

Model	Perspective	Strengths	Weaknesses	Opportunities	Challenges
RangeShifter	EXPERT	<ul style="list-style-type: none"> <li>Flexible platform combining several demographic and dispersal models within a user-friendly framework. Suitable for both theoretical and applied models.</li> <li>Comprehensive manual and tutorials.</li> <li>As an individual-based model, variation between individuals in dispersal behaviours can be included, and their eco-evolutionary dynamics investigated.</li> <li>The mechanistic dispersal model SMS allows for dispersal through heterogeneous landscapes.</li> </ul>	<ul style="list-style-type: none"> <li>Complex models require many parameters, which can interact in ways which are not always immediately obvious.</li> <li>Requires programmer support, and thus cannot be adapted by users to add functionality.</li> <li>Explicit climate dependencies not yet incorporated.</li> </ul>	<ul style="list-style-type: none"> <li>Dynamic landscapes and more flexible implementation of variable dispersal traits and their underlying genetics to come in version 2</li> <li>Potential to couple with socio-economic land-use models to implement dynamic models of environmental change.</li> </ul>	<ul style="list-style-type: none"> <li>Obtaining parameter estimates for applied models of real species</li> <li>Understanding how climate variability (i.e. weather) affects key demographic and dispersal processes.</li> </ul>
	PARTICIPANT	<ul style="list-style-type: none"> <li>GUI (graphical user interface)</li> <li>Good for assessing 'what if situations'</li> <li>Easy to use, once understood</li> <li>Relatively few simple inputs that allow large flexibility, producing lots of info from output</li> <li>Lots of options</li> <li>Mechanistic, individual based</li> <li>Simple, focused</li> <li>Use of SMS, seems to make the movement models more robust</li> <li>Spatially explicit</li> <li>Stochastic</li> <li>Refined variables</li> <li>Possibility of running sensitivity analyses</li> <li>Establishes framework for repeatability</li> </ul>	<ul style="list-style-type: none"> <li>Large datasets</li> <li>Parameter choice is subjective</li> <li>Requires a lot of ecological knowledge about species -&gt; using best-guess scenarios may not be reliable for decision-making</li> <li>Single species, no interspecies interactions</li> <li>Computationally intensive (stochasticity)</li> <li>Expensive on output</li> <li>Would a statistical analysis need to produce so much data?</li> <li>Lack of dynamic landscapes</li> <li>No uncertainty estimates</li> <li>Interface not very clear</li> <li>Reduced number of feedback processes between environment and species, difficult to model additional processes and dynamics</li> </ul>	<ul style="list-style-type: none"> <li>Real life species, real life situations e.g. conservation prioritisation and management</li> <li>Incorporating genetic relatedness of many individuals dispersing together (e.g. seeds with animal dispersers)</li> <li>Incorporating land use change</li> <li>Look at how a species would behave in a certain environment, then comparing with real data to understand the effect of competition</li> <li>Set a modelling standard to cross-compare studies</li> </ul>	<ul style="list-style-type: none"> <li>Cross-model comparison difficult within programme</li> <li>Availability of data for parameters, particularly dispersal</li> <li>Hard to learn</li> <li>Classifying dynamic landscapes</li> <li>Multispecies competition, e.g. invasion and community assembly</li> <li>Getting appropriate parameters when using SMS</li> <li>Sensitivity might be an issue</li> <li>Make it more relevant for plant movement</li> <li>Plugging external models as components to e.g. reproduce feedbacks</li> <li>Platform for coupling models</li> </ul>
