Contents

1 Introduction

1.1 Problem Identification

What is the exact problem I want to cover in my MA?

1.2 Problem Delimitation

How can I narrow down my problem so that it corresponds to the scope of the Maturaarbeit but still provides interesting insights.

1.3 Objective and Approach

What do I want to achieve in this MA and how do I accomplish this?

2 Theoretical Foundations

2.1 Game Theory

What is Game Theory?

2.2 Prisoner's Dilemma

What is the Prisoner's Dilemma?

2.3 Advanced Variants

What variants of the Prisoner's Dilemma already have been developed?

2.4 Current Findings

What has been found out about the Prisoner's Dilemma?

2.5 Relevance to the Project

In what way are these findings relevant to my project?

3 Methods and Implementation

3.1 Programming Language

What programming language am I going to use?

3.2 Programme Structure

How is the simulation going to be structured?

3.3 Data Generation

What data is going to be generated?

3.4 Implemented Variants

Which variants am I going to implement? How can I modify the existing variants to get new insights?

3.5 Simulated Strategies

What strategies am I going to develop?

4 Results

4.1 Variant 1 (Iterated)

4.2 Variant 2 (Continuous)

4.3 Variant 3 (Evolution)

5 Discussion

What insight does this raw data provide? $\rightarrow interpretation$

6 Conclusions and Outlook

6.1 Summary and Quintessence

Can we learn something about these interpretations/insights?

6.2 Application in the Real World

Can I apply these insights to the real world?

7 Self Reflection

7.1 Challenges

What was challenging?

7.2 Learnings

What have I learned?

8 Annex