Feedback manipulation and learning in games

Propositions

to accompany the dissertation

Feedback Manipulation and Learning in Games

by Aidas Masiliūnas

1. Choices are less variable and closer to theoretical predictions when decisions have direct payoff consequences and when there are opportunities to learn.

   Chapter 2

2. Coordination success depends on past precedents.

   Chapter 3 and Chapter 4

3. Self-regarding strategic people can deviate from a convention, but only if the convention is inefficient.

   Chapter 3 and Chapter 4

4. A possibility to easily reveal actions helps groups overcome inefficient conventions.

   Chapter 4

5. Policy makers could increase efficiency by improving the quantity and quality of feedback.

   Valorization Addendum

6. Choices result from the interaction of preferences, cognitive ability and the environment. The first two can be measured and the third can be shaped.

7. "True intuitive expertise is learned from prolonged experience with good feedback on mistakes."

   Daniel Kahneman

8. "It doesn't make any difference how beautiful your guess is, it doesn't make any difference how smart you are, who made the guess, or what his name is. If it disagrees with experiment, it's wrong. That's all there is to it."

   Richard Feynman

9. "Never say more than is necessary".

   Richard Brinsley Sheridan