StarLogo Nova Activity: Epidemic Model

You will create an epidemic model that simulates the spread of a disease through a population. The key points to the model are:

1. Turtle agents with a red color will have the disease, and healthy agents will be yellow.

2. Turtle agents will catch the disease by colliding with an agent who is already sick.

3. A sick individual will have a chance to recover at every step.

To construct this model, you will need to:

1. Create turtle agents in the world.

2. Make some of those turtle agents sick.

3. Make the turtle agents move.

4. Make the disease spread via collision.

5. Make a line graph that displays the count of sick and healthy turtle agents.

6. Make the turtle agents recover.

7. Expand the model and make it your own!

Prerequisites:

 Navigate to profile

 Create project

 Rename project

 Create turtle agents

 Give each agent different traits (color/shape)

 Take Camera

 Switch between Pages

 Resetting the simulation: deleting old turtle agents before creating new ones

 Scatter turtle agents