Economics 696H, Agent-based Policy Modeling
Fall Semester 2014
Time & Location:

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All electronic materials and schedule are available on the website:
http://bingweb.binghamton.edu/~apape/courses/e696H/ (Clickable)

Required Text:

Please see the website for updates about the class as the semester progresses.

During (roughly) the first half of the semester, we will be discussing papers and covering some of the textbook chapters. What will be required of you is:

1. Read the assigned chapters and papers
2. Actively participate in class discussion of the readings.

During the second half of the semester there will be a Software Development Project which will be an Agent Based Model that the class will work as a team to develop.

The class will be developing a market model with Case-based Software Agents (Pape and Kurtz, 2013) and programming a multiple agent game in NetLogo (Agent Based Software). We will develop the scope of the project during this first half.

The goal of the project is two-fold:

1. Create an Agent Based Software program that successfully places CBSAs into a market setting, and then implement a policy in that setting.
2. Write a journal article for the complex systems literature designed to highlight the contributions that this project and this class is making.

Your grade for the course will be determined by these components:

• Your participation in class discussion
• Your contribution to the Software Development Project, which will be measured by progress and contributions to the discussion of the project during class.
• Meeting the requirements of the Software Development Project as a team

The schedule for the course will be posted on course website.