POLITECNICO DI TORINO

Corso di Laurea Magistrale
in Architettura Costruzione e Città

Tesi di Laurea Magistrale

Realtà Aumentata applicata all'ambiente museale

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Abstract

This work considers electoral competition between two office-motivated parties and an electorate with preference over policies and with a concern about candidates' personal characteristics. We analyze the role of information in elections, comparing the perfect information model to a model with imperfectly informed voters and show that ignorance of policy information leads voters to vote differently from those they would hold otherwise.

Indice

Elenco delle figure

1 Introduzione

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2.1 Prova due

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2.1.1 Prova del subsub capitolo

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Figura 1: Reality-virtuality continuum, adapted from Azuma et al. (2001).

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3 Introduzione

In representative democracies elected politicians take policy-relevant decisions on behalf of their constituency. Voters' decisions to support a particular candidate in an election for public office may have important policy consequences. Hence[2], individual voting behavior may contain information on citizens' political preferences. Many researchers in political science have focused on the characterization of the main determinants of voting. The general consensus is that[3], when voting, citizens are typically affected by three factors: party identification (that is, a voter's attachment to a particular party), policy preferences, and candidates' valence (that is, candidates' personal characteristics such as honesty, charisma, integrity, trustworthiness, or leadership). Voters will in general differ with respect to their policy and party preferences, but also to their level of political information. This generates a dilemma: democracy is actually based on people's choices, but people are poorly informed about fundamental political and economic questions. In 1989 in the USA, less than 50% of the adult citizens knew which party had, at that time, a majority at the House (cf. Delli Carpini and Keeter, 1996). Indeed, one of the best documented features in contemporary politics is the ignorance of the American voter. Alvarez and Franklin (1994) conducted a survey in order to provide a direct measure of voters' lack of knowledge about elected officers' standpoints on public policy issues[4].Their study indicates that almost 50% of the individuals were "not very certain" about politicians' position on taxes. This proportion exceeds

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[2]A National sample of 797 adults from the 48 contiguous states was drawn. Respondents were questioned about their preferences and their perception about the position of a senator from their state on two policy issues (abortion and taxes) and on liberal-conservative dimension.

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85% when those that reported to be "pretty certain", yet not "very certain", are accounted for. These figures contrast sharply with the high level of certainty in self-placements, as only 10% of respondents declared "not very certain" about their own option on this issue. This is interesting: people may have well defined opinions but they may fail to understand how these preferences can be mediated.

While American voters are often poorly informed, the same is true of their British counterparts. A recent survey by the British polling firm Ipsos MORI finds that most of the British public was ignorant or misinformed about basic facts relevant to the Brexit decision: voters had no idea what they were voting for. The polling firm get two important results: an overestimation of the number of EU immigrants and the amount of child benefit, which was significant because fear of immigration was one of the main arguments put forward by the "leave" side, and an underestimation of investment by EU countries in Britain, which was relevant because one of the main arguments of the "remain" side was that Britain would have suffered serious economic harm from leaving the EU. Significantly, most of the examples of ignorance relevant to Brexit described in the Ipsos MORI poll seemed to help the "leave" side. According to their findings, if the British voted to leave the EU, ignorance might played a decisive role in the outcome. Indeed, this is what actually happened.

One of the biggest problems with modern democracy is that most of the public is usually ignorant of politics and government. Politics is complex: as voters are time constrained, and aware of the fact that they are unlikely to be pivotal in large election, they lack incentives to study all details and aspects of the political choices ahead. While most voters are therefore imperfectly informed about politics, the level of political information varies among people.

What are the consequences if some voters are better informed about politics, and thus better at picking the most suitable political party for themselves? In this model[5], we abandon the usual assumption of perfect information and assume in-

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stead that only a fraction of the voters is perfectly informed. In contrast with many theories arguing that the level of voters' information does not matter for the electoral outcome and policy implementation, we show that that incomplete information changes the equilibrium level of public good with respect to the full information case.

