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The model

Simplified utility function $u_i = (S - X)x_i$,

i - index of player,
S – size of field (12 for three players),
X – total number of cows on field,
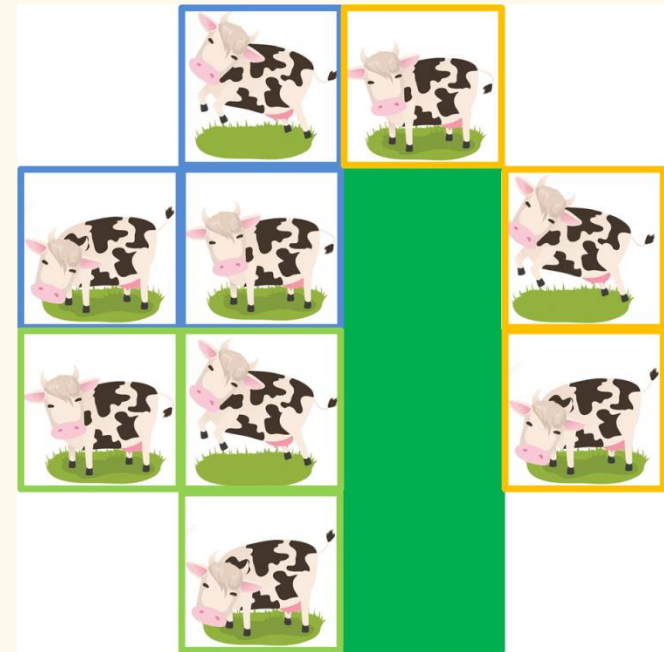x_i -number of cows for player i .

Incentives in game were realized via fruit marmalade

Training games 1-3
Control games with payments:
3 groups of three players – two games
All participants with maximal total outcome from one field rep-resent one player in final game

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Results

Results of first sessions (7 games) shows that kids can:
- solve simple optimization problems - utility maximization
- understand problem of interaction between them

Exhibit different behavioral models:
- *cooperative behaviour* - maximizing utility of whole group
- *individual rational behaviour* - utilizing best response strategies
- *altruistic behaviour* - playing zero cows in order to transfer all utility to other members
- *complex reflexive behaviour* - forecasting behaviour models of other players

Имя игрока:	Костман Саша		
Цвет игрока:	ОРАНЖЕВЫЙ		
Поле:	"Зеленая поляна"		
игра	коровки	свободное место	мармелад
N 1	3	3	9
N 2	3	3	9
N 3	3	3	9
N 4	2	5	10
C 1	2	6	12
C 2	2	6	12
			24