

**PS 160 Intro to World Politics
Preferences, Choices, and Common Games**

Choose an international issue and identify the two most important actors. Each actor must select between two possible behaviors. For example, in the interactions between the United States and Iraq over weapons inspections, Iraq could pick between “Comply with Inspections (C)” and “Don’t Comply (DC)” and the United States could pick between “Attack (A)” and “Don’t Attack (DA).” For each actor, devise a reasonable preference ordering, with 4 being the most preferred outcome and 1 being the least preferred outcome. Use your preference ordering to construct payoffs for each possible outcome. Insert these into the strategic form game and solve for the Nash Equilibrium(ia).

Example:		
Row Actor: US	Col Actor: Iraq	
4 I- C; US- DA	4 I- DC; US- DA	
3 I- DC; US- A	3 I- C; US- DA	
2 I- DC; US- DA	2 I- DC; US- A	
1 I- C; US- A	1 I- C; US- A	

		Iraq	
		C	DC
US	DA	4, 3	2, 4
	A	1, 1	3, 2

Row Actor: _____	Col Actor: _____
4	4
3	3
2	2
1	1

	C: _____	
R:		

Compare your game to the “Common Games and Payoffs” page in the Course Pack. Which game does yours most resemble? (Pay attention to which of your choices represents “cooperative” behavior and which “defect”—“Don’t Attack” is a cooperative choice for the United States!) What does the logic of that game’s preference orderings suggest about your case? Does that seem a logical prediction, or does it match the actual outcome of the event?