

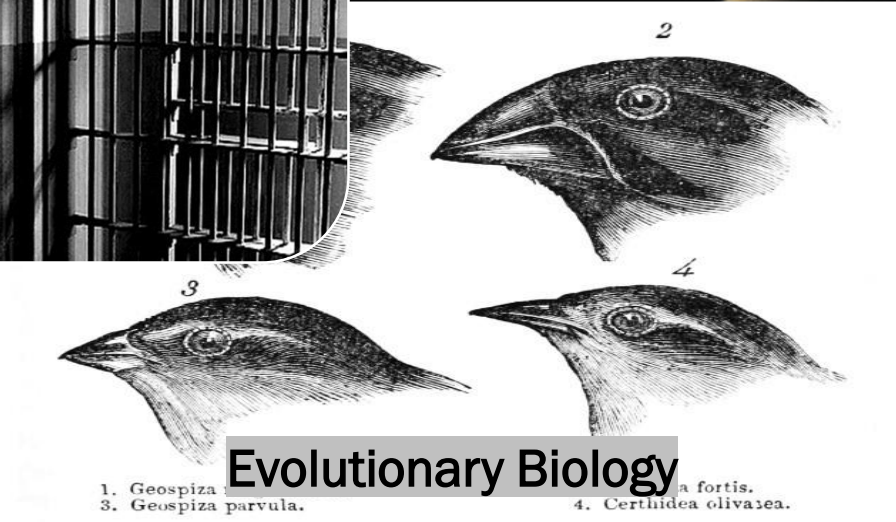
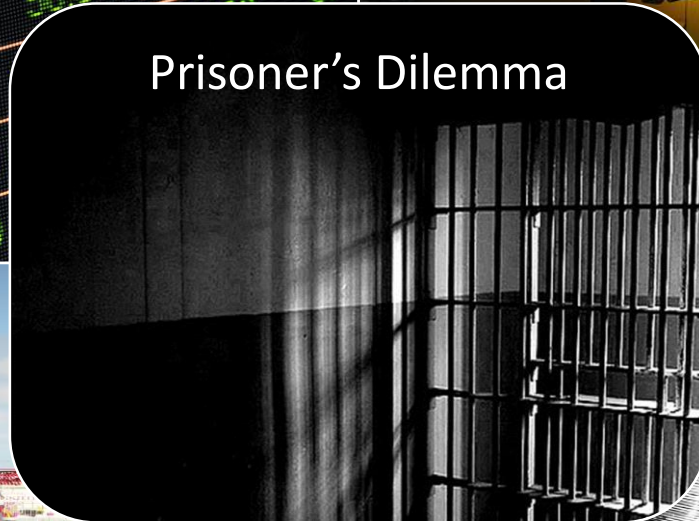
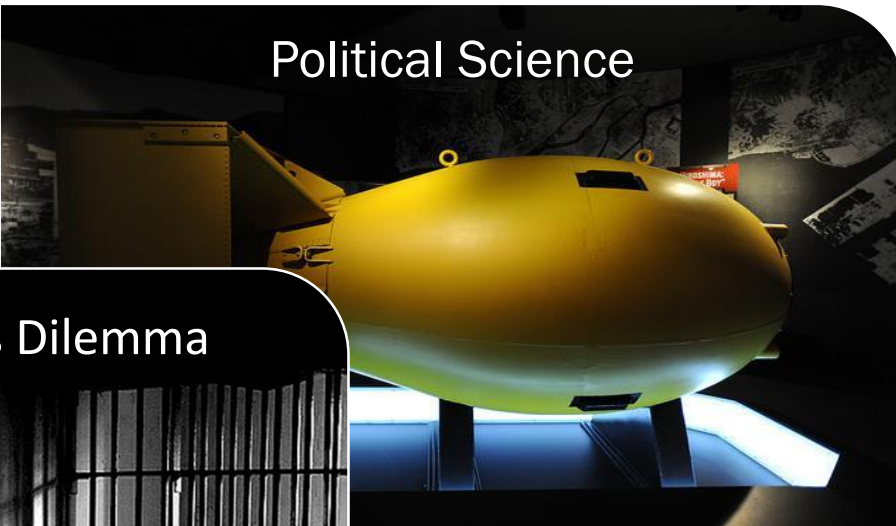
GEQ1000  
Economics  
(Social Science)

