

## Computational Social Sciences and Digital Humanities



Since 2009, the Group is working on the design of specialised applications for use in social sciences and policy analysis areas.

### Objectives

The Group is developing a new simulator capable of executing Agent-Based Models of human societies in an HPC environment, in order to explore:

- Emergence of behavioural patterns in human societies, understood as complex systems.
- Interaction between societies and their relationship with environment and landscape.
- Impact of change in human groups and population dynamics (both ancient and present).
- Design of artificial societies as models to understand human behaviour.
- Methodological and theoretical foundations of social simulation.

These topics are analysed from a multidisciplinary approach through collaborations with research groups belonging to different disciplines with diverse perspectives of social interaction (i.e. Archaeology, Demography, Economy, Heritage, History and Sociology).

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