MobLab   macmillan learning

Games, Strategy, and Decision Making
Harrington

Pairing MobLab with Macmillan Learning textbooks helps students build intuition in Game Theory. The MobLab platform offers games, experiments, and surveys for interactive learning in and out of the classroom. **MobLab Modules** combine these elements along with instructional PowerPoints for ready-to-use lessons.

MUST PLAY GAMES FOR GAME THEORY

MobLab Game
Keynesian Beauty Contest
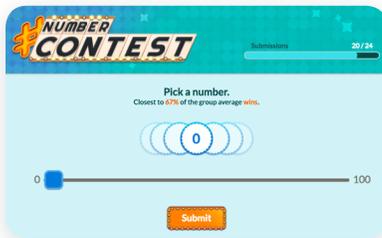
The Beauty Contest is a classic game to introduce **Strategic Reasoning** by requiring students to make conjectures about the reasoning and choices of others whose actions affect the payoffs of his or her choices.

MobLab Game
Matrix Games – Battle of the Sexes, Rock-Paper-Scissors, Matching Pennies
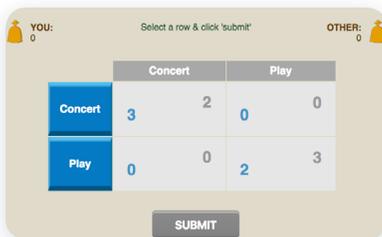
Once students have gained an understanding of **Pure Strategy** games, they can explore **Mixed Strategies** and **Repeated Games** through MobLab's suite of matrix games.

MobLab Game
Ultimatum Game or Centipede Game

The Ultimatum and Centipede Games give students the opportunity to experience sequential games using **Backwards Induction**. This serves as the perfect opportunity to show how actual behavior diverges from **Subgame Perfect Equilibria**!

Module for lesson on the **Ultimatum Game**.

MobLab Game
Cournot Competition
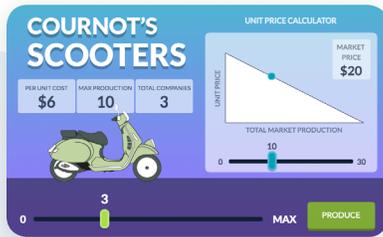
Cooperation and Reputation in the Cournot Competition with an infinite horizon will bring a lively discussion to class. If students can coordinate, Collusion can keep prices high, but for how long?

Module for lesson on **Market Size**.

WE ALSO RECOMMEND

Nash Equilibria, 2-Player Games

Nash Equilibria, Discrete N-Player Games

Signaling

Private Information

Multiple Equilibria

MobLab Game: Prisoner's Dilemma

MobLab Game: Judge-Me-Not

MobLab Game: Market for Lemons

MobLab Game: Private Value Sealed Bid Auction

MobLab Game: Minimum Effort

Contact support@moblab.com to help you set up your class!

MobLab