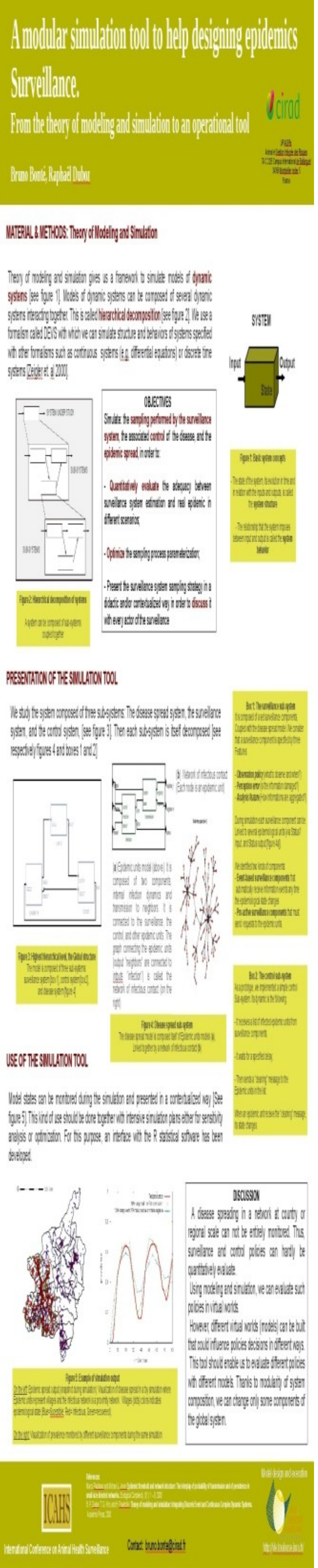
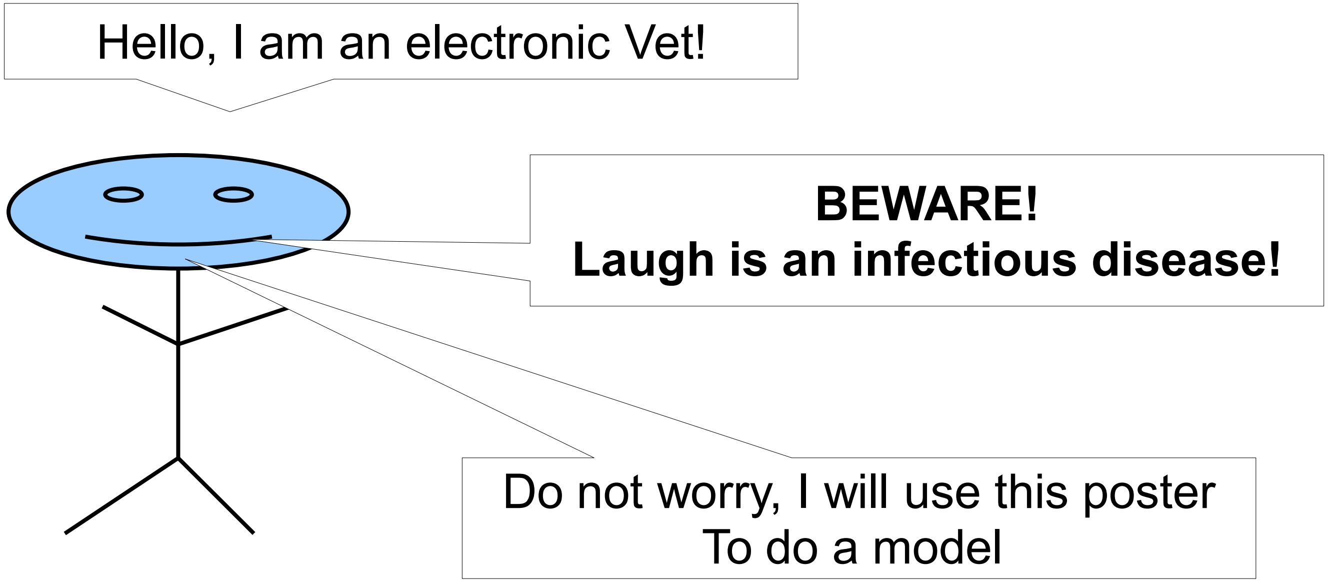
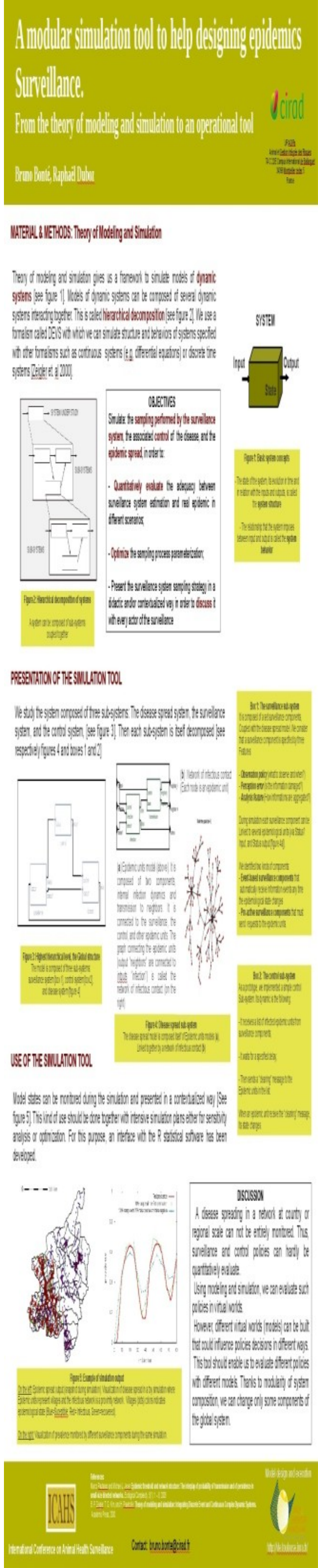


