

COLLECTIVE ACTION PROBLEMS

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TYPES OF COLLECTIVE ACTION PROBLEMS

- Prisoner's Dilemma
- Stag Hunt
- Tipping Games
- Coordination Game (formerly, Battle of the Sexes)

COORDINATION GAMES

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
	Defend	-9, -9	1, 9

COORDINATION GAMES

Players

Pro-Govt

Rebel

Defend

Anti-Govt

Rebel

Defend

	Rebel	Defend
Rebel	9, 1	-5, -5
Defend	-9, -9	1, 9

COORDINATION GAMES

Strategies

Pro-Govt

	Rebel	Defend
Anti-Govt	9, 1	-5, -5
	-9, -9	1, 9

Anti-Govt

COORDINATION GAMES

Payoffs

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
	Defend	-9, -9	1, 9

COORDINATION GAMES

Numbers on the left = Rows
Numbers on the right = Columns

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
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COORDINATION GAMES

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		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
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COORDINATION GAMES

Compare payoffs for each player

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
	Defend	-9, -9	1, 9

Anti-government outcomes ranked:

- 1) Both pro-gov and anti-gov rebel
- 2) Both pro-gov and anti-gov defend
- 3) Anti-gov rebels and pro-gov defends

COORDINATION GAMES

Compare payoffs for each player

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
	Defend	-9, -9	1, 9

Pro-government outcomes ranked:

- 1) Both pro-gov and anti-gov defend
- 2) Both pro-gov and anti-gov rebel
- 3) Anti-gov rebels and pro-gov defends

COORDINATION GAMES

Dual Equilibrium

		Pro-Govt	
		Rebel	Defend
Anti-Govt	Rebel	9, 1	-5, -5
	Defend	-9, -9	1, 9