

Game Theory Revisited: Third Places and the New Web

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1. Being Cooperative

The Ultimatum Game

- There are two players (a **proposer** and a **responder**);
- There is a fixed sum of money;
- The proposer suggests how to split the money;
- The responder can either:
 - Accept the amount offered, or:
 - Reject the offer - but then neither one gets anything.

The Ultimatum Game: Results From Henrich *et al.* (2001)

For industrial societies:
 Mean offer: 0.44
 Modal offer: 0.50
 20% rejections: 0.40-0.60

Group	Country	Mean Offer	Modes (% of sample)	Rejection Rate	Rejections 20% of pot
Machiguenga	Peru	0.26	0.15/0.25 (72%)	1/21	1/10
Hadza (Small Camp)	Tanzania	0.27	0.20 (38%)	8/29	5/16
Tsimané	Bolivia	0.37	0.5/0.3/0.25	0/70	0/5
Quichua	Ecuador	0.27	0.25 (47%)	2/13	1/2
Hadza (all camps)	Tanzania	0.33	0.20/0.50 (47%)	13/55	9/21
Torguud	Mongolia	0.35	0.25 (30%)	1/20	0/1
Khazax	Mongolia	0.36	0.25		
Mapuche	Chile	0.34	0.50/0.33 (46%)	2/30	2/10
Au	PNG	0.43	0.3 (33%)	8/30	1/1
Gnau	PNG	0.38	0.4 (32%)	10/25	3/6
Hadza (Big Camp)	Tanzania	0.40	0.50 (28%)	5/26	4/5
Sangu (farmers)	Tanzania	0.41	0.50 (35%)	5/20	1/1
Unresettled	Zimbabwe	0.41	0.50 (56%)	3/31	2/5
Achuar	Ecuador	0.42	0.50 (36%)	0/16	0/1
Sangu (herders)	Tanzania	0.42	0.50 (40%)	1/20	1/1
Orma	Kenya	0.44	0.50 (54%)	2/56	0/0
Resettled	Zimbabwe	0.45	0.50 (70%)	12/86	4/7
Ache	Paraguay	0.51	0.50/0.40 (75%)	0/5	0/8
Lamelara	Indonesia	0.58	0.50 (63%)	0/2	0.37

Source: Henrich et al. "Cooperation, Reciprocity and Punishment in Fifteen Small-scale Societies".
American Economic Review, 91: 73–78 (2001)

The Machiguenga and the Lamelara



Photo Credit: Alonso Zarzar

Machiguenga:

- Economically independent at the family level
- Little cooperation, sharing, or exchange beyond the family unit

Lamelara:

- Whale hunters, go to sea in large canoes
- Extensive cooperation, development of ways of sharing joint surplus



Photo Credit: Sander van Hulsenbeek

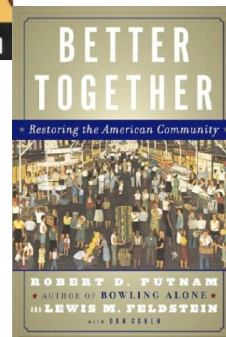
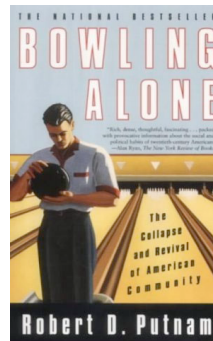
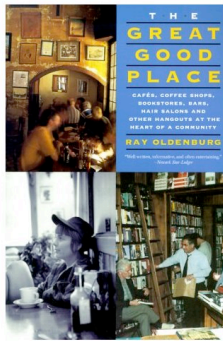
Cooperation and the Industrial Revolution



Engraving by Bernard Picard

2. The Third Place

Sources for the Concept



The Three Places

- The First Place: the home
- The Second Place: the work setting
- The Third Place: the core settings of informal public life

Source: Oldenburg, R. and D. Brissett. "The Third Place", *Qualitative Sociology* 5(4): 265–84. (1982)

The Character of Third Places

- On neutral ground
- The third place is a leveler
- Conversation is the main activity
- Accessibility and accommodation
- The regulars
- A low profile
- The mood is playful
- A home away from home

Source: Oldenburg, R. *The Great Good Place*. Marlowe & Co. (1999)

The Importance of Third Places

- Help unify neighborhoods
- Serve as “ports of entry” for visitors and newcomers
- Act as “sorting” areas
- Can bring youth and adults into association with one another
- Help care for the neighborhood
- Foster political debate
- Help reduce the cost of living
- Are entertaining
- Provide sets of friendships
- Are important for retired people

Source: Oldenburg, R. “Our Vanishing “Third Places””. *Planning Commissioners Journal*. 25: 6–10 (1997)

Oldenburg and Putnam’s Blind Spots

They see these third places...



