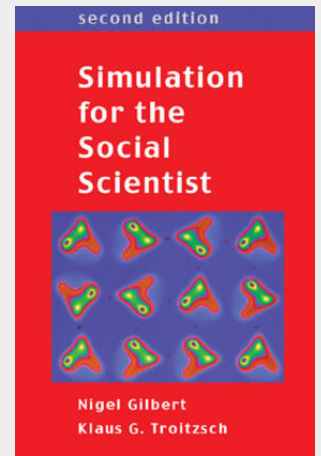Gilbert / Troitzsch

Simulation for the Social Scientist

- What can computer simulation contribute to the social sciences? - Which of the many approaches to simulation would be best for my social science project? - How do I design, carry out and analyse the results from a computer simulation? Interest in social simulation has been growing rapidly worldwide as a result of increasingly powerful hardware and software and also a rising interest in the application of ideas of complexity, evolution, adaptation and chaos in the social sciences. Simulation for the Social Scientist is a practical textbook on the techniques of building computer simulations to assist understanding of social and economic issues and problems. This authoritative book details all the common approaches to social simulation, to provide social scientists with an appreciation of the literature and allow those with some programming skills to create their own simulations. New for this edition: - A new chapter on designing multi-agent systems, to support the fact that multi-agent modelling has become the most common approach to simulation - New examples and guides to current software - Updated throughout to take new approaches into account The book is an essential tool for social scientists in a wide range of fields, particularly sociology, economics, anthropology, geography, organizational theory, political science, social policy, cognitive psychology and cognitive science. It will also appeal to computer scientists interested in distributed artificial intelligence, multi-agent systems and agent technologies.

41,50 €
38,79 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9780335216000
Medium: Buch
ISBN: 978-0-335-21600-0
Verlag: McGraw-Hill Publishing Company
Erscheinungstermin: 16.02.2005
Sprache(n): Englisch
Auflage: 2. Auflage 2005
Produktform: Kartoniert
Gewicht: 462 g
Seiten: 312
Format (B x H): 154 x 230 mm