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EECS 472

Project Update 6/3/13

This is an update for the model based on Kellogg, K. C. (2009). Operating Room: Relational Spaces and Microinstitutional Change in Surgery. *American Journal of Sociology*, *115*, 657–711.

**Agent Behavior:**

To Initialize:

Create doctors of three levels of hierarchy (differentiated by shape): interns, seniors and chiefs

Start them off working the hours that a person in that position should be working according to the rules

To Go:

Every morning at 6am, interns get assigned a large amount of scut-work

Each tick interns complete one item from their scut-work to do list.

At 5pm doctors on the same service gather for rounds

At 6pm night floats arrive

At 7pm day seniors and chiefs leave

When they are ready to leave, interns hand-off their leftover work to the night float on their service.

When they arrive again in the morning interns take over the scut-work leftover by the night-float.

When they are not doing rounds, doctors walk around the hospital randomly

**System Behavior:**

Right now, I have scut-work hard coded to be more than interns and night-floats can complete in a day, and so interns gradually work longer and longer hours.

**Rationale:**

I am trying to follow what Kellogg described in her ethnographic observations.

**Model Output:**

The reference patterns that I hope to recreate don’t result in interns working perpetually longer hours but when I add some randomness I’ll be getting closer.

**Question:**

Oh man, do all 3 of my models have to be this complicated???

**Next Steps:**

Add more randomness to task assignment

Add resistance on part of night floats

Add more strategies

Add ability of chiefs and other seniors to take over some work

Add opinions and ability for them to change.