	Monday 26th	Tuesday 27th	Wednesday 28th	Thursday 29th	Friday 30th
9h	Welcome session	Conceptual Modelling : theory, concepts and practice	Conceptual model Designing the structure with UML	*PPMs* Groups	Coding practice
	Theory of modelling and simulation in the field of socio-ecosystems	*Benchmark Model* Conceptual Modelling	UML sequence and activity diagram	Models calibration and analysis	
	ReHab Ice-breaking role-playing game	Conceptual model Designing the structure with UML		*Benchmark Model* Demo : monitoring and visualisation	*Participants' Prototype Models (PPMs)* Story and conceptual model
			Benchmark Model Metamodel of the scheduler Demo : implementation of dynamics	Coding Practice	
13h					
14h30	Introduction to multi-agent systems and agent-based simulation	*Benchmark Model* UML Class diagram	*Participants' Prototype Models (PPMs)* Presentation and discussion	Coding practice	Presentation of PPMs
17h30	Uses of Agent-Based Models for socio-ecosystems: a panorama	*Benchmark Model* Demo : implementation of structure and initialisation			*Participants' Prototype Models* Class diagram, structure and intialisation

	Monday 2th	Tuesday 3th	Wednesday 4th	
9h	Case Study : a project with a conceptual model	Case Study : a project with CORMAS platform	*Participants' Prototype Models (PPMs)* *Activity diagrams and agents behaviours*	*Pa*
	Participants' Prototype Models (PPMs) Class diagram, structure and intialisation	*Participants' Prototype Models (PPMs)* Sequence diagram and global dynamics		

13h			

14h30	Documentation of ABMs		Validation of models
	Participants' Prototype Models (PPMs) Class diagram, structure and intialisation	*Participants' Prototype Models (PPMs)* Sequence diagram and global dynamics	General discussion on validation
			Participants' Prototype Models (PPMs) Activity diagrams and agents behaviours
17h30	*PPMs - static* Presentation to another group	*PPMs - global dynamics* Presentation to another group	*PPMs - agents behaviours* Presentation to another group

Summer School Diner