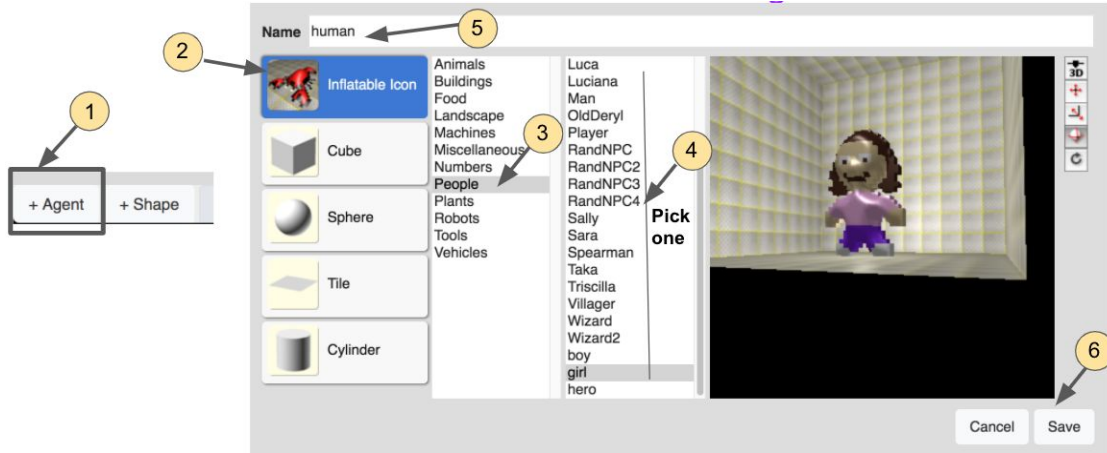
Instruction 4: Create a Background Agent



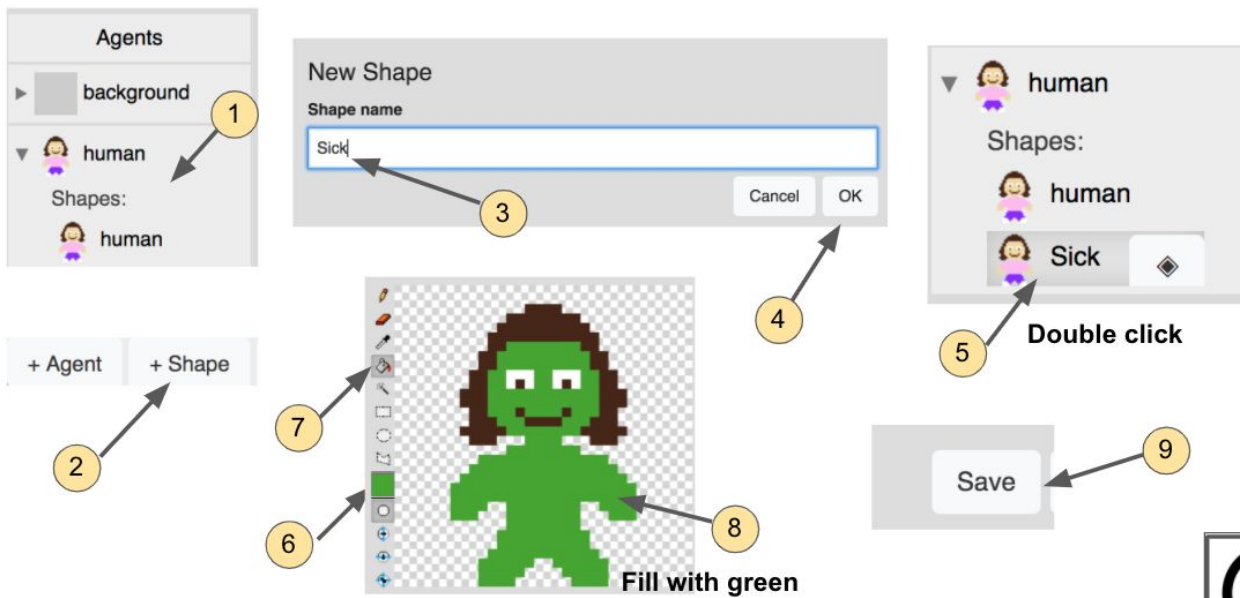
Instruction 5: Place Background Agent over the whole world and click save (only have to save changes to the world so when you reset it goes back to the beginning state of your game/simulation)



