

# **The Giving Game: Experiments**

The Giving Game

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## 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)