

# Project four

## **Game Theory:**

A specification of actions, with all possible eventualities considered.

*Used in economics, politics, psychology, evolutionary biology, business marketing and computer science as well as for entertainment*

## **Elements of game theory:**

Strategic interactions  
Decision making  
Predictions  
Reflective reasoning  
Commitments  
Incentives  
Bargaining

## **Game theory is characterized by:**

Conflict  
Cooperation  
Competition  
Interdependence

## **Game theory outcomes:**

Win  
Loose  
Tie  
Draw  
Stalemate  
Concede

## **Games must have:**

Rules  
Structure  
Goal(s)  
Beginning

## **Some ponderings:**

When is something not a game?  
How is bridge different than poker?  
How is baseball a game?  
Is fishing a game?  
Is war a game?

## **ART 412**

**Problem Solving**

**In Design 1:**

**Systems & Strategy**

section 2

T Th 2:30 - 5:00

Rm 190

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