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GameTheory

www.moblab.com



Games

About Us

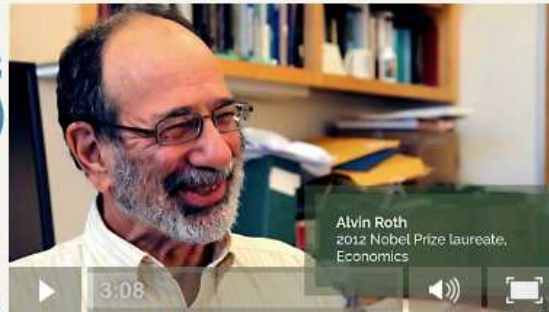
Support

Blog

Instructor Signup

Student Signup

Login



## Classroom Games Made Simple

MobLab is a new way of teaching abstract concepts in economics, political science, business, and even psychology. Sign up and play within minutes!

I'm a Teacher

I'm a Student

Yes, it's free!



## Interactive Games

Choose from our ever-expanding game library to illustrate the topics you wish to teach. Students interact with their peers, learning through play.

Explore the Games →

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The screenshot shows the MobLab website interface. At the top, there is a dark green navigation bar with the MobLab logo on the left and links for 'Games', 'About Us', 'Support' (circled in red), and 'Blog' in the center. On the right side of this bar are 'Support' and 'Log In' buttons. Below the navigation bar is a lighter green section with the text 'Don't see what you're looking for?' and an 'Ask Support' button. To the right of this is a search bar with the placeholder text 'Search MobLab Support'. The main content area is white and contains a grid of links and a video player. On the left, there is a vertical sidebar menu with categories like 'Games', 'Bargaining', 'Trust', 'Voting', 'Market', 'Auctions', 'Classroom Games', 'Public Choice', 'Principles & Practice', 'Industrial Organization', 'Decision Making', 'Quizzes', 'My Profile', and 'Help'. The main content area features a 'Bargaining' game card with a description and buttons for 'Go To Playlist', 'Manual', 'Instructions', and 'Options'. Below this is an 'Explore Games' section with a grid of game icons: 'Trust Game', 'Principles of Economics', 'Managerial Economics', 'Biology', 'Game Theory', 'Intermediate Microeconomics', 'Macroeconomics', and 'All Games'. To the right of the main content area, there is a 'Get Started' section with a horizontal line, followed by 'FIRST STEPS' and a list of resources: 'Video: Getting Started', 'Video: Getting Started (Advanced)', 'Quick Start Guide', and 'Student Handout'. Below this is a 'COURSE GUIDES' section with a list: 'Principles of Economics', 'Intermediate Economics', and 'Game Theory'. At the bottom of the page, there are two buttons: 'SETUP' and 'ROSTER'.

The screenshot shows the Moblab website interface. At the top, the 'Games' menu item is circled in the navigation bar. Below the navigation bar, a sidebar on the left lists various game categories: Games, Bargaining, Markets, Auctions, Classic Games, Public Choice, Finance & Macro, Industrial Organization, Decision Making, and Questions. The main content area features the heading 'Learn by Playing.' followed by the text 'Browse through our game library to find the games that best fit your teaching plan.' Below this, the 'Game Theory' section highlights a 'Trust Game'. The game interface shows an 'INVESTOR (OTHER)' with \$73 and a 'RESPONDER (YOU)' with \$81. A 'Send' button is visible between them. Text on the screen reads: 'The investment has grown by 300%. Now decide how much to return to the investor.' To the right of the game interface, a 'Trust' section explains the game mechanics: 'In groups of two, the first student, who plays an investor, decides how much of his money to invest with the second student, who plays a financial planner. The financial planner receives the investment and the money grows. Finally, the financial planner decides how much to return to the investor.' A 'Learn More' button is located below the explanation. At the bottom of the page, there are four buttons: 'Top 5 Games', 'Principles of Economics', 'Managerial Economics', and 'Strategy'.

