

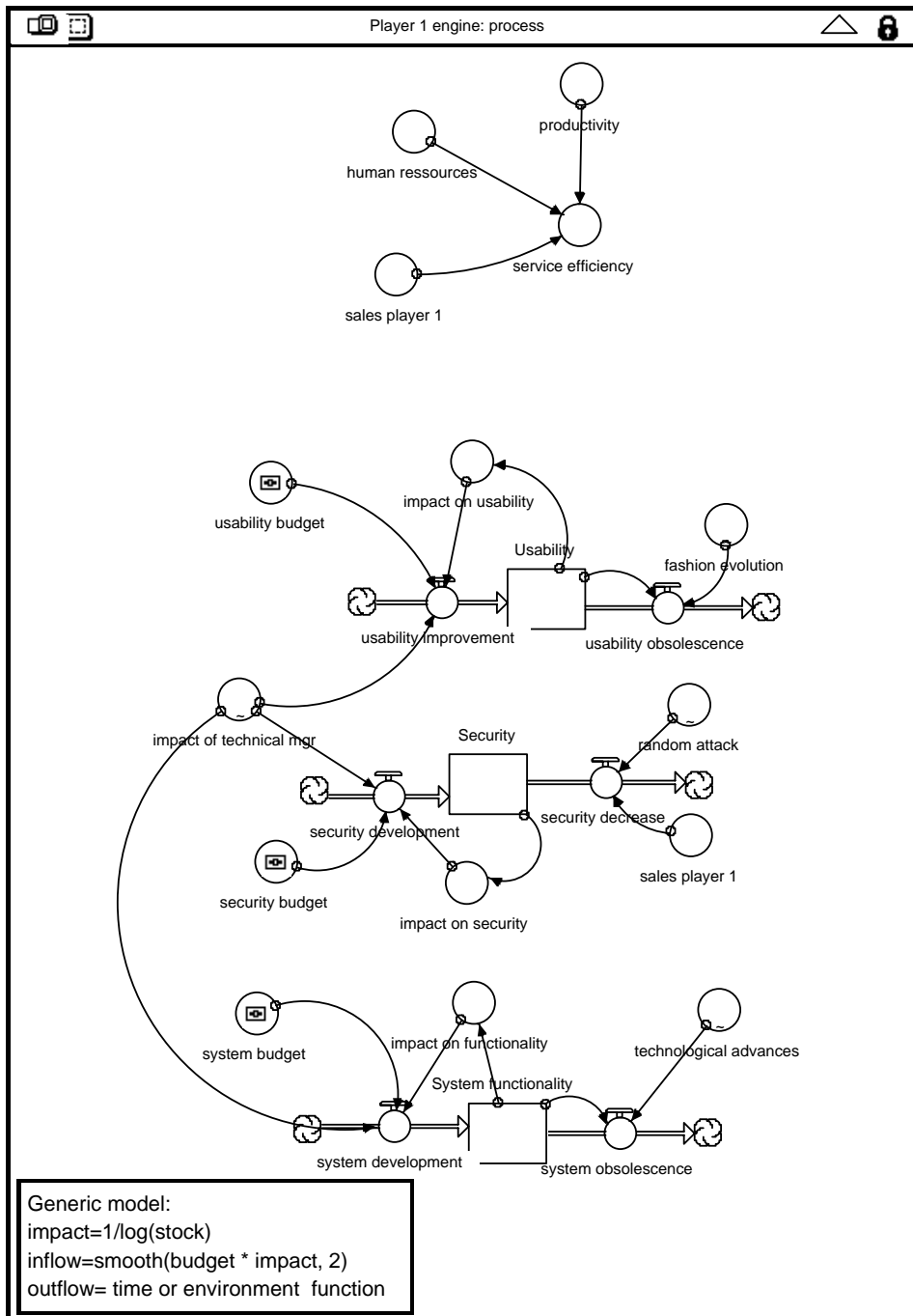
e-music business game - Detailed Model Description

This section introduces a comprehensive presentation of the models intuitively described above.

