



\$ P N N F O U E

Title:

"Video Games"

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Video Games

Again, there's no need to establish precisely how the categories are aggregated to form an ultimate ranking between the two players. What are we getting at? In the second example, the comparison of New Player A and New Player B, one player has a distinct advantage in the manipulation category.

Let's further imagine that the players develop these strengths in their various characteristics over time, and that some can be more or less encouraged to "manipulation" need not convey a negative connotation, however, suppose that some characteristics are not as economically productive as others.

So perhaps "manipulation" here means going along with a corrupt system you grow up in a corrupt economy, where the opportunity to advance via merit is less prioritized than "going along with the system," what will you tend toward? Suppose it's beneficial to devote time to picking out details in social media that demean others rather than excelling on any other merits.

There's no way to tell for sure that encouraging manipulation of an existing corrupt regime or the use of nonsense social media is bad for economic growth. But imagine a simulation of

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