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## Thanks for Trying Us Out

Learn complex concepts with more depth and context through the power of strategic social interactions

Already Registered? [Click Here](#)

### Signup

Name (This will be kept private)

**First**

**Last**

Email (This will serve as your username)

Password

**Enter Password**

**Confirm Password**

I agree to the [Terms and Conditions](#)

Let's Go

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The screenshot displays the Moblab website interface. At the top left is the Moblab logo. The top right corner contains the text "Support" and "Welcome, Leventel" with a dropdown arrow. A dark blue sidebar on the left is titled "Classes" and contains two buttons: "Add Class" and "Refresh" with a circular arrow icon. The main content area is divided into two sections: "Games" and "History". The "Games" section has a table header with columns "SESSION" and "CLASS". The "History" section has a table header with columns "SESSION" and "TOTAL PATCH". A modal dialog box is centered on the screen, titled "Please Enter the Class Code" with a close button (x) in the top right corner. The dialog contains a text input field and a "Submit" button.

The screenshot displays the Moblab website interface. At the top, the Moblab logo is on the left, and navigation links for "Advanced Mode", "Support", and "Account" are on the right. A dark green header bar contains the logo and navigation links. Below the header, a left sidebar lists various game categories: Games, Bargaining, Markets, Auctions, Classic Games, Public Choice, Finance & Macro, Industrial Organization, Decision Making, Questions, My Playlist, and History. The "Games" section is expanded, showing "Bargaining" as the selected category. The main content area features a "Game Theory" section with "6 of 18" items. The "Dictator" game is highlighted, with a "Go To Playlist" button in the top right. The game description includes a "Split the Pie" illustration showing a \$100 pot being split between "YOU" and "OTHER". The "Topics" listed are Negotiations, Cooperation, Fairness, and Altruism. Below the description, there are buttons for "Save to Playlist", "Manual", "Instructions", and "Preview" (which is circled in red). At the bottom, an "Explore Games" section offers eight categories: Top 5 Games, Principles of Economics, Managerial Economics, Strategy, Game Theory, Intermediate Microeconomics, Macroeconomics, and All Games.

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The screenshot shows a mobile game interface for a game titled "Split the Pie". The game is displayed in a window with a title bar that says "Game". The main text of the game reads: "You decide how to divide this stack of coins, How much will you give the other player?". The game area features a central vertical scale from 0% to 100%. On the left side of the scale, there is a stack of gold coins labeled "\$81" and the word "YOU" below it. On the right side, there is a smaller stack of gold coins labeled "\$19" and the word "OTHER" below it. A red slider knob is positioned on the scale at approximately the 75% mark. A red "SUBMIT" button is located to the left of the \$81 stack. At the bottom right of the game area, a timer displays "02:51". The background of the game area is a light green gradient. The interface is framed by a dark grey border with various menu options visible on the left and right sides.





## Választható játékok



Utolsó frissítés: 2014. április 22.

Az oldal folyamatos fejlesztés alatt áll. Az esetleges hibákért elnézést kérünk.

- Fogolydilemma játék számítógép ellen
- Nemek csatája játék számítógép ellen
- Héja-galamb játék számítógép ellen
- Snóbli játék számítógép ellen
- Harmónia játék számítógép ellen
- Dollár árverés játék

Ellenfél kiválasztása

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www.lewirpi.asuscomm.com/GameTheory



Választható ellenfelek



Fogolydilemma játék



Főoldal

Játék indítása

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### Fogolydilemma játék számítógép ellen



Főoldal

Ellenfél választás

Új játszma

#### Nyeremények



Játékos

	A	B
A	1, 1	5, 0
B	0, 5	3, 3

Számítógép



0

Összesen

0

0.00

Átlagosan

0.00

0

Előző körben

0

#### Utolsó 10 döntés



1. forduló

Döntési lehetőségek

A

B



## Fogolydilemma játék számítógép ellen



Főoldal

Ellenfél választás

Új játszma

### Nyeremények



Játékos

	A	B
A	1, 1	5, 0
B	0, 5	3, 3

Számítógép



20

Összesen

10

2.86

Átlagosan

1.43

1

Előző körben

1

### Utolsó 10 döntés



			B	B	A	A	A	A	A
			A	B	B	A	B	B	A



8. forduló

Döntési lehetőségek

A

B

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