Player Model

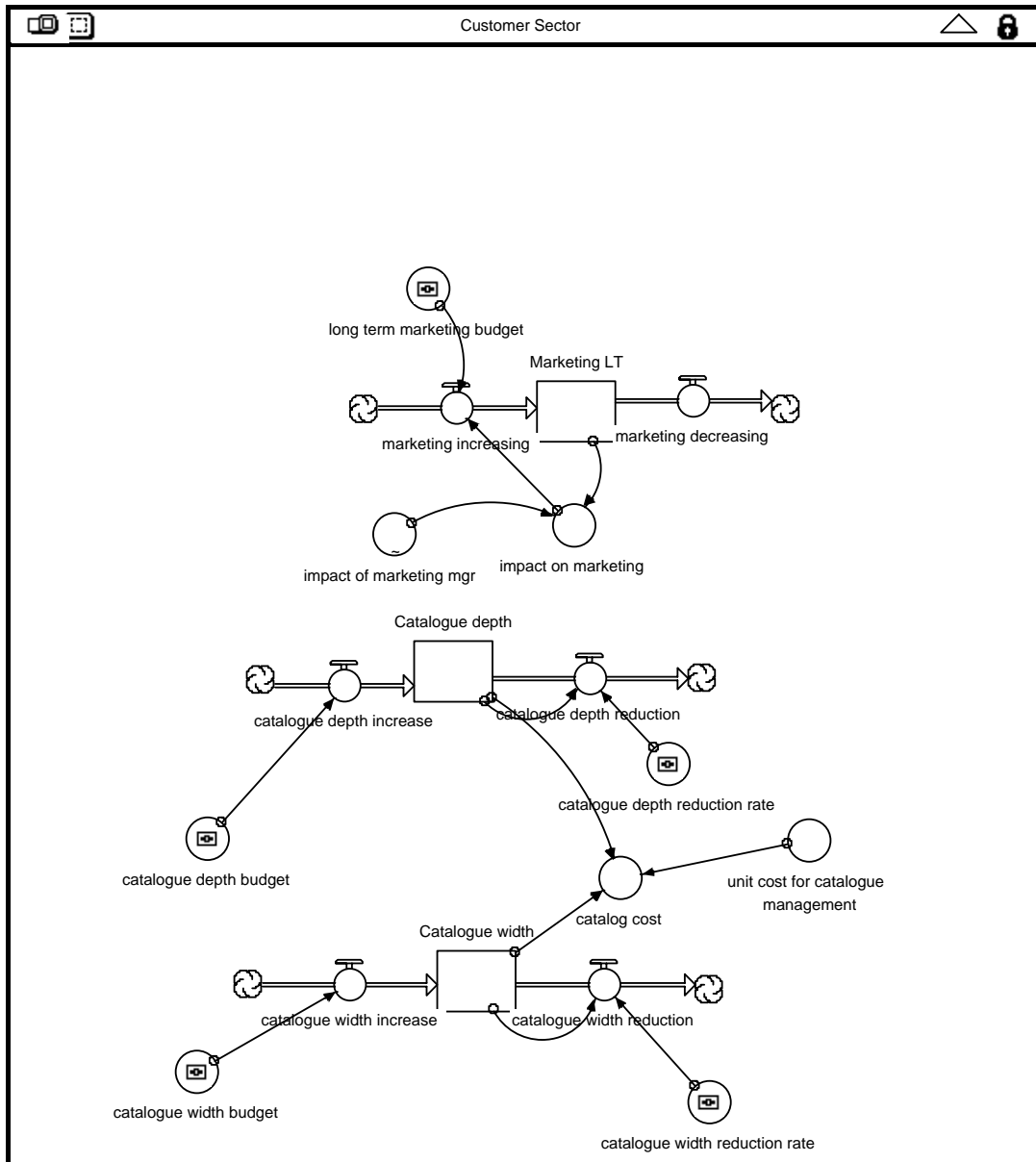
Process

Diagram



