

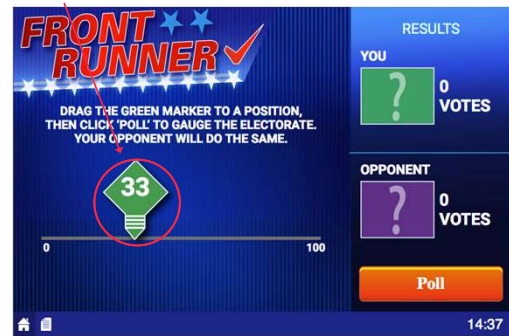
Elections!

overview: each game

- compete against another player in 1 or more elections
 - beforehand, you may participate in one or more polls
- for each election or poll
 - candidates simultaneously chose policy: a number from 0 to 100
 - each automated voter:
 - chooses the candidate whose policy is closest to his ideal policy,
 - chooses randomly if both policies equally close
 - results are announced
- A voter's ideal policy fixed for the game
 - Voter locations are revealed after final election

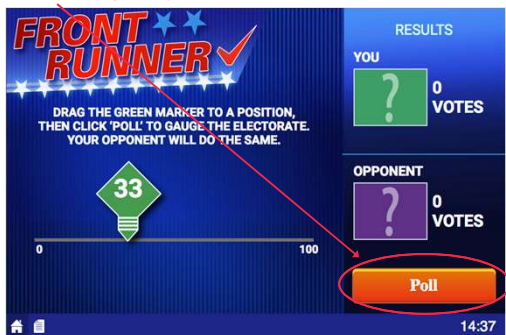
Game Screen

Move to choose your policy



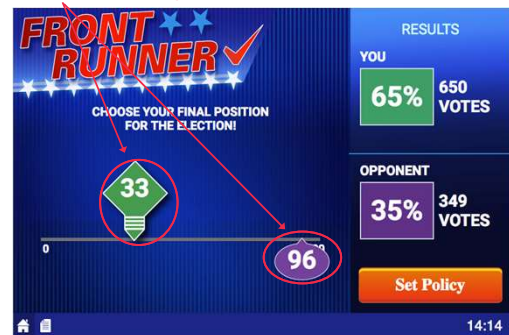
Game Screen

Submit your policy for a Poll



Game Screen: Poll/Election Results

Policies chosen by candidates



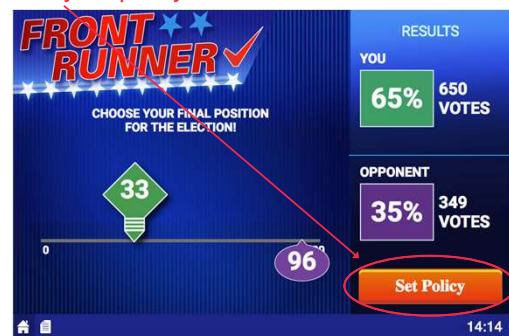
Game Screen: Poll/Election Results

Results!



Game Screen

Submit your policy for an Election



Payoffs

summary

- Poll outcomes do **not** factor into payoffs
- Each election, you earn 100 points if you win

Happy playing!

Discussions next page

Discussion

- What is the theoretical prediction?
 - Both candidates stand on the center and ensure 50% of the votes
 - If one candidate moves to the left, he earns <50% votes
- The median voter theorem
 - Politicians will converge to the viewpoint of the median voter.
 - What about the political polarization these days?