The Repeated Prisoner's Dilemma: A Classroom Game for Chapter 5

Consider the following Prisoner's Dilemma, obtained by adding 8 to each payoff in Table 2 from Chapter 1:

Table 10: The Prisoner's Dilemma

		Column		
		Silence		*Blame*
	Silence	7,7	→	-2, 8
Row		↓		↓
	Blame	8,-2	→	**0,0**

Payoffs to: (Row,Column)

Students will pair up to repeat this game 10 times. The objective is to get as high a summed, undiscounted, payoff as possible (*not* just to get a higher summed payoff than any other person in the class).

Instructor's Notes

One way to play this game is to just choose as many pairs of students as you have time for and have them play out the game. That is how I usually teach it.

Another way is to give everybody in class a chance. A way to do that is to have the students play the games simultaneously and report back to the class. You can do them in two batches, with the students not playing the game in a batch being referees and scorekeepers for those who are playing.

On the blackboard or an overhead (or on handouts if the students are playing simultaneously), put the tables on the next page.

Scoresheet for "The Repeated Prisoner's Dilemma: A Classroom Game for Chapter 5"

Your Name:

Round:	1	2	3	4	5	6	7	8	9	10	Total
Row:											
Column:											

The instructor will assign each pair, Row and Column, a game number.

Write the game number and name of each player after "Row:" and "Column:"

For each round, write the per-round payoff, either -2, 0, 7, or 8. Add them up for the total.

Game Number:	1	2	3	4	5	6	7	8	9
Row's Name:									
Row's Payoff									

Game Number:	1	2	3	4	5	6	7	8	9
Column's Name:									
Column's Payoff:									

Game Number:	10	11	12	13	14	15	16	17	18
Row's Name:									
Row's Payoff:									

Game Number:	10	11	12	13	14	15	16	17	18
Col's Name:									
Col's Payoff:									