

# The Tragedy of Elections

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## 1 Abstract

Delta Sigma Pi - Nu Rho Chapter suffers from (1) two structural flaws that affect the (potential) members, and (2) two ritual flaws that prevent effective/efficient meetings - the exact opposite of their original purpose.

**Problems for potential members** First, there is insufficient knowledge for people to know whether or not to add information. Second, People are not responsible for their answers. Overall, this results in an inconsistent standard for pledges.

My proposal is to have people vote publically. This forces people to

1. Have substantial evidence/reasoning for voting one way or another
2. Speak up to defend their opinion, when they see that a voting may not be going as desired, ultimately educating everyone and giving more information with which people can make better decisions
3. Stand up for themselves. If you are the type to succumb to peer pressure in your vote, then you should not be voting against the majority in the first place.

**Problems that prevent effective and efficient meetings** Meetings should be run in an effective and efficient manner. Counting useless votes and enforcing strict 3-minute policies goes against the purpose of the meeting.

My solution is to have soft deadlines and to only count the votes that matter, publically.

## 2 The Problem in Choosing Potential Members

### The Implied Qualifications

**The Double Standard** The flaw is this and this and this and this and this

**Gamification** Gamification (n): The application of game theory concepts and techniques to non-game activities. Game Theory (n): A branch of mathematics that seeks to understand why an individual makes a particular decision and how the decisions made by one individual affect others. Game (n): A procedure or strategy for gaining an end.

Source: <http://searchsalesforce.techtarget.com/definition/gamification>

## 3 Ritual

## 4 The Solution for Choosing Potential Members

### Public Voting

Effects

## 5 The Problem in Counting Useless Votes

The Importance of Time

## 6 Ritual

## 7 The Solution to Inefficient Procedure

Effects With Regards to Public Voting

## 8 Conclusion