## 2.4 Applying the Model

# **Applying the Model**

**Use the model to understand real world situations**

# Applying the Prisoner's Dilemma?







**Waiting in line**



# Prisoner's Dilemma: Waiting in line



If everyone arrives just one hour before the store opens...

Chance of getting the phone stays roughly the same

Less time wasted in queue

# Prisoner's Dilemma: Waiting in line



If everyone else arrives just one hour before the store opens

...and you arrive two hours ahead, you increase your chances!



# Prisoner's Dilemma: Waiting in line



So...

...everyone arrives  
ten hours ahead!

# Prisoner's Dilemma: Waiting in line

		Player 2	
		Cooperate	Defect
Player 1	Cooperate	4 , 4	0 , 6
	Defect	6 , 0	2 , 2



# Prisoner's Dilemma: Waiting in line

		Player 2	
		Cooperate	Defect
Player 1	Cooperate	4 , 4	0 , 6
	Defect	6 , 0	2 , 2

All arriving one hour ahead  
= (Cooperate, Cooperate)

# Prisoner's Dilemma: Waiting in line

		Player 2	
		Cooperate	Defect
Player 1	Cooperate	4 , 4	0 , 6
	Defect	6 , 0	2 , 2

All arriving ten hours ahead  
= (Defect, Defect)





**Doping in Sports**



**They should have confessed, but...**



**La Mafia non esiste.**

*La Mafia*

# Prisoners' Dilemma Lab Experiments

In Prisoners' dilemma lab experiments, people tend to cooperate around half the time

# Reject the Model?

Not necessarily

*There is no model that will predict perfectly in the Social Sciences*

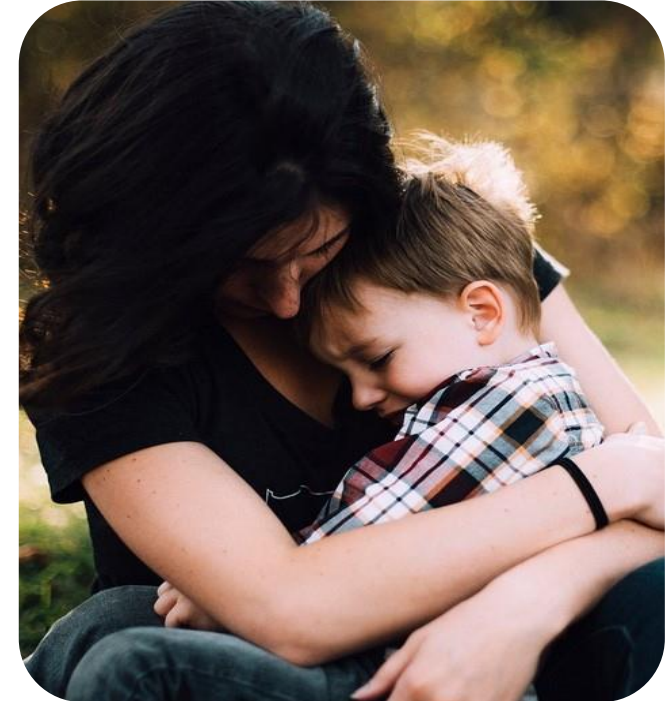
*Other factors* may be more powerful at times

Failure of the model to predict can be instructive



# Breaking the Prisoners' Dilemma

La Mafia non esiste.  
*La Mafia*



**Culture**

**Morality**

**Biology**

**But these factors only take us so far...**

Even if cooperation is observed, we should be aware that it is fragile.