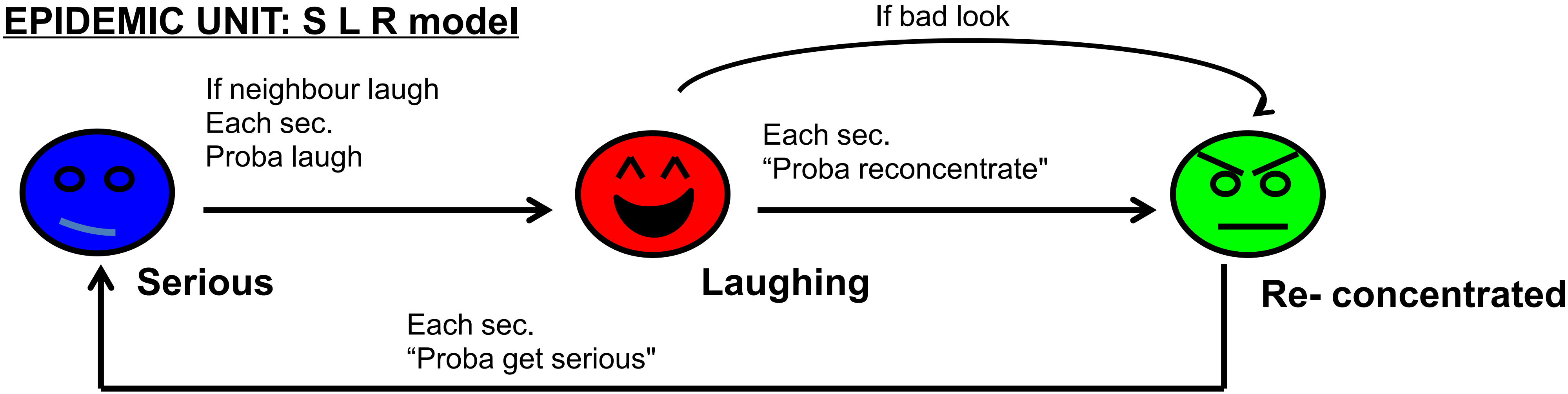


> ******* MODEL DEFINITION *******
> Disease: Laugh
> System: A conference room
> Epidemic unit: The participant
> Infectious contact: Proximity
> Surveillance system: A Shh ! Report
> Control: Bad look from the presenter
> _

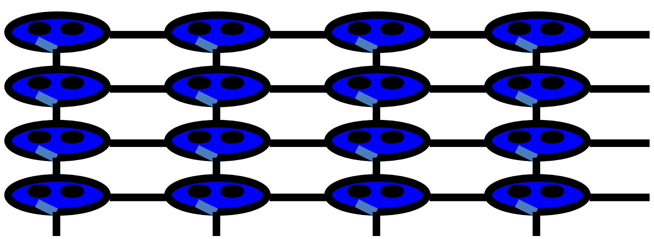
E-poster animation for: A modular simulation tool
to help designing epidemics surveillance
B. Bonté, R. Duboz



