Pig, a game of decisions

TOK reflections

Results

- Take a look at the arena performance reports generated by Mr Ambler. How well did your code perform against that of the other groups?
- How did the *arena* decide which group produced the best code? How *certain* would you say that the arena results are?

Issues Encountered

During the activity, we noticed that it was difficult to precisely state the rules we came up with, define what we mean by "good" or "best" when evaluating a set of rules when the consequences of decisions are uncertain, and determine which sets of rules are "good" or "best" based on our definitions of these terms.

Pig and Ethics

In *ethics* we are very often interested in *rules of behaviour* that exist or might exist in societies. Such sets of rules might be used to decide how members of societies *should* respond to *situations*. (If we think about it, a *situation* is simply a *set of information that a "player" in society has access to at a point in time*.)

Let us consider a very broad question that often comes up, in some form, in evaluations of behaviour rule sets: *When is it right or acceptable for a person to take something from someone else?*

Specifically, let's ask:

1. What information would be important for a "player" to take into account?
2. What rules do you feel a "player" ought to follow in making the decision to *take* or to *not take*?
3. What would it mean to say that one set of rules is *better* for a "player" to abide by than another set of rules?
4. Given different sets of rules, how could we test to see which set of rules is the *best* for a "player" to abide by?
5. How is playing Pig analogous to making ethical decisions? How is is it dissimilar?
6. Does it make sense to use mathematical or scientific techniques to analyse decisions in ethics? Why or why not?