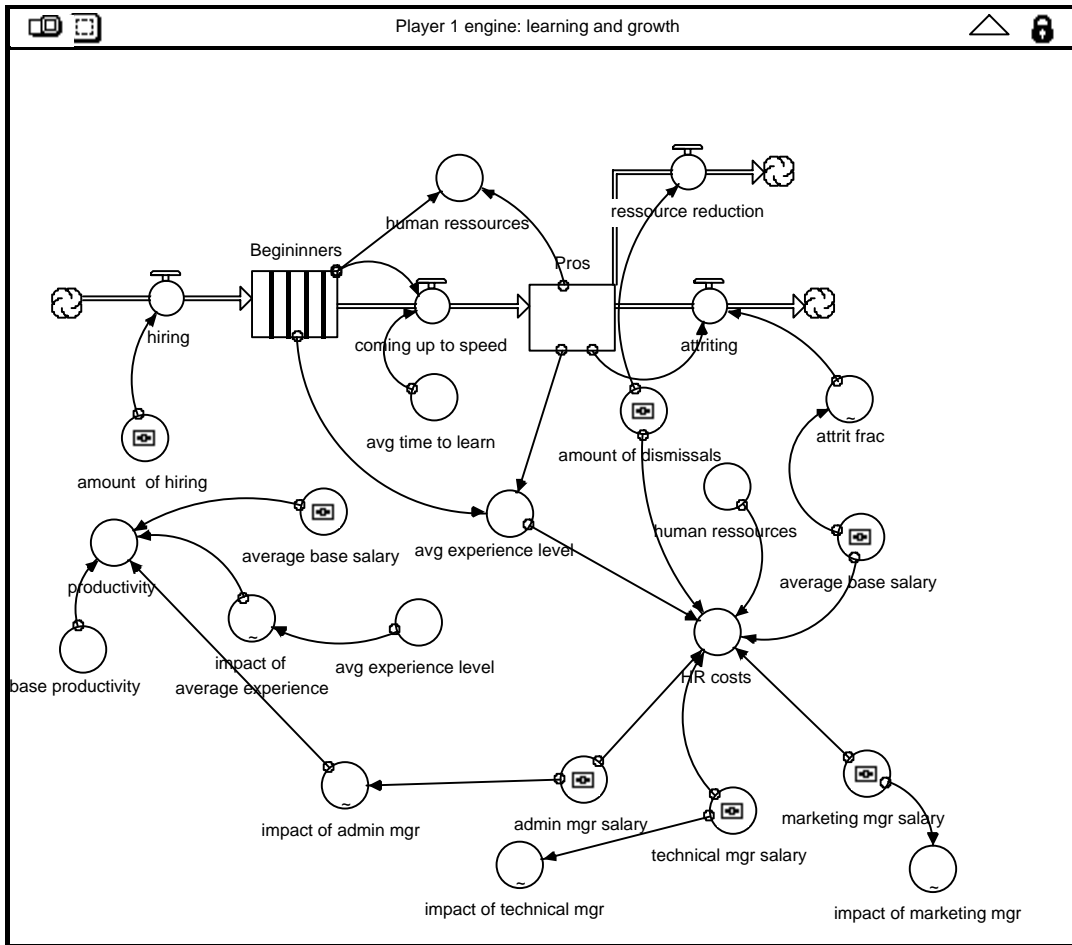
Customer

Diagram



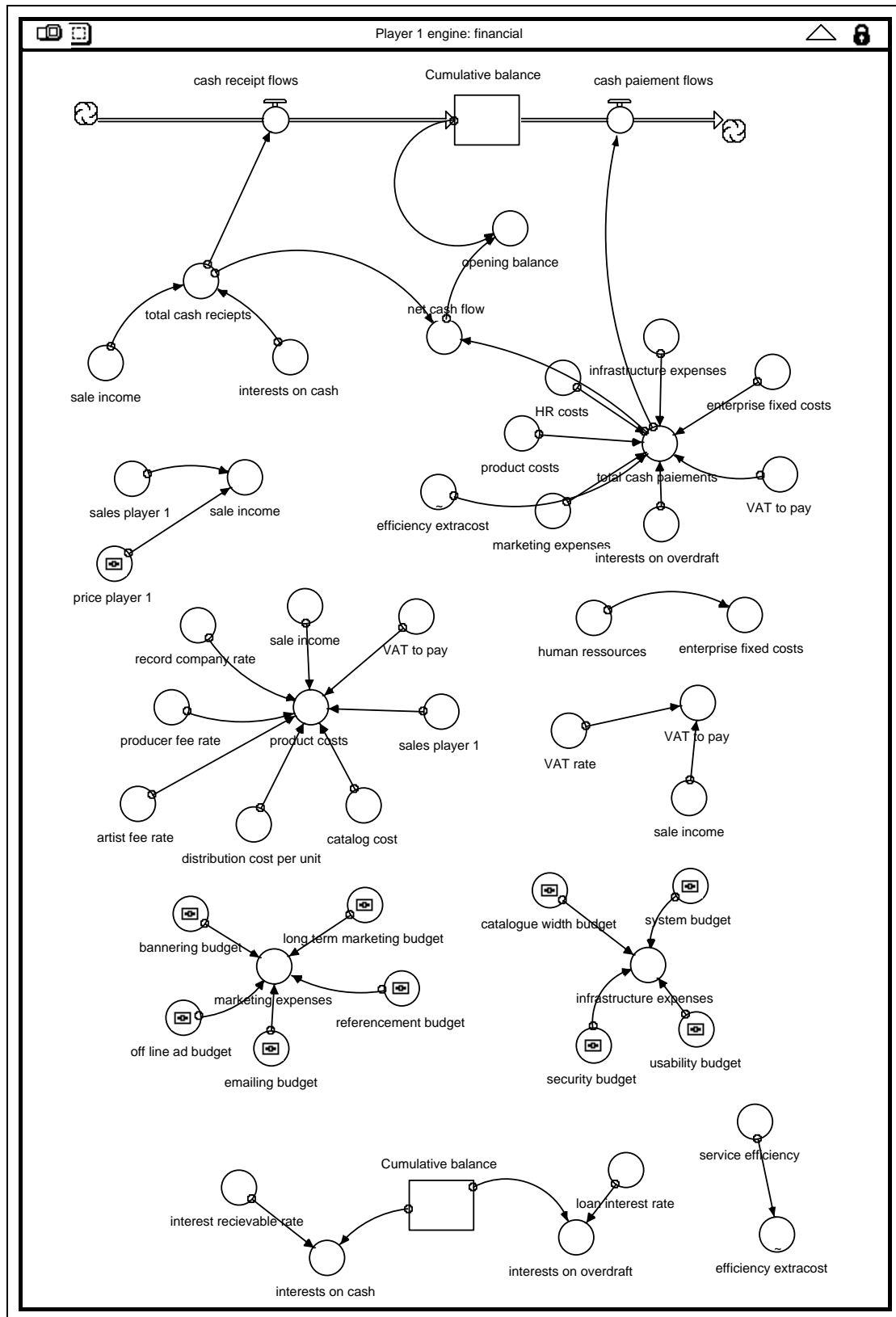
