

brief guide to

The Argument Communication Model

Pause the simulation.

Restart the simulation with specified attitude structure and random initial conditions.

Use Acceleration to speed up the simulation (default: 1000 dyadic interactions per visual frame)

Set the similarity Threshold in between 0 (no interaction) and 2 (maximal attitude difference) and select if similarity is based on both issues, only the First Issue, or a single argument.

Press As Specified! to apply the attitude structure.

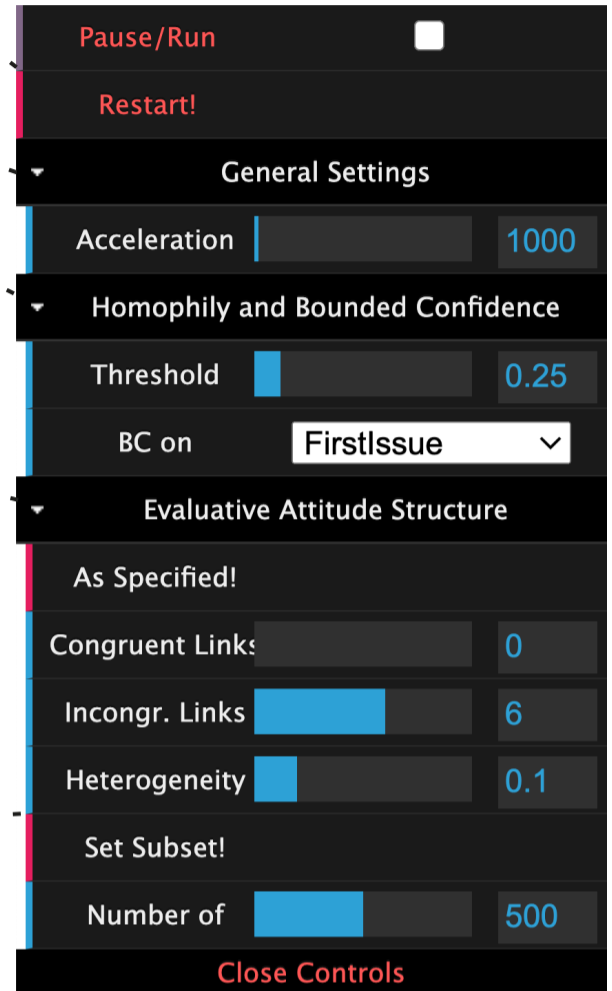
Specify the number of Congruent Links (same evaluation for both issues)

Specify the number of Incongruent Links (reverse evaluation for both issues)

Specify Heterogeneity (small random term on the evaluative weights)

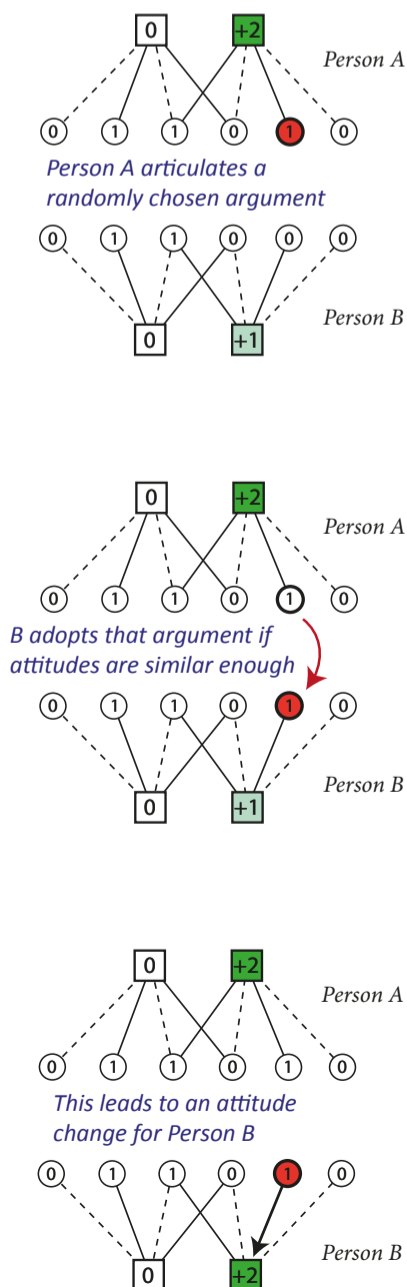
Press Set Subset! to apply the specified attitude structure only to a subset of the population.

Choose the Number of agents to which it is applied



the menu

the model



argument exchange process

There are two issues on which an opinion is formed. Opinions are based on 20 underlying arguments. The way in which arguments affect the opinion of an agents depends on the attitude structure (menu). 1000 agents are repeatedly paired at random to exchange arguments and adjust their opinion (left). **Have fun exploring how they evolve!**

