

PsychSim 5: SOCIAL DECISION-MAKING

Name: _____ **Section:** _____

Date: _____

This activity contains a simulation of two classic “social trap” games used in research on competition and cooperation.

Social Decision Making

- As you look back over the past several days, can you think of a decision you made that affected the lives of other people, either in a small way or an important way? Describe it briefly.

Decision Environments

- What is the difference between zero-sum and non-zero-sum environments? Give an example of each.

Zero-Sum Environments

- Explain minimax strategy. In a zero-sum game as demonstrated, a minimax strategy would lead O (the other player) toward which choice? Explain your answer.

- What is a saddle point?

Non-Zero-Sum Environments

- How does trust influence the outcome in a non-zero-sum environment?

- Have you learned anything about your own decision strategies by playing the two trucking games? Explain.