

Workshop Elementary models for a sustainable economy: Program (d.d. 18-1-2010)

Workshop organized **21-24 January 2010 in Utrecht**, as part of the EU Global System Dynamics (GSD) Coordinated Action program (www.globalsystemdynamics.eu).

Location: Graaf Jan van Nassauzaal, Grand Hotel Karel V, Geertebolwerk 1, 3511XA Utrecht. The hotel is about 7 minute walking distance from Utrecht Centraal Station (railway).

Reading code: **Bold**: title given by author. ***Bold&Italic***: title and pdf given by author

Datum		Topic, speakers
Wed 20/1		Arrival
Thu 21/1		
Thursday 21 January 2010 Elementary Models (EM): modelling economic agents		
Thu 21/1	Morning	9.30 h Introduction to the workshop – Bert de Vries 9.45 h Introductory round of participants 10.00-10.15 h Introduction to the day – Bert de Vries 10.15 h – 13.15 h Examples of elementary ‘models of agents’ (each 20 min + 10 min Q&D) <ul style="list-style-type: none"> • Sido Mylius: Elements from evolutionary dynamics • Kristian Lindgren: Evolutionary games to explore economic interactions • Gérard Weisbuch: Economic choices among heterogeneous interacting consumers • Markus Brede: Synchronization in the micro- and macroeconomy: some ideas • Jeroen van den Bergh: <i>Evolutionary Modeling and Environmental Economics</i> • Claes Anderson: Cellular Automata and Network approaches in urban modeling
Thu 21/1	Afternoon	14.30 – 18.00 h Discussion: what are essential elements of agent in economic decisionmaking models? What insights does this give in the mechanisms/theory of economic development/growth? Room for possible overflow from the morning and for other (plenary) presentations
Thu 21/1	Evening	Dinner Location: Hotel Karel V or elsewhere downtown. Not necessarily plenary
Thu 22/1	Evening	Possibility: Rounding up the first day: <i>The ideal EM-catalog</i>
Friday 22 January 2010 Elementary Models (EM): the economy-ecology interface		
Fri 22/1	Morning	9.00 h – 9.15 h Introduction to the day – Bert de Vries 9.15 h – 12.30 h Examples of elementary economy-ecology models (each 20 min + 5 min Q&D) <ul style="list-style-type: none"> • Lars Hein: Implications of ecosystem services and regime shifts for economic models • Markus Brede: Cooperative and competitive use of common pool resource (CPR) • De Zeeuw: Managing ecosystems for resilience

		<ul style="list-style-type: none"> • Hasselmann: Agents in an economy-climate model (MADIAM) • Bert de Vries: Some basic elements in finite resource dynamics models • Piotr Magnuszewski: Consumer choice and interaction models
Fri 22/1	Afternoon	<p>14.30 – 17.00 h Discussion: what are essential elements ecosystem dynamics/constraints to be included in models of economic development/growth?</p> <p>Room for possible overflow from the morning and for other (plenary) presentations</p> <p>17.00 – 17.30 h Karolina Safarzyńska: <i>Producer-consumer co-evolution and innovation dynamics</i></p>
Fri 22/1	Evening	<p>Dinner</p> <p>Location: Hotel Karel V or elsewhere downtown. Not necessarily plenary</p>
Fri 22/1	Evening	Possibility: Rounding up the two days: <i>The ideal EM-catalog</i>
Saturday 23 January 2010 From model to message: interaction and games		
Sat 23/1	Morning	<p>9.00 h – 9.15 h Introduction to the day – Bert de Vries</p> <p>9.15 h – 12.30 h Experiences with existing interactive models and games (each 20 min + 5 min Q&D):</p> <ul style="list-style-type: none"> ▪ Claes Anderson: Interactive modeling via the web: GETonline and webFISH ▪ Piotr Magnuszewski: Simulation games about water management and climate change: some field experiences ▪ Pieter Bots: Interactive models and games: experiences with communicating system's insights and engaging stakeholders ▪ Bert de Vries: The use of interactive models and games in resource management issues (Stratagem, PowerPlan, Fish Banks Ltd, CLIMEX)
Sat 23/1	Afternoon	<p>Discussion:</p> <ul style="list-style-type: none"> ▪ Which targets groups (policy makers, students...?) ▪ Which elementary models can be used for interaction/games? ▪ What can be learnt from the experiences with existing interactive models/games? ▪ How to improve existing and construct new interaction/game models? ▪ ...
Sat 23/1	Evening	Plenary dinner in Hotel Karel V
Sunday 24 January 2010 Wrapping up, reporting, follow-up and departure		
Sun 24/1	Morning	<p>9.00 h – 12.00 h Final session</p> <ol style="list-style-type: none"> 1. Rounding up on elementary models about economy-ecology and economic agents 2. Lessons about modeling for the science-policy interface 3. Follow-up activities
Sun 24/1	(after)noon	Departure