

Game of Life Explanation: [Conway's Game of Life](#)

The Game of Life is not your typical computer game. It is a cellular automaton and was invented by Cambridge mathematician John Conway.

This game became widely known when it was mentioned in an article published by Scientific American in 1970. It consists of a grid of cells which, based on a few mathematical rules, can live, die, or multiply. Depending on the initial conditions, the cells form various patterns throughout the course of the game.

Rules

For a space that is populated:

Each cell with one or no neighbors dies, as if by solitude.



Each cell with four or more neighbors dies, as if by overpopulation.



Each cell with two or three neighbors survives.



For a space that is empty or unpopulated:

Each cell with three neighbors becomes populated.



More information, watch the Video about the Game of Life:

<https://www.youtube.com/watch?v=CgOcEZinQ2I>

Instructions:

- Each group has 20 squares to begin with.
- Place them strategically on the grid paper.



INITIATIVE ON
ISLAM AND MEDICINE

INSTILLING HIKMAH IN HEALTHCARE

- Transport those positions to the website grid.
- Then press START to see how many alive squares you end up with.
- Document the number of squares you have at the end.