The Big Love Theme

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our ideas

- We wanted to find a model to simulate relationships between loving turtles
- Turtles should fall in love according to their characteristica
- They should compare the turtles they meet and then decide if they could fall in love or not

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Sternberg's Triangulating Love

- First we concentrated on the model of Sternberg because we thought that his three different categories and their combinations offer a love typology that can be easily implemented

Intimacy

(emotional)

Passion   *Commitment*

(sexual)   *(rational)*

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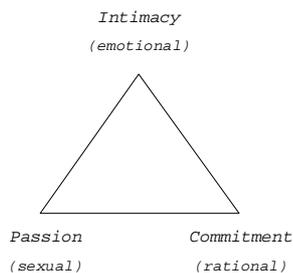
types of relations

	colour	Passion	Commitment	Intimacy
Non Love		0	0	0
Liking		0	0	1
Empty Love		0	1	0
Infatuation		1	0	0
Fatuous Love		1	1	0
Companionate Love		0	1	1
Romantic Love		1	0	1
Consumate Love		1	1	1

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problem

- Sternbergs model can represent the type of a relationship by defining each partners three relation values, but it does not tell anything about the partners characteristica. You would need those at least for the decision if two meeting turtles can fall in love with each other.

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extension: Erich Fromm

- To meet these requirements, we searched for characteristica that sufficiently describe the factors playing a role in a relationship
- Erich Fromm (1900-1980), a german psychoanalyst defined these in his book „the art of love" (1956, „Die Kunst des Liebens")
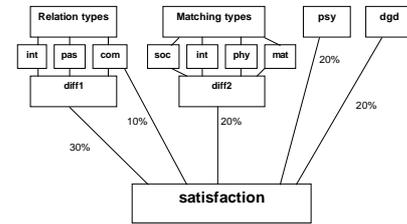
characteristica

A turtle is therefore divided into the following aspects:

- **material** (refering to property)
- **intellectual** (knowledge)
- **physical** (health, appearance)
- **social** (environmental status, integrity)

Besides, there is another factor left, the

- **psychological** (unstable) factor, defining random influences due to inner processes

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model implementation

Relation types: intimacy, passion, commitment, random values 0-1, diff 1 (0-3) is the summed value of two turtles difference between these values
Matching types: social, intellectual, physical, material, random values 0-5, diff2 (0-20) is the summed value of two turtles difference between these values
**Psy**: psychological factor, random values 0-5
Dgd: Degree of demand is random 20, it describes the allowed difference (tolerance) between the values of another turtle as in diff2. If diff2 is higher than the dgd, a turtle doesnt fall in love with the compared turtle.
Satisfaction: value ranging from 0 to 100, and is calculated by diff1, com1, diff2, psy and dgd.


There's a lot missing...

- **Core engine** describing the interdependencies between the variables that influence satisfaction and manipulating them

- This would change the (now) static satisfaction variable into a dynamic and „vivid" one, allowing for investigation of the curve

- A turtle should store the amount of times it had been dismissed and dismissed its partner as this should also influence the behaviour (maybe eventually leading to suicide?)

- We also wanted to find out, how the best case, average case and worst case of relations look like.
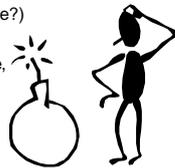
Last Statement

We just wished we had more time for this
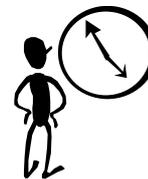
Thank You for listening

We hope you enjoyed it. Good bye

Thanks to Joana for taking the picture