Summary

Strengths

* Used real people that all tried independently to create the best strategy for prisoner’s dilemma
  + This allowed for a real-world power dynamic, since everyone participates
* Because it was an ongoing process

Weaknesses

* A small number of participants
* Would like an analysis on the best strategies on how to deal with a certain type. IE with nice, forgiving, aggressive and so on. So, for each specific type of person there would be a best strategy
  + Niceness works best only if all your opponents are nice, the niceness strategy
* They should have outlawed random in the tournament. Since everyone had to cover for random, it seems like it weakened their algorithms to try to cover for that case, so some strategies might not hold up in the real-world.
* Try with different values, maybe make cooperating worth more, or cooperating while someone defects worth some, or take points away if both defect
* The results of the tournament would be very different if there weren’t so many ‘nice’ algorithms

Extensions

* Review how countries have handled their version of the prisoner’s dilemma with war
* Rerun the tournament after all players know the strategies from the previous tournament. That way everyone will try to create the best strategies, or try to exploit the best strategies
* Run thousands of different types and have an AI create the best solution with today’s AI technologies