GEDIZ UNIVERSITY
COMPUTER ENGINEERING DEPARTMENT

COM 497- SENIOR DESIGN PROJECT I
PROPOSAL FORM for INSTRUCTORS

Academic Year: 2015-2016   **Semester: Fall**

1.Logistics	
Supervisor : Hürevren Kılıç **Proposal No. :** 2 **Proposal Date :** 06.10.2015 **Number of Students :** 2 **Prerequisites :** Sound programming skill.	**Co-supervisor:**
2. Subject Classification	
Game Simulations, Cooperative/Competitive Games, Evolutionary Game Theory, Social Dilemma.	
2. Title of Project	
A Spatial Game Simulation Software	
3. Description of the Project [1]	
Understanding mechanisms behind social interactions (specifically cooperation formation) through game simulations can be achieved via flexible, high performance, user friendly software. In this project, a spatial social dilemma game simulation software will be developed by using a high level programming language and an existing domain specific modelling tool.	
4. Scope of the Project	
Scope of the project is limited to spatial versions of social dilemmas based on iterated prisoner's dilemma and snowdrift games.	
5. Goals of the Project :	
Development of a software to understand mechanisms behind social interactions (specifically cooperation formation) through game simulations.	
4. Key techniques	
Individual-based programming, social protocol implementation.	
5. Project outcome	
A spatial game simulation software.	
6. Hardware/Software/Lab/ Equipment Requirements	An average hardware configuration and software development environment.

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[1] If necessary please use a separate sheet