

BACHELOR INFORMATICA

UvA  UNIVERSITEIT VAN AMSTERDAM

The Giving Game

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Signed:

Abstract

This is the abstract.

Contents

1	Introduction	5
2	Theoretical background	7
2.1	The rules of the game	7
2.2	Paramaters	7
3	Selection rules	9
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
4	Implementation	11
4.1	Back-end	11
4.2	Front-end	11
5	Experiments	13
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
6	Conclusions and Discussions	15
7	Further research	17
8	Appendix A	19
8.1	Simulator manual	19
8.2	Code Documentation	19

CHAPTER 1

Introduction

I will explain the purpose of this project.

Theoretical background

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

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

4.1 Back-end

4.2 Front-end

Experiments

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

CHAPTER 7

Further research

Appendix A

- 8.1 Simulator manual
- 8.2 Code Documentation