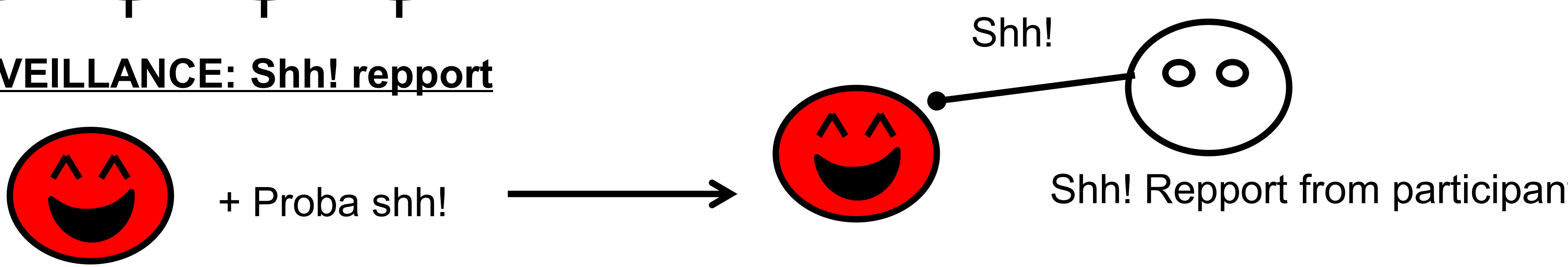
EPIDEMIC UNIT: S L R model



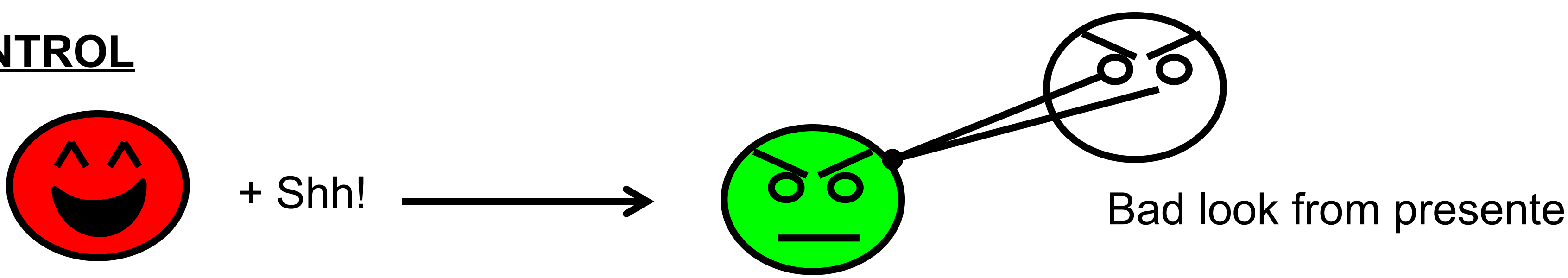
INFECTIOUS CONTACT NETWORK: Lattice



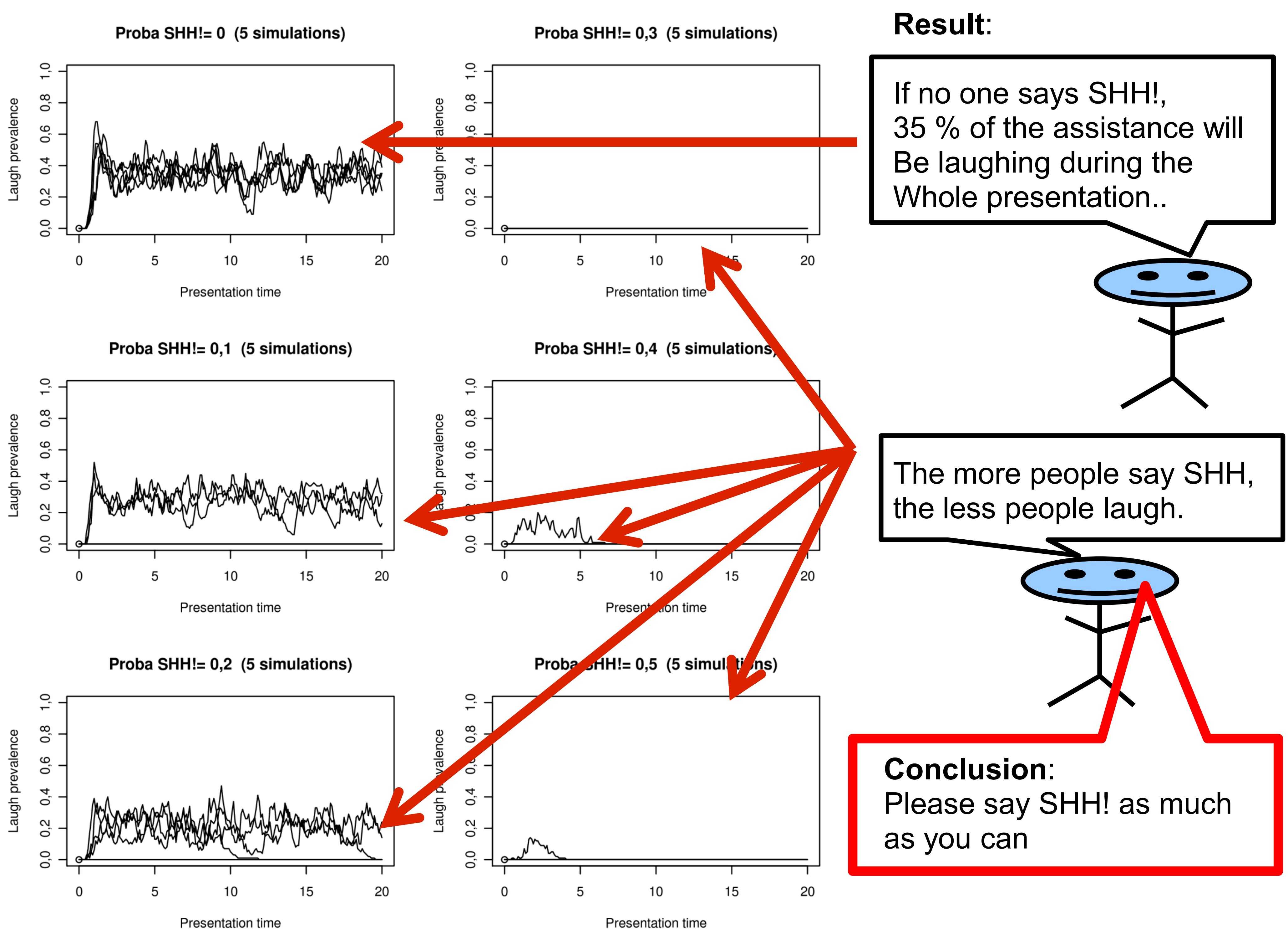
