

Game Theory

- Strategic Interaction
- models
 - players / decision makers
 - strategies / actions
 - payoffs / preference

price.
x other players

(memorable movie of death.
vizzini from princess Bride.)

Clarity.

- sequential & simultaneous
- conflict & commonality
- oneshot & repeated
- information (choices, players, preferences)
- fixed & manipulable rules.
- legal structure (contracts)

Prisoner's Dilemma

		2	
		Quiet	Fink
1	Quiet	2, 2	0, 3
	Fink	3, 0	1, 1

↑
outcome

Golden Ball - Split || steal

		2	
		split	steal
1	Split	50, 50	0, 100
	steal	100, 0	0, 0