

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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