

PROPOSAL: THE DEVELOPMENT OF A WEB-BASED EXPERIMENTAL AND TEACHING GAME FACILITY WITH STRESS ON THEORY AND EXPERIMENTATION

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This is a continuation of an ongoing project to explore the relationship between various game theoretic ideas and solution concepts and socio-psychological views as to how people play matrix games. One of the goals of the project is to arrange for experimental games that can easily and cheaply gather large data samples and develop analysis packages to accompany the games.

There are four aspects of research and investigation for a student. They are the pure theory aspects of what constitutes a solution to a matrix game; social psychology considerations and literature search and evaluation: the problems of data processing game results and the use and design of web experiments