Condatis	EXPERT	<ul style="list-style-type: none"> <li>Flexible and powerful application which is quick and easy to use</li> <li>Tool for landscape scale studies of directional connectivity over successive generations of species</li> <li>Can pick out the most effective sites for habitat creation, test climate change resilience or run a number of directly comparable colonisation scenarios</li> <li>Works particularly well for habitats that are well-defined and patchy and at a scale that will require several generations to colonise</li> <li>Can work with habitat coverage map and little data on species' traits.</li> </ul>	<ul style="list-style-type: none"> <li>Movement is considered between source and target, multidirectional movement requires user to run multiple specifications</li> <li>If the area of interest is very small (roughly the distance required to colonise habitat within one generation) then results are unlikely to be meaningful</li> <li>Assumes all cells in the matrix between habitat patches to be of uniform quality.</li> </ul>	<ul style="list-style-type: none"> <li>Can be used to prioritise sites for restoration based on maximising improvements in connectivity via the least number or least cost sites</li> <li>Potential to link with climate envelope models, climate change projections, ecosystem service models...</li> <li>Could be developed into a web application</li> <li>More nuances of species' life history, dispersal and gradations of habitat quality could be developed.</li> </ul>	<ul style="list-style-type: none"> <li>Species specific parameters may not be known</li> <li>Preparation of input data requires GIS knowledge.</li> </ul>

	PARTICIPANT	<ul style="list-style-type: none"> <li>• Seems quick and easy</li> <li>• Simple, answers one question</li> <li>• Prioritisation</li> <li>• Not a large data requirement e.g. regarding species</li> <li>• Large-scale</li> <li>• Policy-oriented</li> <li>• Climate change relevance</li> <li>• Support decision-making at strategic large scales</li> <li>• Easy to use, could be used by stakeholders</li> <li>• Graphical</li> <li>• Idea of flow and ecological conductance, easily interpretable theory</li> <li>• Large scales shows the effects of interventions</li> </ul>	<ul style="list-style-type: none"> <li>• One habitat type, one species, one metric of benefit</li> <li>• Limited to questions of connectivity</li> <li>• Need good quality landscape data</li> <li>• Doesn't include habitat mortality estimates, e.g. crossing a road in the matrix may have higher risk than farmland</li> <li>• Demands to prioritise a lot</li> <li>• Unidimensional output</li> <li>• One point, one target</li> <li>• Slow at higher than 20 tc grid</li> </ul>	<ul style="list-style-type: none"> <li>• Helping develop corridors for conservation</li> <li>• Helping predict movement of populations with changing climate</li> <li>• Build and integrate with a spatial optimization between different present habitats</li> <li>• Already being used by some NGOs</li> <li>• It has an intuitive interface, so will probably be used widely</li> <li>• Has it been validated?</li> <li>• Combine with multiple GIS layers</li> <li>• Interesting dissertation project</li> </ul>	<ul style="list-style-type: none"> <li>• Multiple interaction and their interaction, especially considering that the artificial construction of one habitat might destroy another</li> <li>• Promote it so becomes widely used</li> <li>• Different species might not be resilient to climate change, which means policy oriented measures for a number of species might have negative impact on other ones</li> <li>• Incorporating different layers of spatial data</li> <li>• Limited to one habitat types</li> <li>• Will it present enough info to be useful?</li> </ul>
	EXPERT	<ul style="list-style-type: none"> <li>• Flexible and highly-configurable simulation environment</li> <li>• Agents (representing land-based businesses) use cognitively-plausible decision-making algorithm (case-based reasoning (CBR) 'lite')</li> <li>• Heuristic algorithms for decision-making optional</li> <li>• Reasonably well published / established model (and submodels)</li> <li>• Explicit simulation of policy agent</li> <li>• Complex dynamics of species and social spaces can be captured</li> <li>• Species interactions can be configured</li> <li>• Extensible if you have the coding expertise</li> <li>• Open source and freely available</li> </ul>	<ul style="list-style-type: none"> <li>• With great flexibility comes great numbers of parameters, switches, buttons and dials</li> <li>• Built on unsupported ObjC-Swarm, the installation of which is not a trivial exercise</li> <li>• Not at all user friendly (even with the documentation -- there are manuals) and won't ever be so</li> <li>• When using CBR, agents need time to learn -- this can affect dynamics and make experiments difficult to set up</li> </ul>	<ul style="list-style-type: none"> <li>• Can explore various options for managing biodiversity in a landscape through incentivisation of land managers</li> <li>• Versions of the code exist (but have not yet been used professionally) allowing more functionality (e.g. feedback from species occupancy to yields, uncertainty in yields, XML output).