Computer simulation of biological phenomena is an important and growing part of biological research. In this course, you will design, build, and test software simulations of biological phenomena of your choosing. You will use StarLOGO TNG, a drag-and-drop programming language that has been designed so that non-programmers can learn it quickly and easily (see screenshot below and http://education.mit.edu/category/tags/sltng). Past projects have modeled predator-prey interactions, development, epidemiology, and enzymology, among many others. In an interactive, cooperative, and synergistic setting, students will learn about biological simulation through readings and discussions, as well as their collaborative project work. We will begin with training in the simulation software, so no previous programming experience is required. As you work on your projects, you will gain a deeper understanding of the biological phenomena that you have chosen to simulate in addition to learning about the power and limitations of computer simulations.