

Modeling Multi-agent Scenarios

Homework #1

Due: Thursday, 11 September 2013

The purpose of this assignment is to (1) promote awareness of multi-agent “games” in the real world, (2) study how traditional game models are able to capture these situations, and (3) address how basic elements of game theory suggest that these games should be played.

Model two multi-player real-world situations you encounter into a matrix game. Then discuss the following for each game:

1. State the competitive nature of the game (i.e., is the game cooperative, constant-sum, or conflicting interest)
2. Discuss the information available to each player in the game.
3. Discuss the repeated nature of the game.
4. Talk about how you and others do behave and should behave in the game.

The write-up you hand in does not need to look fancy. It doesn’t have to be typed. It just has to be legible and look like you put thought into it.