

I have made significant progress since the last update of this model. I have the visualization of the attitudes and the rules of behavior set up. However, the model is not running how I expected it to. Right now, in “Embedded” view, all the circles pretty much become the same size over time, when I was hoping for more fluctuation by individual turtles. I may need to change my percentages of activity around. Also, the “Surface” view changes very quickly, and I want to implement a rule that if a turtle is surrounded by people that all have the same surface attitude, they’re more likely to absorb that attitude than choose a random one. I’m thinking about having a slider for behavior that could cause turtles to behave based more on their surface level attitudes or more on the embedded attitudes.