Disease Transmission Simulation

Use the link on Micro: Weblinks called "Disease Transmission Simulation"

You will play with a pathogenic organism's characteristics.

Characteristic	Range
virulence (likelihood of dying)	0 (no victims die) to 0.75 (75% of victims die)
duration of infection	1 day to 20 days
rate of transmission	0.1 per day to 10 per day
initial percent immune	0% to 100%

For each of these characteristics, describe the relationship that it has on the characteristics of the infection.

Characteristic	Resulting effect on the ourbreak
virulence (likelihood of dying)	
duration of infection	
rate of transmission	
initial percent immune	

Now that you have an idea of what the different variables do, see if you can figure out what the settings were for those variables that caused the following outbreaks.

Day 30

Thousands of people sick

Epidemic Level

Time in days

Day 30

Thousands of people sick

Epidemic Level

Time in days

Day 30

Thousands of people sick

Epidemic Level

Time in days