DIFFERENT APPROACHES OF REPRESENTING HUMAN BEHAVIOUR IN AGENT BASED SIMULATION

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THE PROJECT

- Agent-Based Modelling and Simulation
- How to best represent Human Behaviour (knowledge, decision making)
  - Archetyping and randomisation
  - Fuzzy logic
- Decision making tools
METHODODOLOGY

- Proof-of-concept simulation models
  - Same system
  - Different approaches
- Experiment
- Evaluation
- Cross-disciplinary Framework
Penalty model

- Penalty situation in soccer
  - Kicker
  - Goalkeeper
Penalty model

- Penalty situation in soccer
  - Kicker
  - Goalkeeper

- Decision making process of kicker
  - Fuzzy logic
  - Belief – Desire – Intention (BDI)
  - Probabilistic
  - Bayesian