SURVEILLANCE: Shh! repport



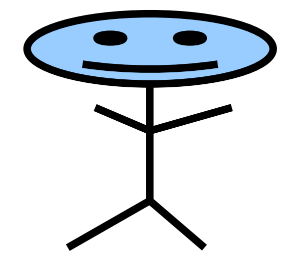
CONTROL



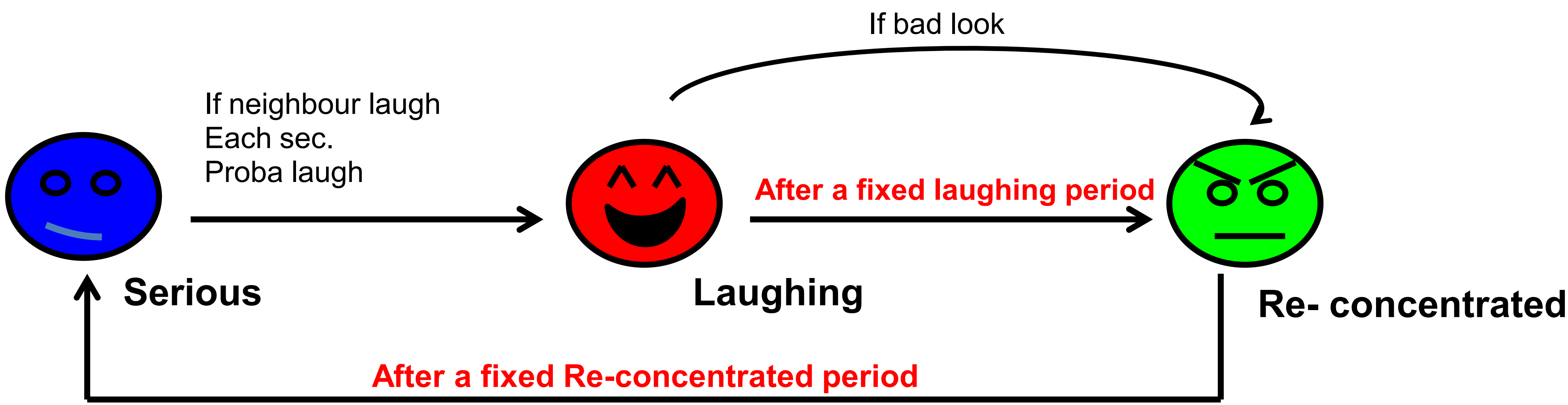
A modular simulation tool to help designing epidemics surveillance. B.B. – R.D