We need to use laws, rules, and monitoring to change the payoffs





**A Good Model is ...**

# A Good Model is ...

Simple

# Simple

**Player 2**

**Cooperate**

**Defect**

**Cooperate**

**Player  
1**

**Defect**

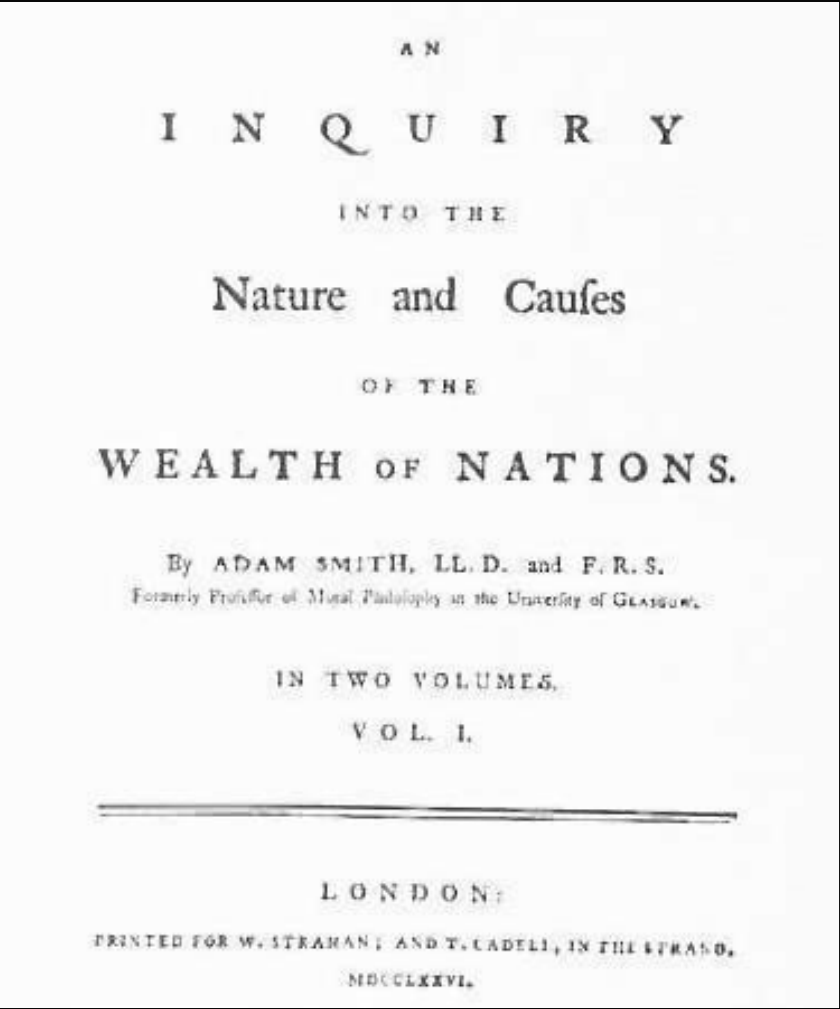
4 , 4	0 , 6
6 , 0	2 , 2



# A Good Model is ...

Simple

Insightful



VS

		Player 2	
		Don't Confess	Confess
Prisoner 1	Don't Confess	- 6 , - 6	- 10 , - 3
	Confess	- 3 , - 10	- 8 , - 8



# A Good Model is ...

**Simple**

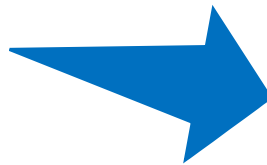
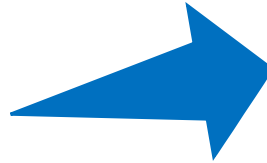
**Insightful**

**Highly  
applicable**



# Highly Applicable

		Player 2	
		Don't Confess	Confess
Prisoner 1	Don't Confess	- 6 , - 6	- 10 , - 3
	Confess	- 3 , - 10	- 8 , - 8





**Next up:  
Multiple Models**