

Cooperation

A Structured Experience for Six People or Groups

Object: to win as much as you wish

Procedure: This learning experience is like a game. It has ten plays. On each play, each person or group chooses either a "Y" or an "X" and marks that letter on a slip of paper, keeping their choice a secret from the other individuals/groups. Each person's/group's payoff (the amount they win or lose) depends on what combination results when the marks on the slips have been tabulated.

Payoff Possibilities:

Choices	Payoffs
1. All mark an "X"	1. All lose \$2.00
2. 5 choose an "X" 1 chooses a "Y"	2. "X" win \$2.00 "Y" loses \$10.00
3. 4 choose an "X" 2 choose a "Y"	3. "X" win \$4.00 "Y" lose \$8.00
4. 3 choose an "X" 3 choose a "Y"	4. "X" win \$6.00 "Y" lose \$6.00
5. 2 choose an "X" 4 choose a "Y"	5. "X" win \$8.00 "Y" lose \$4.00
6. 1 choose an "X" 5 choose a "Y"	6. "X" win \$10.00 "Y" lose \$2.00
7. All mark a "Y"	7. All win \$4.00

Payoffs double on play #4

Payoffs triple on play #7

Payoffs multiply by 10 on play #10