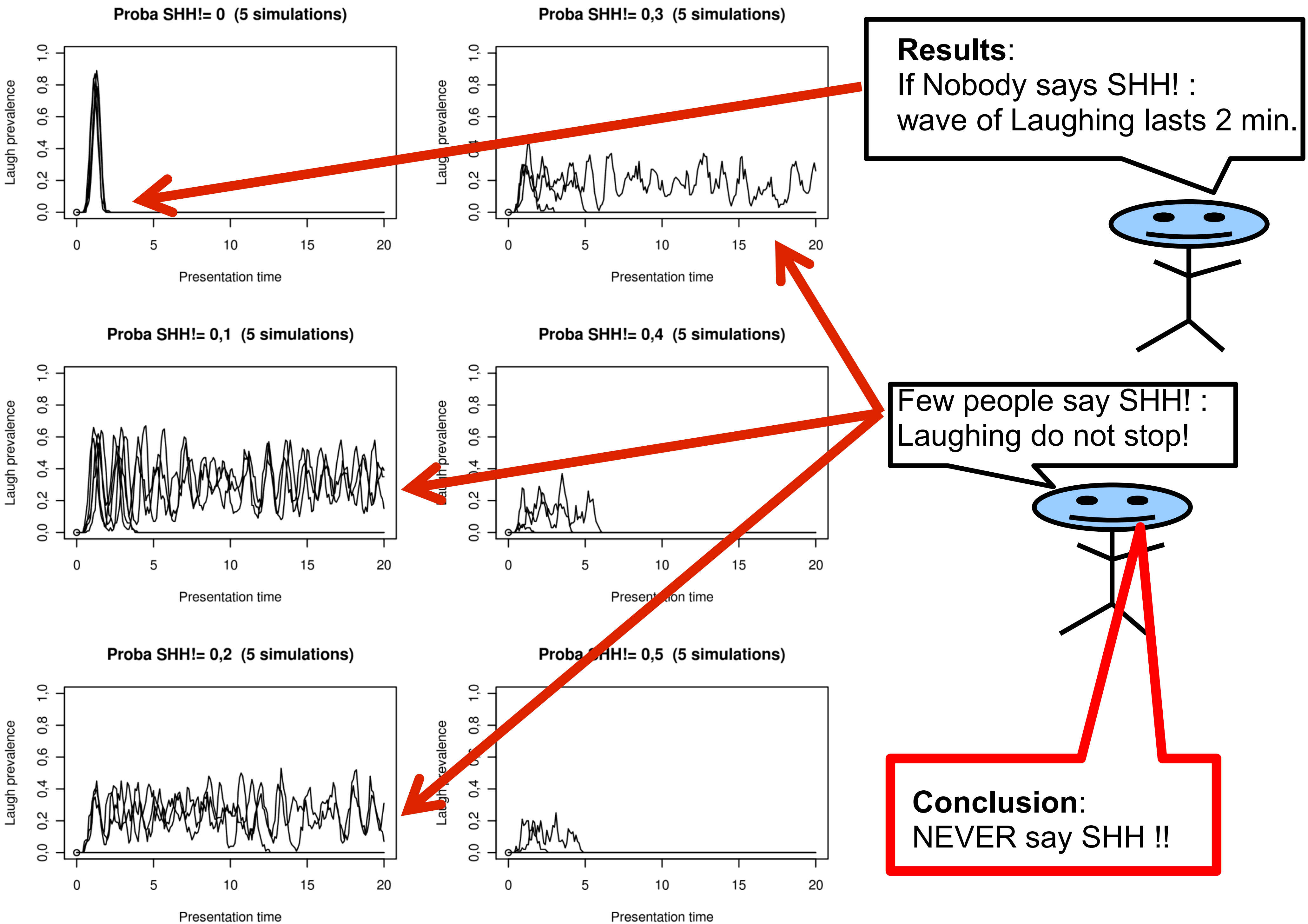

Result:
If no one says SHH!,
35 % of the assistance will
Be laughing during the
Whole presentation..
The more people say SHH,
the less people laugh.
Conclusion:
Please say SHH! as much
as you can
Proba SHH!= 0 (5 simulations)
Proba SHH!= 0,1 (5 simulations)
Proba SHH!= 0,2 (5 simulations)
Proba SHH!= 0,3 (5 simulations)
Proba SHH!= 0,4 (5 simulations)
Proba SHH!= 0,5 (5 simulations)
Laugh prevalence
Presentation time
0,0 0,2 0,4 0,6 0,8 1,0
0 5 10 15 20

But do I have the good Epidemic model ?
I learned that infectious periods usually have a normal distribution..
Let’s try a new Epidemic unit model !



EPIDEMIC UNIT: S L R model

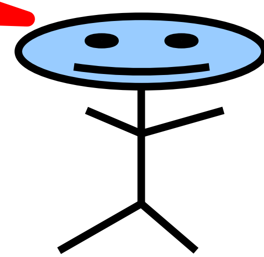