Photo Credit: Chad Briggs



Photo Credit: Telstar Logistics



Photo Credit: J. Cook Fisher

...but not these third places



Photo Credit: Rob Pongsajapan



Photo Credit: Allan Ferguson

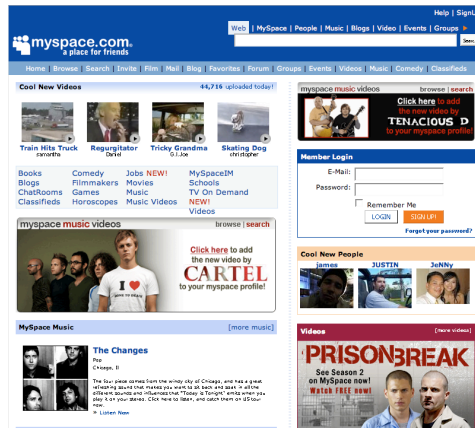


Photo Credit: Rex Sorgatz

...and They Largely Miss These Places



Photo Credit: Hans van de Bruggen



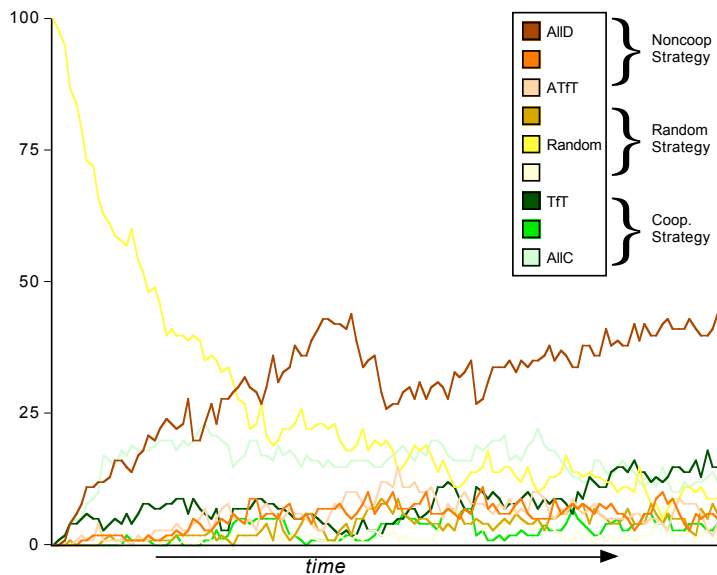
3. Being Uncooperative

The Prisoner's Dilemma: A Political Example

		City B	
		Support A's Bond Issue	Do Not Support A's Bond Issue
City A	Support B's Bond Issue	(8,8)	(-1,9)
	Do Not Support B's Bond Issue	(9,-1)	(0,0)

Source: Davis, M.D. *Game Theory: A Nontechnical Introduction*. Dover Publications (1997)

Tit-For-Tat Is Not Enough... (Puentedura 2002)



Source: Puentedura, R.R. "Slow and Steady: Deliberately Computationally Inefficient Genetic Algorithms and Hard Problems". *ICCS Conference*. (2002)

What Does Work In Generating Cooperation?

- There exist two major possibilities:
 - **Group Selection:** operates if groups with more cooperators do better than groups with more noncooperators (Price 1970)
 - **Tagging:** allows cooperators to recognize noncooperators

Source: Frank, S.A. "George Price's Contributions to Evolutionary Genetics". *Journal of Theoretical Biology*. 175: 373–388 (1995)

How Do People Actually Play?

- In **isolated** scenarios, noncooperation frequently wins out over cooperation (e.g., Scodel *et al.* 1959)
- In **social** scenarios, excessive greed is punished (e.g. ultimatum game - Henrich *et al.* 2001)

Source: Scodel, A.J. *et al.* "Some descriptive aspects of two-person non-zero-sum games". *Journal of Conflict Resolution*. 3(2): 114–119 (1959)

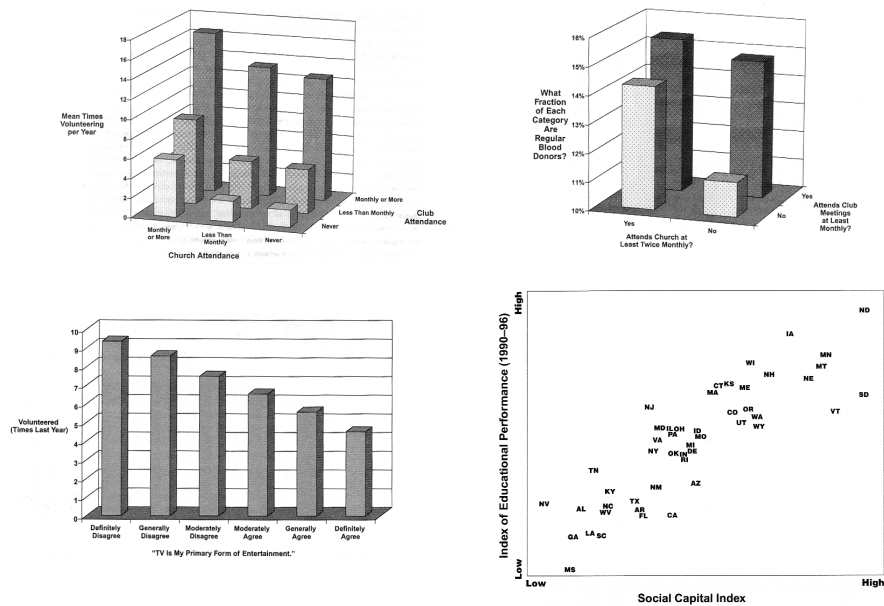
4. Cooperation and the Third Place

Places Without Third Places



Photo Credit: Fuzzy Gerdes

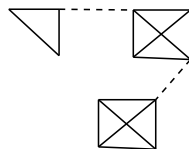
The Benefits of Third Places



Source: Putnam, R.D. *Bowling Alone*. Simon & Schuster (2000)