The remaining of this work is organized as follows. Section 2 discusses related literature. In Section 3 we describe the model; we derive the First Best and a full information benchmark in Section 4. We characterize the equilibrium of the electoral competition game and compare it with the benchmark in Section 5. Section 6 includes a brief digression on candidates' motivation. Section 7 concludes. eeeeeeeeeeee
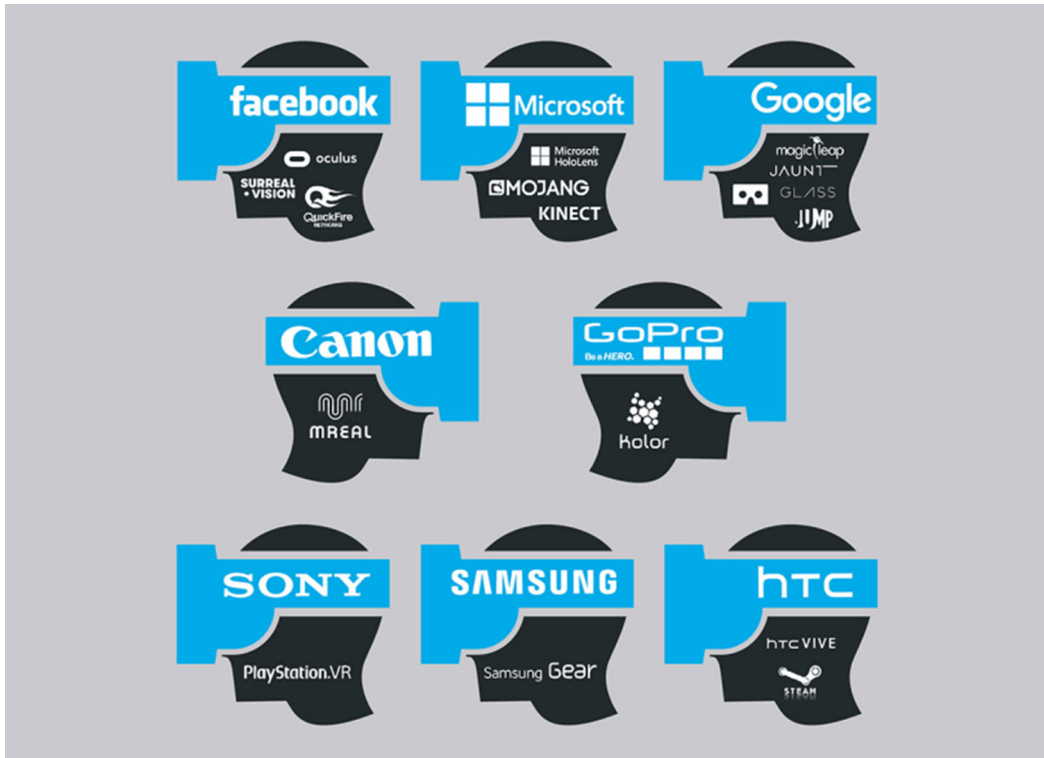

Figura 2: Prova larghezza testo

state on two policy issues (abortion and taxes) and on liberal-conservative dimension.

4 SPACE The future is all about communication

Sono appunti che mi sono segnato in biblioteca mentre controllavo la tesi di Mario.

R. Kurzweil - "The primary political and philosophical issue of the next century will be the definition of who we are".
"Technology is an exponential process"

Consultare - https://www.kurzweilai.net/the-law-of-accelerating-returns

Consultare - http://startegy.it/kurzweil-la-tecnologia-e-un-processo-esponenziale/

5 Introduzione

Testo.

6 Augmented Reality // Da Revisionare

Augmented reality (AR) risulta come una variazione del cosiddetto ***virtual environment (VE)***, comunemente noto come realtà virtuale, consiste in un ambiente fittizio nel quale il soggetto umano ha la possibilità di interagire. La simulazione non risulterebbe quasi mai totale in quanto verrebbero coinvolti solo alcuni sensi. Una prima differenza tangibile tra la **virtual reality** e l'ambiente di realtà aumentata **AR** è la possibilità di fruire dell'ambiente circostante, più precisamente, nel primo caso il soggetto che sta sfruttando la **VR** non ha la possibilità di vedere ciò che lo circonda nel mondo reale, mentre l'**AR** risulta come una tecnica di realtà virtuale, attraverso la quale si aggiungono informazioni alla scena reale. L'**Augmented reality** amplifica la realtà arricchendola di dati, senza mai sostituirla completamente. Oggetti virtuali e oggetti reali coesistono nello stesso momento e nel medesimo luogo.

Esempio del film Ready Player One di Spielberg per quanto riguarda la Virtual Reality e quindi un completa sostituzione del reale con il virtuale.

6.1 Campi di applicazione

Lorem

Riferimenti bibliografici

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[3] Banks J. S., 1990, "A model of electoral competition with incomplete information", *Journal of Economic Theory* 50: 309-25

[4] Baron, David P., 1994, "Electoral competition with informed and uninformed voters", *American Political Science Review* 88: 33-47