

WHAT IS IT?

This model is our first try to emulate an election with purchase votes, some that occur in some regions of Brazil.

HOW IT WORKS

We generate a virtual city with 2500 residences and 10.000 voters distributed among them. We also have two candidates; each will support different kind of proposals. The voters in our have setup preferences, and they will vote accordingly with that, but during the period of run the candidate may have the opportunity to buy votes, and doing they will change the original preferences and by this way possibly change the outcome of the election.

HOW TO USE IT

The first setup was made thinking as about Brazil, so the start situation will be setup an city with the average Brazilian numbers. You just need to click at the setup bottom. After, you may click at the Go!, and the will start a sequence of elections.

THINGS TO NOTICE

With no purchase votes the candidate that should election is what we called the "B Candidate". When we introduce the purchase yet do not occur victories of the other candidate, the Candidate A. But, when we increase the value of the offer that the candidate made for the voters intention the results change. Also, value to be noted, the number of residencies the candidate can visit by day has also a great impact into the final results. Yet, we introduce a memory parameter, that is, the voters can recovery their own preferences at the end of which electoral cycle, is like the voter is smart and recovery their initial preferences, something like educate people x uneducated ones.

THINGS TO TRY

You may try to setup the model to your own city, or country. The model shows it is easier to change election when the people are young, and or, have low level of schooling.