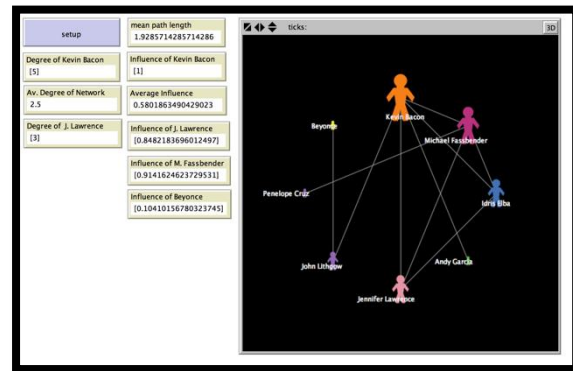
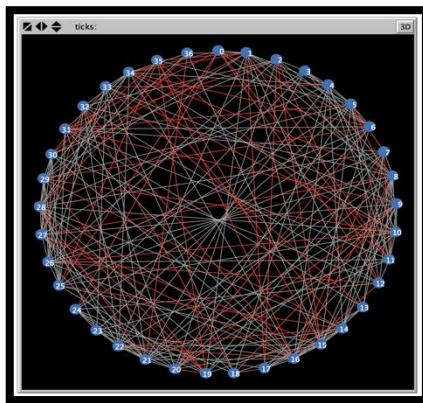




Final Project

Introduction:

For this final project, you will build your own network and run experiments on it by combining techniques introduced in Modules 1-4. You are encouraged to add your own ideas as well.



Project Overview:

We learned about the properties of networks and how to model them. In the final project, you will model a network of your choice and perform some experiments on it using BehaviorSpace. This is a chance for you to be creative and show what you've learned. Check the Rubric document for the exact requirements of your project and extra credit opportunities.

Note: You may not use a model from the models library and simply modify it, and your project must not be adapted directly from any of the walkthroughs. If you're unsure, please ask!

What should I choose?

How about...

- roads that connect cities in New Mexico
- a food chain
- your own social network
- a network of basketball players where a link exists if they have played on the same team