

# Population dynamics driven by interactions on the internet

Emmanuel J. Dansu\* and Hiromi Seno\*\*

Department of Computer and Mathematical Sciences, Graduate School of Information Sciences,  
Tohoku University, Sendai, Japan

In this session, we will present two simple models about the population dynamics of individuals connected and interacting with each other online. The first model is on the population dynamics of receivers of two pieces of information of which the initially spread piece is incorrect and the second one complements and corrects it. The second model is about the population dynamics of online gaming addiction in which social interactions among players make them devote to playing the game. In both cases, the psychological and social nature of human behavior must be taken into account. We will try to discuss the models at this workshop from the viewpoint of the reasonable mathematical modeling.

\* E-Mail: [ej.dansu@dc.tohoku.ac.jp](mailto:ej.dansu@dc.tohoku.ac.jp) Web: <https://www.linkedin.com/in/emmanuel-jesuyon-dansu-80937b5b>  
\*\* E-Mail: [seno@math.is.tohoku.ac.jp](mailto:seno@math.is.tohoku.ac.jp) Web: <http://www.math.is.tohoku.ac.jp/~seno/>