Math 320 – Computer Methods in the Mathematical Sciences I.

Project Title: Game Theory and Applications

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1 Presentation

Comments:

- Nice outline. Good formal definitions.
- Well-explained examples. Nice prisoner clip art!
- The relationship between actions and payoffs could have been better explained.
- Funny & Well thought out discussion of complexity.
- Good analogy for diminishing returns.
- Great explanation for the pieces of the utility function.
- Cool Monte Carlo illustrations – would have been nice to see how the code for this was executed.

Grade: 9.5/10

There were a few areas where the exposition could have been improved. Still it was an excellent presentation that gave the audience a nice introduction to your topic.

2 Paper

Comments:

- Nice job outlining the paper in the introduction!
- Formatting in LaTeX makes the paper really easy to read.
- Definition 2.7 – titled "Non-zero sum game" but it defined a zero-sum game.
- Code is very nicely commented.
- Nice sense of humor :-P
- The difference between payoff and utility is not so clear in your exposition – is it that payoff is objective and utility is subjective? Or is it that the utility depends on other people's payoffs?
- The Monte carlo simulations are nicely explained and the displays are thought-provoking.

Grade: 9.5/10

Very nice balance of new theory, computational aspects, and exposition. It could have been a bit more polished, but all in all a great paper!