

Name and Student ID: _____

Due 15 Sep 2015. You can turn in this page with your work <i>stapled</i> behind it
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1. (5 points) Use the ideas and examples discussed in Chapter 3 to create an assignment game *based on a real example in your life*, i.e., specify players, positions, payoffs, and strategies. Explain how players got to one outcome or another (efficient or not) in reality.

NB: You can specify a mixed-strategy equilibrium, but then you have to tell me how players “randomized” between two choices.

Hint: the easiest way to do this is to think of an assignment problem (e.g., who gets to sit in the front seat on a long driving trip) and then work out all the technical details. Use a few pages of paper to draw out/test out the ideas, then revise to hand in. I’m guessing you will need about two pages for each answer, i.e., (a) describe the situation (enough background so I can understand your story), (b) define all the parameters, (c) draw and fill in the play/payoff matrix, and (d) explain how the game was actually played and the results.

2. (5 points) Same idea as Question 1, for a provision game.