



Tragedy of The Commons

Crystal Gong, Ashu Gupta, Suzy Lee



Description of the Problem

- We are not living in a sustainable society - humans are exploiting natural resources for selfish reasons at the expense of our ecosystem
- This behavior is described by the Tragedy of the Commons
- We want to create an interactive game that explains the Tragedy of the Commons through a simple overfishing example
- We want to make people more aware of the consequences of their actions



Related Work

- [The Evolution of Trust Game](#)
- Explorable Explanations have been made on [games](#)
- The Tragedy of the Commons has been introduced to kids as a [fishing game](#) in classrooms:
- [Tragedy of Commons Explanation](#)
- [Fisheries are a common example](#)
- [Formal model](#)
- [Formal model better explained](#)



Three parts to the Exploration Explanation:

1. Initial Game where user is asked to harvest as many fish as he/she would like from the pond (without explaining Tragedy of the Commons)
2. We explain the Tragedy of the Commons
3. Users play another round of the game, where we introduce utility scores so that players can make more informed decisions



Demo



Tasks for this Project

- Formulate the Game Theory for the Initial Game and the Follow-Up Game (understanding what happens with each possible input)
- Write the text for both games, as well as the explanation of the Tragedy of the Commons
- Build the React App
- Use D3 to animate the fishing