

BACHELOR INFORMATICA

UvA  UNIVERSITEIT VAN AMSTERDAM

# The Giving Game

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**Signed:**



## **Abstract**

This is the abstract.



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# Contents

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<b>1</b>	<b>Introduction</b>	<b>5</b>
<b>2</b>	<b>Theoretical background</b>	<b>7</b>
2.1	The rules of the game . . . . .	7
2.2	Paramaters . . . . .	7
<b>3</b>	<b>Selection rules</b>	<b>9</b>
3.1	Random rule . . . . .	9
3.1.1	Hypothesis . . . . .	9
3.2	Balance rule . . . . .	9
3.2.1	Hypothesis . . . . .	9
3.3	Goodwill rule . . . . .	9
3.3.1	Hypothesis . . . . .	9
<b>4</b>	<b>Implementation</b>	<b>11</b>
4.1	Back-end . . . . .	11
4.2	Front-end . . . . .	11
<b>5</b>	<b>Experiments</b>	<b>13</b>
5.1	Random rule . . . . .	13
5.1.1	Results . . . . .	13
5.2	Balance rule . . . . .	13
5.2.1	Results . . . . .	13
5.3	Goodwill rule . . . . .	13
5.3.1	results . . . . .	13
<b>6</b>	<b>Conclusions and Discussions</b>	<b>15</b>
<b>7</b>	<b>Further research</b>	<b>17</b>
<b>8</b>	<b>Appendix A</b>	<b>19</b>
8.1	Simulator manual . . . . .	19
8.2	Code Documentation . . . . .	19



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## CHAPTER 1

# Introduction

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I will explain the purpose of this project.





# Theoretical background

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I will explain the concept of the giving game.

## 2.1 The rules of the game

The giving game can be used as a game theory so the rules of the game will be explained here.

## 2.2 Paramaters

Alot of factors/paramets play a part in the model of the giving game. This section and 'The rules of the game' might form one section together.



## Selection rules

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### 3.1 Random rule

#### 3.1.1 Hypothesis

### 3.2 Balance rule

#### 3.2.1 Hypothesis

### 3.3 Goodwill rule

#### 3.3.1 Hypothesis



# Implementation

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4.1 Back-end

4.2 Front-end



# Experiments

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## 5.1 Random rule

### 5.1.1 Results

## 5.2 Balance rule

### 5.2.1 Results

## 5.3 Goodwill rule

### 5.3.1 results





# Conclusions and Discussions

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## CHAPTER 7

# Further research

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## Appendix A

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- 8.1 Simulator manual
- 8.2 Code Documentation