

Peer Review

Review of: "Modeling and Simulating Agent-Based City Migration Using Conway's Game of Life"

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The work provides a simple model, based on the Game of Life cellular automaton, targeting the problem of human movement. Unfortunately, in this case, the application of simple rules to understand complex behavior does not lead to meaningful results. There are two major problems with the presented research.

First, the presented model is oversimplified, and it does not include parameters necessary to make it useful for modelling the actual movement of a population. This would require a much more sophisticated model, and some of the relevant examples can be found in

Vijayan, M., Patil, A., & Kapse, V. (2025). Embracing the Complexity of Cities: Agent-Based Modelling for Energy Planning and Policy. In *Urban Planning and Design for Megacities in the Global South: Smart and Sustainable Development* (pp. 419-439). Singapore: Springer Nature Singapore.

Divasson-J, A., Macarulla, A. M., Garcia, J. I., & Borges, C. E. (2025). Agent-based modeling in urban human mobility: A systematic review. *Cities*, 158, 105697.

Second, the results are not supported by any kind of data. The authors claim that the introduced model reproduces some tendencies, but they do not provide any specific examples. Without such validation, one cannot argue that the model is not useful. Even if not directly relevant, authors should consult the paper published in JOSS during the days of COVID-19.

Squazzoni, F., Polhill, J. G., Edmonds, B., Ahrweiler, P., Antosz, P., Scholz, G., ... & Gilbert, N. (2020). Computational models that matter during a global pandemic outbreak: A call to action. *JASSS-The Journal of Artificial Societies and Social Simulation*, 23(2), 10.

Declarations

Potential competing interests: No potential competing interests to declare.