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

total transactions	subgroup size		community %	community %
		$(\mathbf{good}_{_}0)$	(good_1)	$(\operatorname{good}_{-2})$

total transactions	subgroup size	community %	community %	community %
		(good_0)	(good_1)	(\mathbf{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)
		(good_0)	(good_1)	$(\operatorname{good}_{ extsf{-}}2)$

Simulation type: parallel

total transactions	subgroup size		community %	community % (good_2)
		(good_0)	(good_1)	$(\operatorname{good}_{-2})$

Scenario 1

Parameters:

N:

M: 3

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community %	community %	community %
		$(\mathbf{good}_{\scriptscriptstyle{-}}0)$	$(\mathbf{good}_{\scriptscriptstyle{-}}1)$	$(\operatorname{good}_{-2})$

Simulation type: parallel

total transactions	subgroup size	community %	community %	community %
		community % (good_0)	$(\operatorname{good}_{-1})$	community % (good_2)

Scenario 2

Parameters:

N:

M:

Perish period:

Production delay:

Nominal value:

Results

ſ	total transactions	subgroup size		community %	community %
			(good_0)	(good_1)	community % (good_2)
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total transactions	subgroup size		community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{-2})$

3. Balance rule

Norm 1

Parameters:

N: 30/100

M: 1

Perish period: -

Production delay: -

Nominal value: 1

Results

Simulation type: one by one

Simulation types one sy one					
total transactions	subgroup size	community %	community %	community %	
		(good_0)	$(\mathbf{good}_{-}1)$	$(good_2)$	

Simulation type: parallel

omination type: p	dianei			
total transactions	subgroup size	community %	community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{-2})$

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 %	community %	community %
		(good_0)	$(\operatorname{good}_{-1})$	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community %	community %	community %
		$(\mathbf{good}_{_}0)$	(good_{-1})	(\mathbf{good}_{-2})

Scenario 1

Parameters:

N:

M: 3

Perish period:

Production delay:

Nominal value:

Results

total transactions	subgroup size		community %	community %
		$(\mathbf{good}_{_}0)$	(good_1)	$(\operatorname{good}_{-2})$

total transactions	subgroup size	community %	community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{ extsf{-}}2)$

Scenario 2

Parameters:

N:

 \mathbf{M} :

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

	3			
total transactions	subgroup size		community %	community %
		(good_0)	(good_{-1})	$(\operatorname{good}_{-2})$

Simulation type: parallel

total transactions	subgroup size		community %	community %
		(good_0)	$(\operatorname{good}_{-1})$	$(\operatorname{good}_{-2})$

4. Goodwill rule

Norm 1

 ${\bf Parameters:}$

N: 30/100

M: 1

Perish period: Production delay: Nominal value: 1

Results

Simulation type: one by one

	3			
total transactions	subgroup size	community %	community % (good_1)	community %
		$(good_0)$	$(\operatorname{good}_{-1})$	community % (good_2)

Simulation type: parallel

total transactions	subgroup size	community %	community %	community %
		$(\mathbf{good}_{_}0)$	(good_{-1})	$(\mathbf{good}_{-}2)$
				_

Norm 2

Parameters:

N: 30/100

M: 1

Perish period: 1
Production delay: 1
Nominal value: 1

Results

total transactions	subgroup size		community %	community %
		$(\mathbf{good}_{_}0)$	(good_{-1})	$(\operatorname{good}_{-2})$

total transactions	subgroup size	community %	community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{ extsf{-}}2)$

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Parameters	:
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N:

M: 3

Perish period:

Production delay:

Nominal value:

Results

Simulation type: one by one

total transactions	subgroup size	community % (good_0)	$\begin{array}{c} { m community} \ \% \\ { m (good_1)} \end{array}$	$\begin{array}{c} { m community} \ \% \\ { m (good_2)} \end{array}$
		(good_0)	(good_1)	$(\operatorname{good}_{-2})$

Simulation type: parallel

Similarion of per paramet				
total transactions	subgroup size		community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{-2})$

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Parameters:	:
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N:

 \mathbf{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)
		(good_0)	(good_1)	(good_2)

Simulation type: parallel

total transactions	subgroup size	community %	community %	community %
		(good_0)	(good_1)	$(\operatorname{good}_{ extsf{-}}2)$