Third Places and Weak Links

- Weak ties act as bridges between network clusters that are otherwise unconnected:



- Granovetter found that, while more blue-collar workers find out about new jobs through personal contacts than by any other method, most of these contacts were weak ties.
- Additionally, weak ties have been found to be essential to the creation of resilient communities, and to the propagation of innovation through social structures.
- The third place is the *natural medium* for weak ties to form and be used.

Source: Granovetter, M.S. "The Strength of Weak Ties." *The American Journal of Sociology*, 78 (May), 1360-1380. (1973)
 Granovetter, M.S. "The Strength of Weak Ties: A Network Theory Revisited." *Sociological Theory*, Volume 1, 201-233. (1983)

5. The Third Place Online

World of Warcraft's Complex Community Life



Source: <http://www.worldofwar.net/screenshots/?type=0> (*Moment of Silence for London Bombing Victims*)

Other MMOGs (And Related Environments) Of Interest



Image Credit: Milan Kvita



Image Credit: Jaume Sabater



Photo Credit: Niall Kennedy

MMOGs As Third Places

- Asheron's Call 1 & 2 and Lineage 1 & 2: all eight defining characteristics of third places are observed. (Steinkuehler & Williams 2006)
- Star Wars Galaxies: cantinas in SWG succeed at matching all eight defining characteristics to some degree, but are "too neutral", low in regulars, and playful conversation only accounts for a third of the activity. However, SWG as a whole may better match the definition of a third place. (Ducheneaut, Moore & Nickell 2004)
- Xbox Live: provides necessary community structure for third place-type structures to develop. (Wadley, Gibbs, Hew & Graham 2003)

Sources:

- Steinkuehler, C., and D. Williams. "Where everybody knows your (screen) name: Online games as "third places."" *Journal of Computer-Mediated Communication*, 11(4), article 1. (2006)
- Ducheneaut, D. et al. "Designing for Sociability in Massively Multiplayer Games: an Examination of the "Third Places" of SWG." *Proceedings of the "Other Players" Conference* (Copenhagen, 6-8 December 2004).
- Wadley, G. et al. "Computer Supported Cooperative Play, "Third Places" and Online Videogames." In S. Viller and P. Wyeth (Eds), *Proceedings of the Thirteenth Australian Conference on Computer Human Interaction (OzChi 03)* (Brisbane, 26-28 November 2003), pp 238-241. (2003)

MySpace As a Community Space

[illegible]

Second Life's Community Activities



Source: http://secondlife.blogs.com/nwn/2004/01/king_for_a_day.html

Is Second Life a Third Space?

- No - it is richer than that:
 - Many players view it as their “real home”, rather than a “home away from home” – it therefore can serve as a first place.
 - Academic and corporate training spaces have dealt with SL as an extension of their RL spaces – therefore, these function as extensions of second places.
 - Bars, clubs, etc. function in SL in ways analogous to their RL counterparts – these are where third places currently reside in SL.

6. The Third Place Online and Higher Education

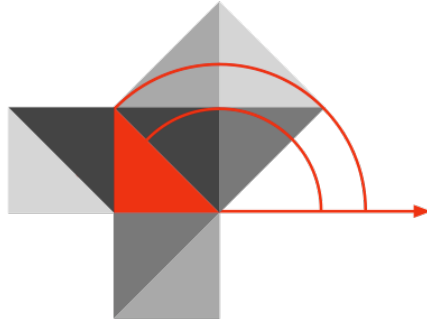
Option 1: Use Existing Spaces (e.g. MySpace, Facebook)

- First of all - the attitude towards these spaces needs to change! i.e., no more comments like:
 - “It’s all junk.”
 - “We can’t let them produce trash - we have to keep them from doing that.”
 - “They’re wasting time on MySpace and that stuff. Should we turn it off - block it - so as to keep them from wasting their lives?”
 - “[Wiktionary] is Maoist... Ptui!”
- Other members of the academic community (e.g., faculty, staff) have to join and participate.
- Logical bridges have to be built between the second place structures and these third places.

Option 2: Create New Spaces

- Take the defining characteristics and important results of third places **very** seriously in the design process. For instance:
 - Don’t “brand” or integrate the third place into WebCT/Blackboard/etc.
 - Do allow people from outside the academic institution to participate.
 - Don’t make participation in the third place compulsory.
 - Do tolerate (reasonably) eccentric behaviors.
- Consider deliberately going for a “stitched together” approach, rather than a monolithic construction.
- View the third place as an ongoing experiment.
- Take existing sociological research (on- and off-line) very seriously.

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