

Individual Information for Part 2 of Game

In this part of the game individuals will have different costs and benefits according to the size of the car they drive and what after class activities they have. Introducing this variability into the game adds some realism to the game. It also allows for some more interesting solutions to the externality problem in the third part of the game.

Individual costs and benefits are the students “private information” in the game, so you need to hand each student (or group if you have a large class and people are working in groups) their information privately. To do this you will hand them small slips of paper cut from the next page. There are nine different benefit cost combinations so make one copy of the next page for every nine students in the class. If the number of students who come to class on the experiment day is not divisible by nine then exclude the extra slips for people who have no incentive to drive (for example, video games-large car).

It is best to hand out this private information after completing stage one of the experiment to avoid confusion.

Video Games – Benefit = 3

Large Car – Cost = 8

Video Games – Benefit = 3

Midsized Car – Cost = 6

Athletics – Benefit = 6

Economy Car – Cost = 3

Video Games – Benefit = 3

Economy Car – Cost = 3

Job – Benefit = 9

Large Car – Cost = 8

Athletics – Benefit = 6

Large Car – Cost = 8

Job – Benefit = 9

Midsized Car – Cost = 6

Athletics – Benefit = 6

Midsized Car – Cost = 6

Job – Benefit = 9

Economy Car – Cost = 3