Proba SHH!= 0 (5 simulations)
Proba SHH!= 0,3 (5 simulations)
Proba SHH!= 0,1 (5 simulations)
Proba SHH!= 0,4 (5 simulations)
Proba SHH!= 0,2 (5 simulations)
Proba SHH!= 0,5 (5 simulations)
Laugh prevalence
Presentation time
Results:
If Nobody says SHH! :
wave of Laughing lasts 2 min.
Few people say SHH! :
Laughing do not stop!
Conclusion:
NEVER say SHH !!

VIRTUAL LABORATORY ENVIRONMENT
Complex systems modelling and simulation

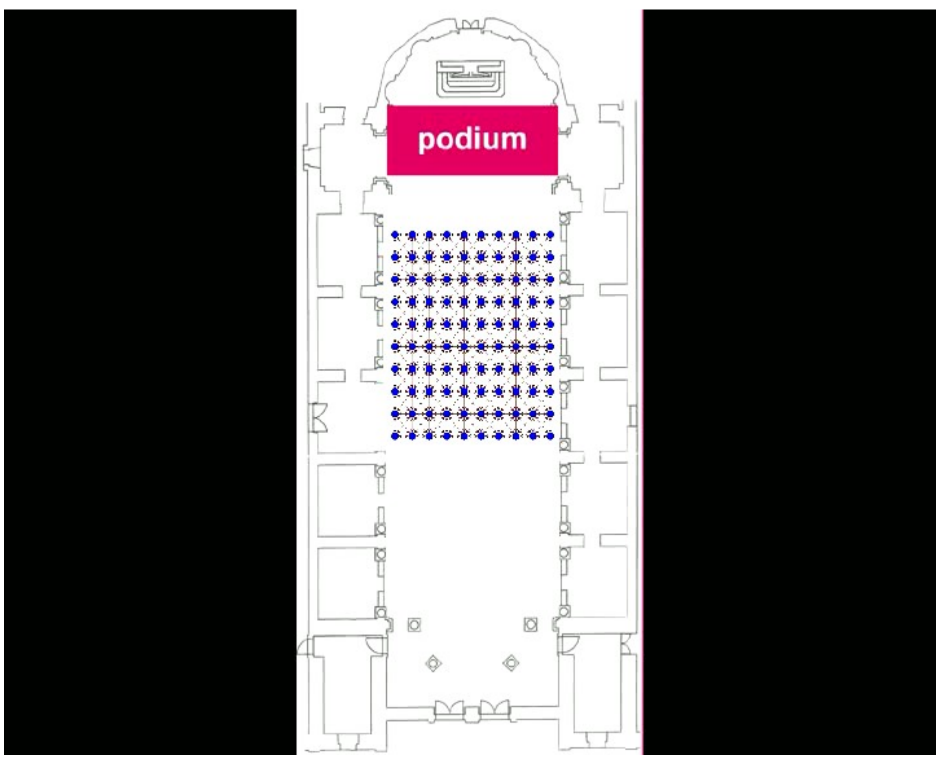
cirad

Conclusion of conclusions
A good tool should enable to test both: Policies AND Models



What do you think ?

A simulation with NO Shh!
and fixed periods



A simulation with Shh! (p= 0.2)
and fixed periods