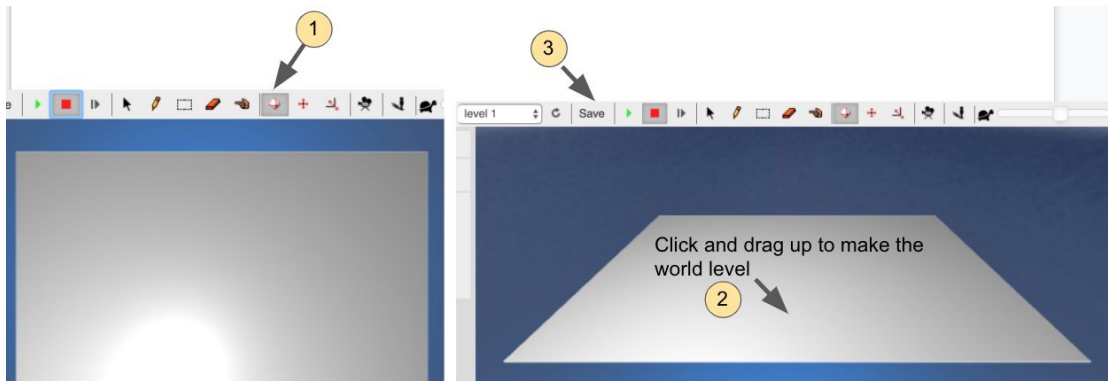
Instruction 6: Create and human agent



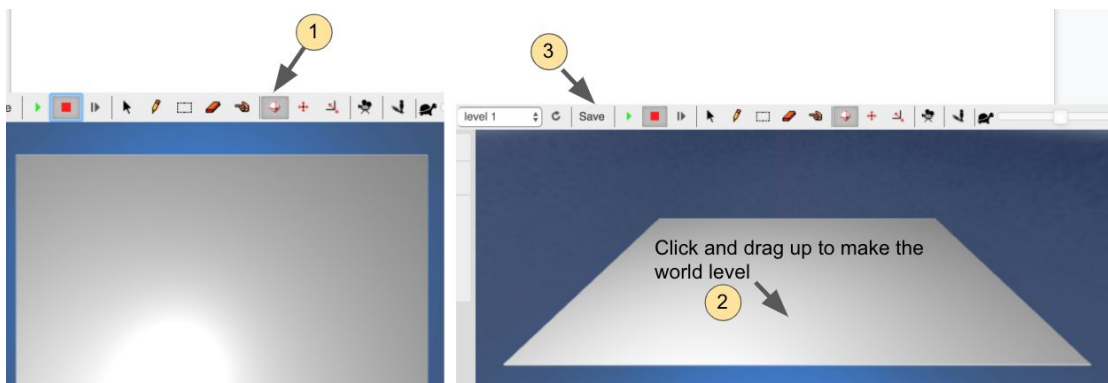
Instruction 7: Create and Sick shape of human agent



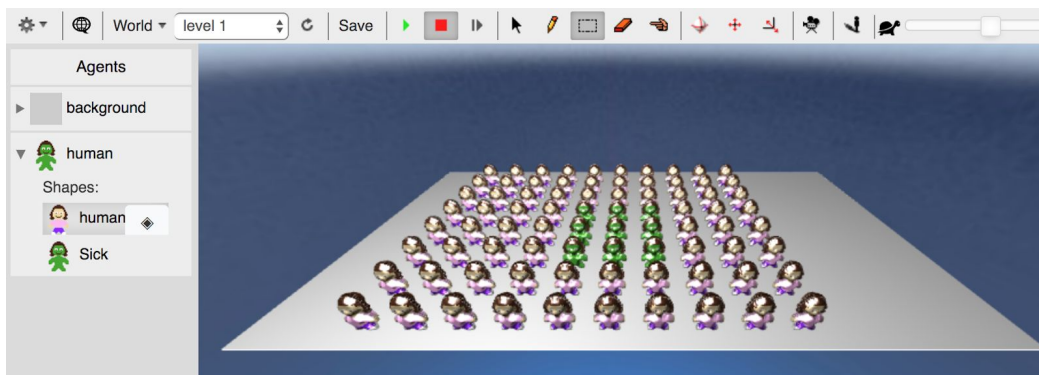
Instruction 8: Rotate the world and save



Instruction 9: Rotate the world and save



Instruction 10: Add Sick and Healthy People to the Level and Save



Instruction 11-16: Program the Agent

↑ Behavior: human

while-running

your comments

if once-every 0.5 sec

then

- move-random-on
- message getsick
- message recover
- message erase

on getsick

your comments

if

- see
- next-to >= 1
- percent-chance 50

then change

on recover

your comments

if

- see
- percent-chance 50

then change

on erase

your comments

if

- see
- percent-chance 50

then erase

▲ Hide 1 Rule

Instruction 16: Create an agent, name it counter, place it on the level, save, and program it to count the number of sick healthy.

▶ **12** Counter

↕ **12** Behavior: Counter

while-running

your comments ▲ Hide 1 Rule

if **once-every** 0.5 sec

then

- plot-to-window **agents_of_type("human")**
in window **sin plot**
representing **Total Humans**
using color ■
- plot-to-window **agents_with_shape("Sick")**
in window **sin plot**
representing **Sick Humans**
using color ■
- plot-to-window **agents_with_shape("Recovered")**
in window **sin plot**
representing **Recovered Humans**
using color ■