Learning & Grow

Diagram



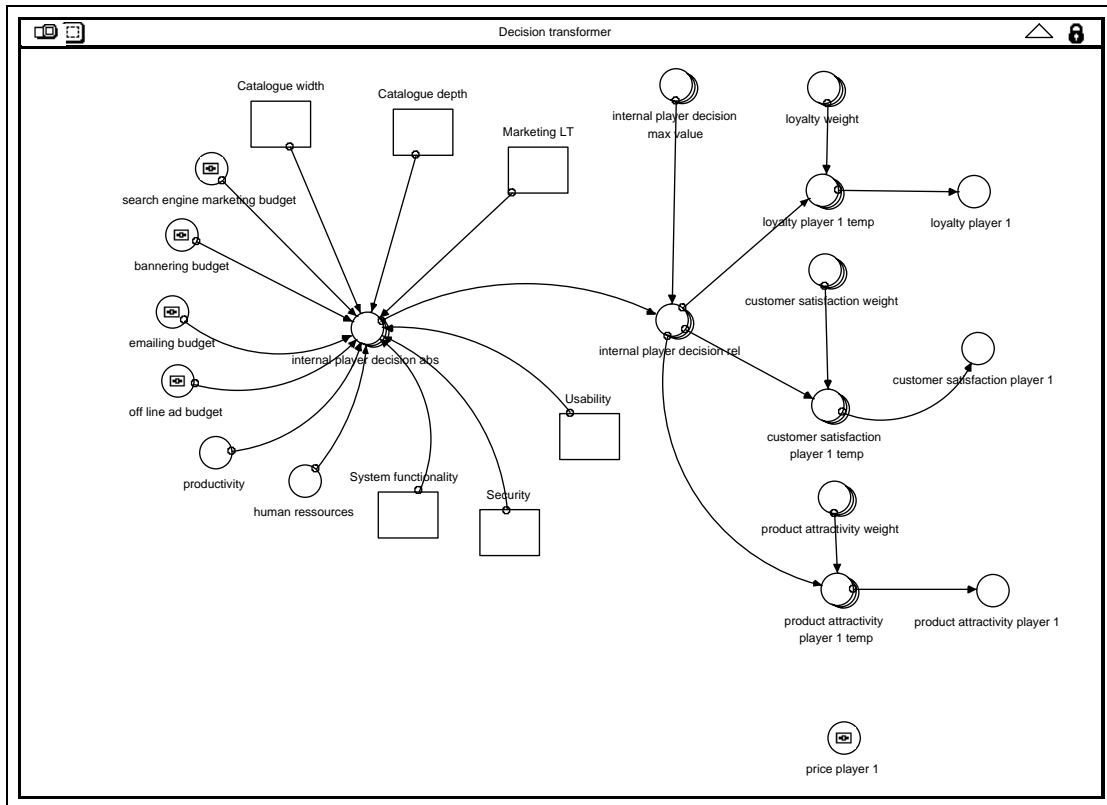
Finance

