

Virus/Contagion Simulation Success Criteria Sheet

First and Last Name of Sim. Designer:

Period:

Grade:

First and Last Names of Evaluators:

Overall Comments:

1.

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2.

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Instructions:

-Circle the number for items that do not meet proficiency and add a detailed comment(s) please.

-Add your **initials** by each item that meets the basics of the skill listed. Do not initial incomplete/non-working items.

-Add a detailed overall comment(s) related to a reminder to fix certain item(s), an idea to improve the simulation, and/or a compliment (What you liked about their sim.).

Proficient:

1. Created basic agents (person/animal agent (with healthy, sick, and possibly death depictions), background, wall, and all placed on worksheet.

2. The healthy and sick are programmed movement with checks for "Getting sick" and "Recovery."

3. The simulation properties are setup, saved, and working properly through the whole simulation.

4. The simulation ends with **Polling**. (Monitor).

5. Created and programmed healing agent (ex: doctor, clinic, etc.) with movement or stationary.

Advanced topics:

6. Include Diffusion/Hill Climbing to attract the sick to the healing agent to advance #5.

7. Programmed immunity possibly via inoculation/vaccine or immunity built up.

8. Complex world layout with one of the other advanced topics.

9. Extensions added from suggestions on the Making Contagion wiki.