

CALIFORNIA STATE SCIENCE FAIR 2014 PROJECT SUMMARY

Name(s)	Project Number
Zhaohong Jin; Wei Zhou	
	24222
Project Title	34223
Nash Equilibriun: Human Behaviors in Real Life Economics Games	
The Equino Fame Point viols in From Ene Econymics States	
Abstract	
Objectives/Goals The objective of this science project is to discover if the theoretic production of	to automas by using
The objective of this science project is to discover if the theoretic prediction of Nash Equilibrium in economic games is valid and accurate in real life cases; if	of what is the Nash
Equilibrium in real life.	Jot, What is the i vash
Methods/Materials	\checkmark
The experiment includes 58 people. They will be paired up and play an economissome money from a pool with 16000 dollars. Each period can either choose to	ic game and try to win
some money from a pool with 16000 dollars. Each perfor can either choose to	play friend t or foe. t
If one person chooses i Friendi and another choose i foe, if the one choose i they both choose i friend, they each gets 8000. If both choose i foe, they g	Toe; ± get 16000 dollars. If
each person is going to choose an action without communication. In the second	try they are going to
each person is going to choose an action without communication. In the second repeat the game, but this time, they are allowed to communicate with each other repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the second repeat the game of New Families and the game of New	r. In the third try, we are
going to explain to them the concept of Nash Equilibrium; they will to peat the	game with the knowledge
of Nash Equilibrium. In the Forth Try, they will repeat the game again with communication.	
Results The result of the same shows that people reach a different availability from the theoretic prediction, and it	
supports the hypothesis that the theoretic prediction of the outcomes is not accurate in real life	
The result of the game shows that people reach a different equilibrium from the theoretic prediction, and it supports the hypothesis that the theoretic prediction of the outcomes is not accurate in real life applications. Based on our result, senior students in BCHS have an approximately 50% chance of	
choosing j°friendj± and 50% chance of choosing j°foe.j±	
Conclusions/Discussion	
This project shows that human (motions, the incomplete information, and distrustful of others can greatly	
This project shows that human emotions, the incomplete information, and distrustful of others can greatly affect people; #s choices in economic games. So when in the real world of business, it is very important to use the legal methods like signing contracts to ensure a win-win situation. We will extend our experiment objects to people in different fields and further discover people; #s thinking process in economics games.	
objects to people in different fields and further discover people: #s thinking process in economics games	
Our ideas are very useful in fields like politics business, and psychology.	cess in economics games.
Summary Statement	
To research and find the real life equilibrium in economics games	
Help Received	
None	
TOLL	