</li> <li>• Sufficiently configurable that climate change and species migration scenarios could be explored</li> </ul>	<ul style="list-style-type: none"> <li>• Programming expertise typically needed even to configure a run</li> <li>• Configuring a run requires a lot of thought before the scripts to set it up are written</li> <li>• Data to configure empirical cases typically lacking</li> <li>• Analysing the output from the model is challenging due in part to the potential volume of it, but also to the multiple types it has</li> </ul>
FEARLUS-SPOMM	PARTICIPANT	<ul style="list-style-type: none"> <li>• Adds human dimension to ecological models</li> <li>• Complex and specific</li> <li>• Implements behavioural aspects</li> </ul> <p>ABM in general:</p> <ul style="list-style-type: none"> <li>• Highly versatile</li> <li>• A lot of support and history of use</li> <li>• JASSS journal</li> <li>• Good for various simulations of human decision-making</li> <li>• Sensible approach to modelling human behaviour</li> <li>• Explicit assumptions</li> <li>• Seemingly the best expert method to model and verify human interactions</li> <li>• Heterogeneity</li> <li>• Feedback</li> <li>• Time dependency</li> <li>• Emerging patterns</li> <li>• Ability to model complex systems</li> <li>• Powerful predictor integrating society and environment</li> </ul>	<ul style="list-style-type: none"> <li>• Human dimension-making difficult to represent</li> <li>• Human behaviour and morals - money may not be main driver for a decision</li> <li>• Potential complexity and difficulty for non-programmers</li> </ul> <p>ABM in general:</p> <ul style="list-style-type: none"> <li>• Confidence in output</li> <li>• Connection between ABM and theory</li> <li>• Dynamics/interactions are poorly understood - poorly modelled?</li> <li>• The models appear to be largely abstracted from reality due to the limited access to high quality empirical data. This makes it difficult to trust the result.</li> <li>• What are the variables of interest?</li> <li>• How complex is too complex?</li> <li>• Need lots of training and skills in e.g. programming</li> </ul>	<ul style="list-style-type: none"> <li>• Input social science theory in environmental modelling</li> <li>• Cross-disciplinary, brings research together</li> <li>• Better ways of taking into account human impact in ecology and conservation efforts</li> <li>• Understand means e.g. incentivising farmers to promote biodiversity</li> </ul> <p>ABM in general:</p> <ul style="list-style-type: none"> <li>• Flexibility between disciplines, so incorporating social science</li> <li>• Model assumptions can be easily verified and rejected</li> <li>• Huge opportunities to increase interdisciplinary communication, if social scientists, ecologists and modellers can be brought to the same table</li> <li>• Simulations -&gt; huge datasets</li> <li>• Emergence</li> <li>• Mix qualitative and quantitative</li> <li>• Mix disciplines, e.g. ABM models and connectivity studies for conservation</li> </ul>	<ul style="list-style-type: none"> <li>• Empirical data availability</li> <li>• Coupling itself is difficult</li> <li>• A lot of data needed for validation</li> <li>• Generally, fit to data not only measure of validation -&gt; context dependent</li> <li>• Deciding which factors to not include in agents' decision-making processes</li> </ul> <p>ABM in general:</p> <ul style="list-style-type: none"> <li>• Obtaining data for empirical ABM</li> <li>• Designing code for emotion and opinion</li> <li>• Fit to data vs. ontology</li> <li>• Social science is not well executed and explained for ABM incorporation</li> <li>• How to increase social science appetite for understanding ABMs (better explanation in journal articles? strategic partnerships and training?)</li> <li>• Models and social scientists speaking different language, no common ground</li> <li>• Describing the system dynamics and processes is not easy and well formalised</li> <li>• Summarising info</li> <li>• Explaining reasoning behind it and following protocols</li> </ul>