Anecdotal evidence suggests that the Agent-Based Social Simulation community suffers from a lack of structured and standardised ways for model development. For multi-disciplinary projects with academic and non-academic collaborators this issue becomes even more evident.

We have created a model development strategy that employs the Engineering Agent Based Social Simulation framework (or EABSS for short). It is grounded on the concept of co-creation and ideas from Software Engineering. We drive the qualitative information gathering process through focus groups, using predefined table templates and the Unified Modeling Language (UML) as main forms of stimulating and documenting the contributions of all participants.

The strategy has been used for two purposes: for collaborative model development and to stimulate and formally support discussions. We have tested the framework in several domains, including Architecture, Geography, Organisational Behavior, and Mental Health.

While we understand the model development process very well, we often struggle when it comes to working out how to embed relevant qualitative and quantitative evidence into our models. It is easy said on a high level what is relevant (e.g. by referring to a well-established theory), but how to add it practically, is often difficult to work out.

We would like to use the workshop to come up with a strategic extension that can guide the users of the framework with embedding qualitative and quantitative evidence into the models they develop.