Abstract

The model presented in this article will help to make a decision for the construction of a school (school / high school / university). It is based on agents; each playing a role in the construction process of the establishment. The context of the problem of the construction of a school lies in the finding of a saturation of schools of a locality to the point where the numbers of learners in classrooms become plethoric and their follow-up by teachers becomes difficult causing a rate of high failure and low educational level of learners. These one no longer have possibility to enroll. The model must indicate to the authority in charge of management of educational system the areas where it is necessary to build schools. For this reason it takes into account the maximal distance that a learner must cover by foot from his home to the school. It takes also into account the number of learners by educational level who haven’t possibility to enroll because the number of learners in classrooms is plethoric. The authority in charge of the management of education must then evaluate material, financial and human resources allowed at its disposal in order to decide whether to build a school or not in this locality.
Agents have been defined for schools, learners and decisions makers to describe the behavior of schools, learners and education authorities respectively.

References

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Index Terms

Computer Science Information Sciences

Keywords

Multi-agents model, complex system, agent, multi-agent system, school construction.