REFERENCES

[1] M.-L. Xu, H. Jiang, X. Jin, and Z. Deng, "Crowd Simulation and Its Applications: Recent Advances," *J. Comput. Sci. Technol.*, vol. 29, pp. 799–811, Sep. 2014, doi: 10.1007/s11390-014-1469-y.

[2] S. Zhou *et al.*, "Crowd modeling and simulation technologies," *ACM Trans. Model. Comput. Simul.*, vol. 20, no. 4, pp. 1–35, Oct. 2010, doi: 10.1145/1842722.1842725.

[3] J. E. Almeida, R. J. Rosseti, and A. L. Coelho, "Crowd simulation modeling applied to emergency and evacuation simulations using multi-agent systems," *ArXiv Prepr. ArXiv13034692*, 2013.

[4] X. Pan, C. S. Han, K. Dauber, and K. H. Law, "A multi-agent based framework for the simulation of human and social behaviors during emergency evacuations," *AI Soc.*, vol. 22, no. 2, pp. 113–132, Nov. 2007, doi: 10.1007/s00146-007-0126-1.

[5] S. Huerre, "Agent-based Crowd Simulation Tool For Theme Park Environments," 2010.

[6] O. Szymanezyk, P. Dickinson, and T. Duckett, "Agent-Based Crowd Simulation in Airports Using Games Technology," Jun. 2011, pp. 524–533, doi: 10.1007/978-3-642-22000-5_54.

[7] N. Pelechano, K. O'Brien, B. Silverman, and N. Badler, "Crowd Simulation Incorporating Agent Psychological Models, Roles and Communication:," Defense Technical Information Center, Fort Belvoir, VA, Jan. 2005. doi: 10.21236/ADA522128.

[8] G. Solmaz and D. Turgut, "Pedestrian Mobility in Theme Park Disasters," *IEEE Commun. Mag.*, vol. 53, pp. 172–177, Jul. 2015, doi: 10.1109/MCOM.2015.7158282.

[9] J. C. Hsu, J. R. Clymer, J. Garcia, and E. Gonzalez, "Agent-Based Modeling the Emergent Behavior of A System-of-Systems," *INCOSE Int. Symp.*, vol. 19, no. 1, pp. 1581–1590, Jul. 2009, doi: 10.1002/j.2334-5837.2009.tb01036.x.

[10] M. Moussaïd, N. Perozo, S. Garnier, D. Helbing, and G. Theraulaz, "The Walking Behaviour of Pedestrian Social Groups and Its Impact on Crowd Dynamics," *PLoS ONE*, vol. 5, no. 4, p. e10047, Apr. 2010, doi: 10.1371/journal.pone.0010047.

[11] M. Moussaïd, D. Helbing, S. Garnier, A. Johansson, M. Combe, and G. Theraulaz, "Experimental study of the behavioural mechanisms underlying self-organization in human crowds," *Proc. R. Soc. B Biol. Sci.*, vol. 276, no. 1668, pp. 2755–2762, Aug. 2009, doi: 10.1098/rspb.2009.0405.

[12] Y. Yuan and W. Zheng, "How to Mitigate Theme Park Crowding? A Prospective Coordination Approach," *Math. Probl. Eng.*, vol. 2018, pp. 1–11, 2018, doi: 10.1155/2018/3138696.

[13] J. E. Almeida, Z. Kokkinogenis, and R. J. F. Rossetti, "NetLogo Implementation of an Evacuation Scenario," p. 5.

[14] N. Bellomo and L. Gibelli, "Toward a mathematical theory of behavioral-social dynamics for pedestrian crowds," *Math. Models Methods Appl. Sci.*, vol. 25, no. 13, pp. 2417–2437, Dec. 2015, doi: 10.1142/S0218202515400138.

[15] E. Oliveira, K. Fischer, and O. Stepankova, "Multi-agent systems: which research for which applications," *Robot. Auton. Syst.*, vol. 27, no. 1–2, pp. 91–106, Apr. 1999, doi: 10.1016/S0921-8890(98)00085-2.

[16] A. Dorri, S. S. Kanhere, and R. Jurdak, "Multi-Agent Systems: A Survey," *IEEE Access*, vol. 6, pp. 28573–28593, 2018, doi: 10.1109/ACCESS.2018.2831228.

[17] P. G. Balaji and D. Srinivasan, "An Introduction to Multi-Agent Systems," in *Innovations in Multi-Agent Systems and Applications - 1*, vol. 310, D. Srinivasan and L. C. Jain, Eds. Berlin, Heidelberg: Springer Berlin Heidelberg, 2010, pp. 1–27.

[18] E. Sklar, "NetLogo, a Multi-agent Simulation Environment," *Artif. Life*, vol. 13, no. 3, pp. 303–311, Jul. 2007, doi: 10.1162/artl.2007.13.3.303.

[19] U. Wilensky, “Modeling Nature’s Emergent Patterns with Multi-agent Languages,” p. 16.
[20] Fernando Sancho, “A General A * Solver in NetLogo” http://www.cs.us.es/~fsancho/?e=131 October 16, 2018.
[21] Wilensky, U. (1999). NetLogo. http://ccl.northwestern.edu/netlogo/. Center for Connected Learning and Computer-Based Modeling, Northwestern University, Evanston, IL.