www.cs.vu.nl/∼eliens/serious/speak-theory.html

serious gaming / theory

reading(s)   rule(s)

media game(s)
hedonic(s)   issue(s)

play / tribe(s) / network(s) / identity / flow(s) / search / cycle(s)

let's be serious!

it's all in the game
game development UvA/VU

let's be serious!

strategy / choice

let's be serious!

answer(s)

what is the difference between a good and bad life?

answer(s)

what is the moral value of science?

answer(s)

what is the relation between reality and perfection?

answer(s)

what would you do if I lied to you?

let's be serious!

rule(s)

let's be serious!

selection of option(s)

let's be serious!

payoff(s)

let's be serious!

selfish: deflection(s)

let's be serious!

cooperation

let's be serious!

utility

let's be serious!

reward(s) & punishment(s)

changing behavior(s)

coordination / cooperation

greed / discipline / moral(s)

wanton(s) / econ(s) / human(s)

moron(s)

sucker(s) or saint(s)

hedonic calculus

hedon(s) / dolor(s) / collecton(s)

prisoner(s) dilemma

A/B	cooperate	deflect
cooperate	R/R	S/T
deflect	T/S	P/P

$T>R>P>S$

nash equilibrium

pareto equilibrium

evolution of cooperation

tit-for-tat

gentle / reciprocal / provocation

kinship / proximity / repetition

non-zero sum game(s)

leader / free loader / chicken

A/B	cooperate	deflect
cooperate	R/R	S/T
deflect	T/S	P/P

$T>R>S>P$

cold war/*rebel without a cause*

A/B	cooperate	deflect
cooperate	live/live	coward/girl
deflect	girl/coward	dead/dead

chicken: $T>R>S>P$

sucker(s) or saint(s)

let's be serious!

tragedy of the common(s)

game theory
    complex adaptive systems
        behavioral economics
            decision theory
                game mechanics
                    dynamics of gamification

theory

gamification(s)

Status **A**ccess **P**ower **S**tuff

project utopia

experience / design / create / reflect

serious gaming / theory

reading(s)   rule(s)

media game(s)
hedonic(s)   issue(s)

twinkle(s) / difference(s)

number(s)
       cause(s)
              math(s)
                    dilemma(s)

theory
/ gamification(s) / mechanic(s) / resource(s)