

Open Your Class With This Tomorrow ***Just Babies: The Origins of Good and Evil***

Background: In the book, *Just Babies: The Origins of Good and Evil*, the author discusses a wide range of experiments conducted with babies and children of various ages that relate to developmental and social psychology topics covered in psychology classes. This activity is an interactive website that allows an entire class to participate in a public goods dilemma game anonymously. If time allows, the website also includes interactive simulations for both the tragedy of the commons (commoner's dilemma) and the prisoner's dilemma that can be used in class. Students will participate in an online public goods simulation in which each player freely chooses its participation in the financing of a shared resource. A player's payoff is equal to twice the average participation minus the players own individual participation.

Related Psychological Terminology:

Public Goods Dilemma: A type of resource dilemma in which an individual must determine how much to contribute to a shared supply when the short-term needs of the individual conflict with the long-term needs of the community.

The Tragedy of the Commons or Commoner's Dilemma: A type of resource dilemma in which and the individual must determine how much to take from a shared supply when the short-term needs of the individual conflict with the long-term needs of the community.

Prisoner's Dilemma: A social trap in which an individual must choose between what is best for themselves (competing) or what is best for the group (cooperating) by sacrificing some privilege. This social trap is based on a scenario when two people are immediately separated after being arrested for a serious crime. Prisoners have the choice to cooperate with their partner or to compete by confessing. The best result would be for both partners to cooperate.

Directions

Supplies: Each student will need to have a laptop, tablet, or phone for accessing the simulation. The instructor must set up the game and be prepared to distribute passwords (5 minutes).

Rules for the players:

- You will take part in a public good activity.
- Choose how much you are willing to contribute to building a given public good. The final value of the public good to you will be equal to 2 times the average contribution of all the players minus their own contributions.
- For example, if there are five players, and an individual player decided to contribute 70 and the other four players were to give respectively 30, 50, 40 and 60, then the average contribution equals 50, and your payoff would be $(2 \times 50) - 70 = 30€$.

- You will play two of these games at the same time, with random players from your class. The same players will remain in the same universes (groups) until the end.
- Your overall payoffs are compared to those of everyone else in the class. Your goal is to maximize your payoff, not just to be better than the players you are faced with in the game.
- Have students go to the website <https://economics-games.com/> and wait for a login.

Game details for instructors: Each player will take part in 2 experiments simultaneously.

- Choose the number of players and the number of different universes (groups each student will play against): If there are 32 players and you choose three universes; the students will be randomly spread across three groups (two with 11 students and one with ten) for the first experiment and across three other universes (groups) for the second experiment.
- Having several universes (groups) ensures that players have incentives to pay more attention to payoffs and less attention to their ranking inside their groups. A player who is first in an extremely competitive group might end up with a bad overall ranking because of their scores in the other groups (universes).

Instructor set up: To set up the game for students to play go the website <https://economics-games.com/> and follow the directions below.

1. Choose “Games” from the horizontal bar at the top of the page
2. Click on “Create a Multiplayer Game” If you are an instructor
3. Choose the “Externalities and Public Goods” Games tab from the horizontal bar at the top of the page
4. Choose “Voluntary contribution to a public good” and click Choose this Game
5. Set the options for your class by giving the game a name, indicating how many players (the total number of students in your room), and the number of universes or groups each student will take part (3 suggested) and then click on “get logins.” See screenshot below.
6. *Note:* If you prefer you may have the students play one of the other games with only one universe first so that they can see how the game works.

If you are an instructor:

[← Create a Multiplayer Game and Get Logins](#)

Industrial Organization 5 IO Market Games (Serie) **Externalities and public goods** Game Theory Information Asymmetry Finance Macro

Voluntary contribution to a public good

Each player freely chooses its participation in financing of a pure public good. A player's payoff is equal to twice the average participation minus its individual participation. Repeated Game.

Details

Name of the Game

Booksforpsychology

Players

30

Universes

3

[Get Logins](#)

Players will be spread across the different universes (if possible, one universe for more than 8 players is good). Logins and Passwords for the students will be displayed in a pop-in on top of this page (Warning: You can only connect to one account at a time on the same browser).

Books For Psychology Class

<http://booksforpsychologyclass.weebly.com/>

7. After you click “get logins” you will receive logins for your class based on what you named the game. For example, in the screenshot below I named the game booksforpsychology

LOGINS AND PASSWORDS

The game booksforpsychology has been created.

To start the game, players must enter login:

- booksforpsychology_1
- or booksforpsychology_2
- ...
- or booksforpsychology_30

depending on the player number, and password: **pass** (shortcut: <https://simu.io>).

To monitor the game, the instructor can use login:

booksforpsychology_admin, and password: **adminpass**.

Note that you can only be logged in to one game at a time.

If you want to receive these logins by mail (not required):

8. After students have their login and password instruct them to go to the site and enter the information in the login tab on the top bar. The student login is the title of the game and a number. The student password is pass

Options: The website also offers a tragedy of the commons game located in the same section as the above public goods activity as well as many other simulations including a prisoner’s dilemma under the game theory tab.