Diagram



Decision Transformer Model

Diagram



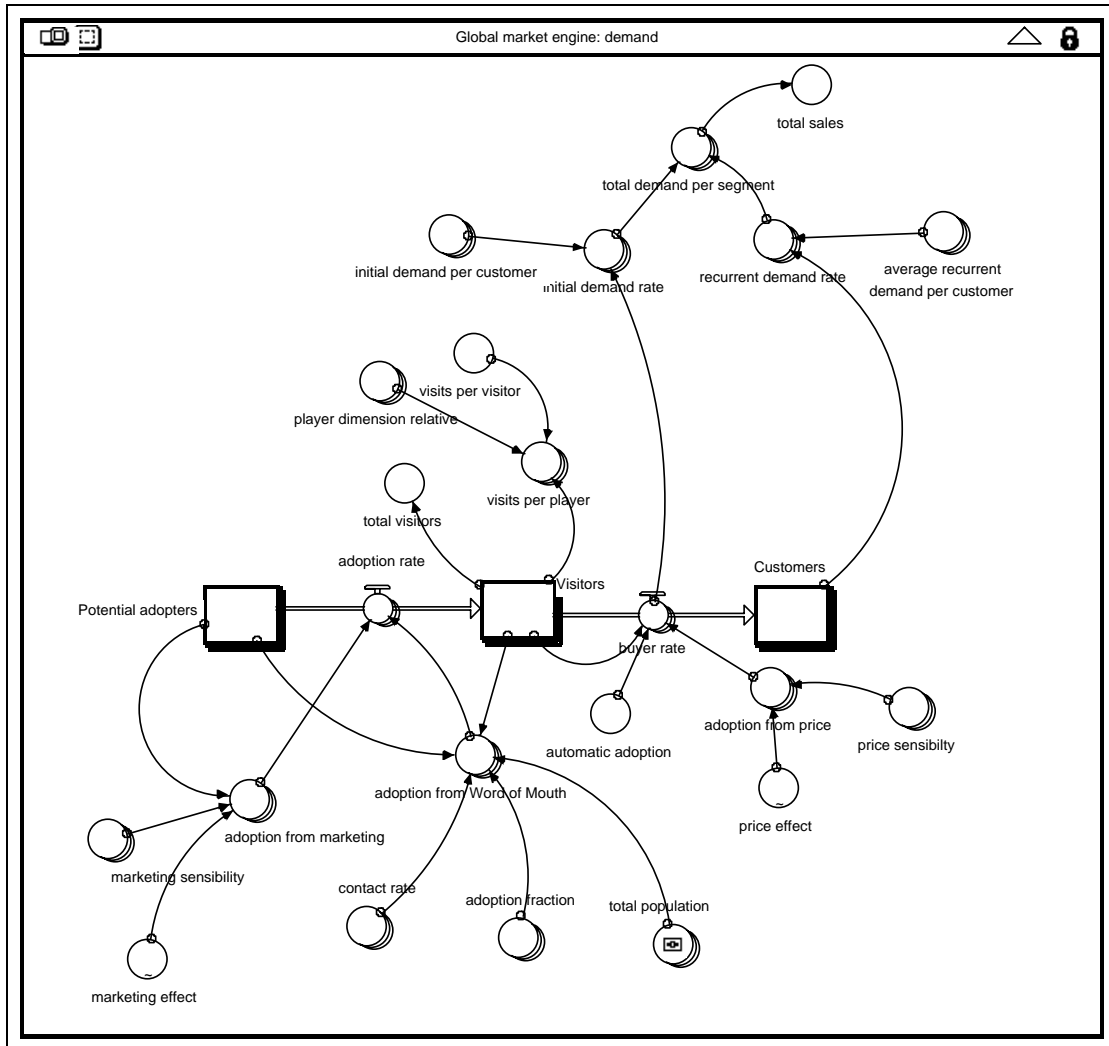
Comments

This sub-model simply transforms player decisions into player dimensions.

