The Giving Game: Experiments

The Giving Game

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Contents

1. Norm scenarios

Norm 1

Parameters:

N: 30/100

M: 1

Perish period: -

Production delay: -

Nominal value: 1

Norm 2

Parameters:

N: 30/100

M: 1

Perish period: 1

Production delay: 1

Nominal value: 1

2. Random rule

Norm 1

Parameters:

N: 30/100

M: 1

Perish period: -

Production delay: -

Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Norm 2

Parameters:

N: 30/100
M: 1
Perish period: 1
Production delay: 1
Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 1

Parameters:

N:
M: 3
Perish period:
Production delay:
Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 2

Parameters:

N:

M:

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

3. Balance rule

Norm 1

Parameters:

N: 30/100

M: 1

Perish period: -

Production delay: -

Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Norm 2

Parameters:

N: 30/100

M: 1

Perish period: 1

Production delay: 1

Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 1

Parameters:

N:

M: 3

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 2

Parameters:

N:

M:

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

4. Goodwill rule

Norm 1

Parameters:

N: 30/100

M: 1

Perish period: -

Production delay: -

Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Norm 2

Parameters:

N: 30/100

M: 1

Perish period: 1

Production delay: 1

Nominal value: 1

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 1

Parameters:

N:

M: 3

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community % (good_0)	community % (good_1)	community % (good_2)

Scenario 2

Parameters:

N:

M:

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	**subgroup size**	**community % (good_0)**	**community % (good_1)**	**community % (good_2)**

Simulation type: parallel

total transactions	**subgroup size**	**community % (good_0)**	**community % (good_1)**	**community % (good_2)**