

# Abstract

*Computational models have been the standard avenue of research into the emergence and evolution of language in recent decades. One such model, the Evolutionary Naming Game, combines genetic algorithms with a traditional Naming Game, and is reported to demonstrate the Baldwin Effect in its results. This dissertation provides a thorough implementation and evaluation of this model, along with pseudocode descriptions of the algorithms for use by future researchers. The reported results of the original model were verified, but the same results could not be observed in modified versions, putting in doubt the original author's claims of robustness. Some suggestions for continued use of this model in investigating the Critical Period Hypothesis and the evolution of social behaviour are made.*