Market Model

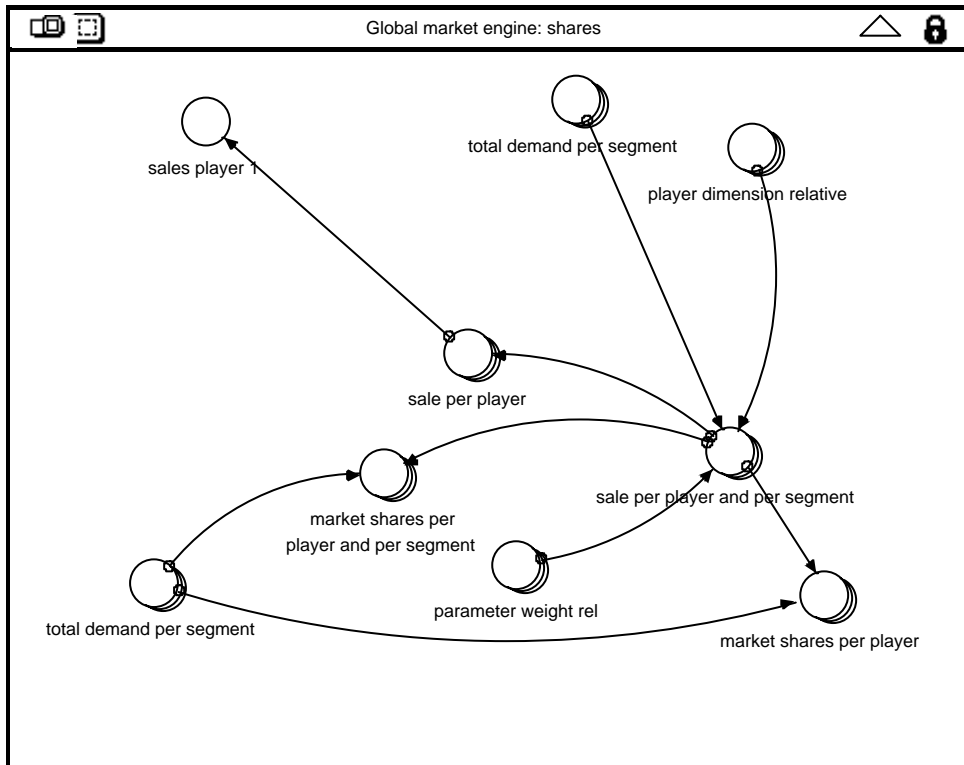
Demand Model

Diagram



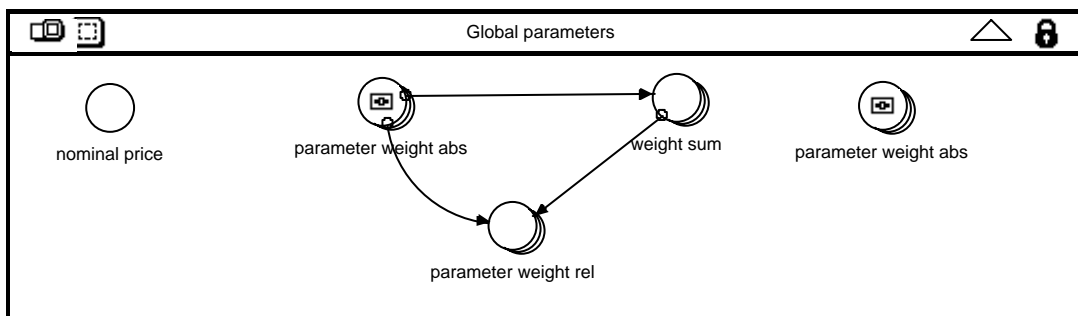
Share Model

Diagram



Global parameters

Diagram

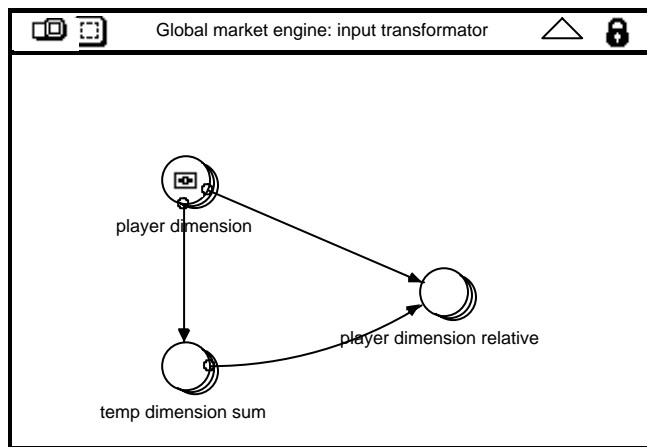


Comments

This sub-model simply normalizes parameters of the share model. It also fixes many global parameters, which may vary in time. The game has been build for 5 player dimensions, but one is currently unused (it is call "undefined").

Input Transformer

Diagram



Comments




This sub-model simply normalizes player dimensions.

Other sub-models

The current prototype includes other sub-models that are not detailed in this document. These sub-models simply aim at making the game more readable, but they do not add any computation. See the IThink source for more details.

Equation listing

The comprehensive scriptural model is given in annex. Model is divided in sectors according graphical sub-models introduced above and include many comments. iThink symbols used are the following:

-  : stock;
-  : in/out flow to/from stock;
-  : converter;
- **DOCUMENT:** comment label.