A Task for the Session on the 12th of April

Suppose you are fascinated/intrigued/infuriated by the idea of Mixed Strategy Equilibria in games and want to investigate it experimentally: to see if humans actually use mixed strategies. Take a game of your choice, which theorists say has a mixed strategy equilibrium, and propose an experiment to test for it. You should consider whether your chosen game has a *unique* mixed strategy equilibrium, and whether pure strategy equilibria also exist, and discuss how these may complicate/frustrate your design. Choose some payoffs in the game matrix appropriately and justify you choice. Discuss whether on repetition of the game is sufficient to achieve your objectives.

Write up your design briefly and send it to me.

John Hey
April 2022