

經濟學原理一課堂實驗(七)：公共財捐獻 (Public Goods Contribution)與灌溉賽局(Irrigation Game)
Principles of Economics I - Classroom Experiment (7): Public Goods Contribution and Irrigation Game

五人一組使用 MobLab App 參與本次實驗，在十回合內組別固定、互不影響。每回合每位組員有 20 元。您可以自行選擇要留下多少、貢獻多少。每一回合的報酬，取決於你個人的貢獻與其他組員的貢獻：全組的貢獻會翻倍(變成原來的兩倍)，但會讓所有組員平分。故報酬率為 40%：

5 students form a group to participate via MobLab App. Groups are fixed for 10 rounds with no between-group effects. In each round, each member is given \$20, and independently decides how much to keep for yourself and how much to contribute. Your earnings depend on your contribution and others' contribution: Total group contribution is doubled, but equally divided among all members. So, the rate of return is 40% :

$$\text{你的總報酬} = \$20 - (\text{你個人的貢獻}) + (\text{全組的總貢獻} \times 2 \div \text{組員總數})$$

$$\text{Your earnings} = \$20 - (\text{Your contribution}) + (\text{Total group contribution} \times 2 \div \text{number of members})$$

分數記錄：您最後總報酬除以二百，就是您的實驗成績，得分越高，成績越高。

Grades Calculation: Total earnings divided by 200 will be your grade for this experiment.

灌溉賽局(Irrigation Game)

如果讓全組面對面討論，大家就有辦法合作嗎？現在改以實體進行一回合的灌溉實驗。實驗規則與先前實驗相同，只有一個差別：全組的貢獻會翻倍(變成原來的兩倍)，但分配給組員的方式改為按照組員的編號(1-1, 1-2, 1-3, 1-4, 1-5 等等)順序，依次決定提領金額。因此，順序在後的組員僅能就剩餘的金額、決定提領多少。Can people cooperate after group discussions? Now we play one round of the irrigation game. The rules are the same as before, except the way contributions are distributed: After total group contribution is doubled, members sequentially decided how much to claim from the pool. So, later members can only claim up to the remaining amount.

分數記錄：請在記錄表上填入每回合實驗結果，並計算該回合報酬。您最後總報酬除以二，就是您的實驗成績，得分越高，成績越高。Grades Calculation: Please record the results and your earnings for each round. Total earnings divided by 2 will be your grade for this experiment.

灌溉賽局實驗紀錄表 Record Sheet for "Irrigation Game"

Group # _____, Total Group Contribution $\times 2 = \$$ _____.

我們是第 _____ 組，我們全組的總貢獻翻倍後為 _____ 元

順序 Order	學號 Student ID#	系級、姓名 Major/Year & Name	剩下的總金額 Amount Left in Pool	我的提領金額 My Withdrawal
1				
2				
3				
4				
5				