

# Think in games!

Enhance your (students') critical thinking using game theory

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**overtref** jezelf





- Lecturer at Rotterdam University of Applied Sciences
  - → Risk Management
  - → Behavioural Economics
  - → Game Theory
- → Research
  - → Combining risk management and behavioural economics
  - →Game theory

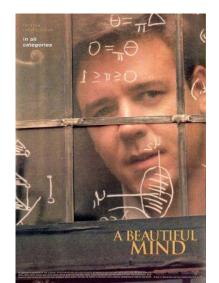


## What is game theory?



#### What is game theory? (1)

- Nobel Prize awarded science
  - →Vernon L. Smith (economic analysis)
  - → John Forbes Nash (contributions to game theory)
  - → Reinhard Selten (contributions to game theory)
- → Film about John Forbes Nash: "A Beautiful Mind"





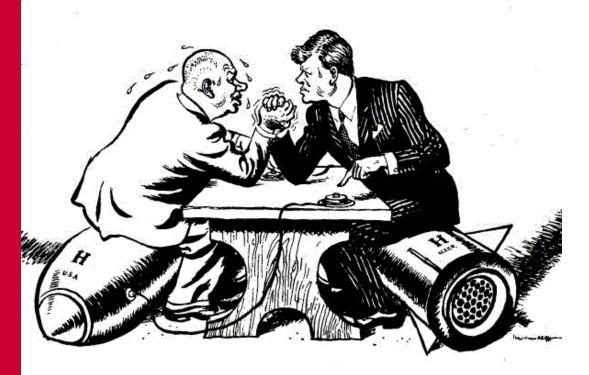




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#### What is game theory? (2)

- → UMTS
- Cuban missile crisis







#### What is game theory? (3)

- Method to study strategic situations
  - →Additional insights lead to a(nother) solution
- → What is a strategic situation?
  - →What is it not?
    - → No situation without effects on other players
    - → No situation with only one player
  - →It is something in between
    - → A few players
    - → Actions affect other players



#### What is game theory? (4)

- → Where do we find game theory?
  - →In any situation where there are players with choices
  - →In any situation where we can make a <u>rational</u> choice
  - →Examples: Economics, politics, law, biology
    - → In the classroom





### Take it or leave it



#### Take it or leave it (1)

- Random couple
- Divide 5 coins
  - → First player proposes a division of the coins
  - → Second player accepts or declines the offer
    - → Accepting leads to the 5 coins being divided as proposed
    - → Declining leads to neither player gaining anything
- This is the ultimatum game
  - → Accept or decline the "ultimatum"







#### Take it or leave it (2)

- → What makes a game a game?
  - →Players
    - $\rightarrow$  2, A and B
  - → Choices
    - → A divides, B accepts or declines
  - → Results
    - → How many coins are won
    - → How the result is perceived





#### Take it or leave it (3)

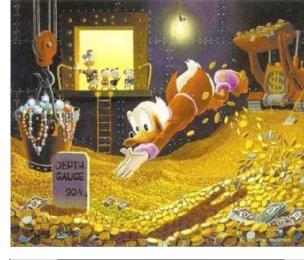
- → Why did you choose a strategy?
  - →What makes me happy?
  - →Can we cooperate?
  - →What is the social norm?
  - →What does the other player do?
  - →I just randomly pick a choice
- → What do we miss?
  - → A **goal**, the last ingredient



#### Take it or leave it (4)

- → What is the goal of the players?
  - → Just make some money
  - →Come out better than the other
  - → Fight injustice
- What does the "rational" human love?
  - →Money!





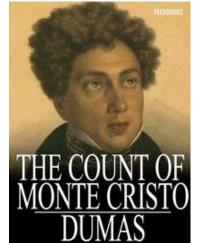


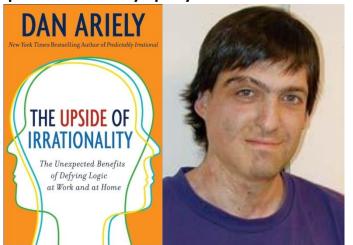




#### Take it or leave it (5)

- → The ultimatum game in the real world
  - → People do not like to accept injustice
  - → People might have sense of stripped honour
- The case for revenge
  - →People decline offers
  - →During experiments people actually pay to decline offers







#### Take it or leave it (6)

- → Homo economicus: man is rational and constant
  - →Look at the possible results and then choose

- → Homer sapiens: man is not very rational or constant
  - →Same experiment in 15 different cultures
  - →Every culture played differently





# What is game theory?



#### What is game theory? (5)

- → What is the goal?
  - →There is not just an economic goal
    - → People also want honesty
  - →Emotions can influence these goals
    - →And thus choices made
  - →Cooperation is possible to reach the goal
    - → But you have to trust people
- Understand someone's goals
  - →Understand which decision people make
  - →Understand why people make that decision



#### What is game theory? (6)

- → Think about strategic situations
  - →School projects
- Which goals do stakeholders have?
  - →Short term goals (credit points for students)
  - →Long term goals (added value for company)

Players Goals

→ How are results perceived?

- Results
- →Is it just about passing or do you care about the grade?
- → What do you do and what do others do?
  - →How is work divided?



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Choice

#### What is game theory good for?

- Game theory for students
- → Students benefit from game theory
  - → Application to strategic situations
  - → Spontaneous classroom discussions
  - →Getting to know one another

→ And who doesn't like playing games anyway?





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