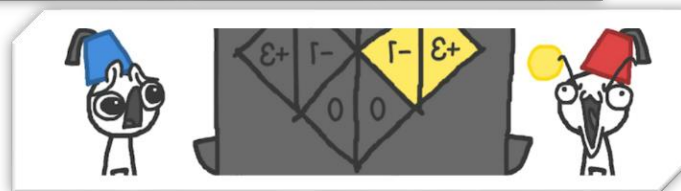
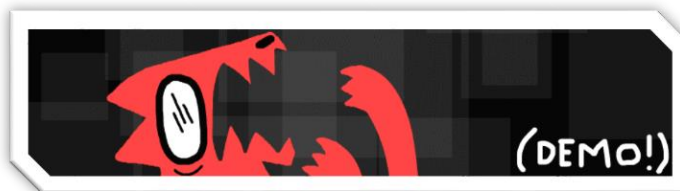


1. PLAYING PEOPLE

QUEST 1 WORLD 1



Quest Objectives:

1. Play another one of Nicky Case's political games called [The Evolution of Trust](#) (~30 min playtime).
2. Analyze the message this offers about 'game theory.' What does this have to say about the ways people interact? How does this connect to the discussions we've been having on what constitutes 'games'? What about 'fun'? How might we use game theory in building our own projects? What should we keep in mind from this as we compose our work?
3. Choose one:
 - A) Write a (>350 word) response to post to your Adventure Log.
 - B) Give a brief (3-5 min.) presentation on your findings to the class.

Completing this Side Quest earns you
25 NAPS and 1 Presentation Badge.

