

A Social Dilemma Game

Rules for a group of 10 players

- Each player will need a pen or pencil, and three sheets of paper.
- Write a big 'C' on the first sheet and a big 'D' on the second sheet.
- The third sheet of paper can be used to keep track of your score.
- Each player starts the game with 20 points.
- The game is played in a series of rounds where:
 1. Each player makes one of two choices.
 - Control Infection (C): pay 5 points to help infection control.
 - Do Nothing (D): do not contribute to infection control.
 2. All players simultaneously reveal their choices to the rest of the group using their sheet of paper with the 'C' or the 'D' (or, they can say their pre-determined choice if they do not have a webcam... please use the honor system and don't change your answer after seeing everyone else's answers!).
 3. Players update their scores:
 - If 40 points or more have been contributed to infection control in total, each player receives 10 points as a reward (even if they chose 'D').
 - If fewer than 40 points have been contributed in total, each player receives 0 points.
- Players repeat steps 1-3 until the breakout session is finished.
- Players are allowed to communicate between rounds.
- The winner is the player with the most points.

Variant for a group of 7-9 players

- The same rules apply except for step 3:
 4. Players update their point totals as follows:
 - If 30 points or more have been contributed to infection control in total, each player is paid 10 points as a reward (even if they chose 'D').
 - If fewer than 30 points have been contributed in total, each player is paid 0.

Variant for a group of 3-6 players

- The same rules apply except for step 3:
 5. Players update their point totals as follows:
 - If 10 points or more have been contributed to infection control in total, each player is paid 10 points as a reward (even if they chose 'D').
 - If fewer than 10 points have been contributed in total, each player is paid 0.