Block'hood video game developed by Jose Sanchez using Unity3D

SIMULATING THE COMMONS: ECOLOGY SIMULATIONS USING GAME ENGINES

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CLASS FORMAT: IN PERSON

This class will be an introduction to simulations using the game engine Unity3D. The course teaches you how to produce Actor-Network models and simulate the exchange of resources between different entities by programming using C-Sharp within Unity. The course will cover the foundations of systems where multiple autonomous actors can change behavior based on interdependence with other entities. The course will dive into models of cooperation that allows multiple actors to sustain and nurture common pool resources, as well as simulating the actions that can disrupt or generate resilience for the system. The course assumes no previous knowledge of game engines or programming.

KEYWORDS:
PROGRAMMING, SIMULATIONS, GAME ENGINE, ECOLOGY, ECONOMIC MODELS, COMMONS