

MicroBrownBag Series

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Epistemics in Games: Two Experimental Studies

I will present two experimental studies of epistemics in games. In the first, I elicit players' utilities and beliefs while playing various two-person simultaneous-move games. While the majority of players act rationally given their stated beliefs, there are interesting patterns of irrationality that vary by game. In the second study I elicit beliefs at each node in a centipede game. Different solution concepts make different assumptions about how players updating through the course of an extensive-form game. In the centipede game, however, I find little evidence of any substantial updating from one node to the next.

Tuesday, July 21, 2015
Start: 04:00 pm
Building 20.14, Room 103.2

Prof. Dr. J. Philipp Reiss
Section Industrial Organization
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