POLICING GAME

Preparation: Print out the attached cards, each student should get one of each type. Give them to all the players. Generate a list of random pairs of all the students. Print out enough for ten rounds.

Explanation: They will be playing a policing game. Each player will be randomly matched with someone else in the class. Each person must choose one of three choices. Play it safe, guarding or steal. Here's how the payoffs work:

Play it safe gets $10 no matter what.
Guarding gets $8 plus a bonus of $5 if it catches someone stealing
Steal extra gets $12, but if it gets caught it must pay a penalty of $4

(In Justin's notation mu = 10, c = 2, theta = 2, p = 4, b = 5)

Play: Have each student choose something to do initially. Then pair them up randomly and have them record on their own how they did. Have Connor record and calculate the average for each type. Put the average on the board. Repeat the process for a few rounds.

Play it safe	Play it safe	Play it safe	Play it safe
Guard	Guard	Guard	Guard
Steal Extra	Steal Extra	Steal Extra	Steal Extra