

GAME OVER?

A game theory perspective on human aggression

**To young children
battles seem like innocent games -
Soldiers can be lined up easily
then easily knocked away.**

**In real life
battles are not so rosy or gay -
war is a gruesome business
whose costs are more staggering
than any person should wish to pay.**

**In the game board of life
each move we make
(whether hostile or benign)
influences the entire game board
and every player's mind**

**Short-term, narrow expediency
(no matter how foolish it'll eventually seem)
all too often trumps
long-term wellness & prosperity.**



Ying: Do you think game theory can accurately describe human behavior?

Frida: If the variables and parameters are set right, possibly.

Ying: Most of us get stuck into lousy game scenarios. Why can't we envision better scenarios for the planet?

Dmiritri: I dunno. I suspect that many game plans are running simultaneously in our brains. At any given moment, it is hard to say which is dominant.

Satoru: I'm particularly disturbed by those embracing "Armageddon" and "Winner Takes All" game plans. Such world views are destructive.

- T Newfields [Nitta Hirou / Huáng Yuèwǔ]

Begun: 1997 in Shizuoka, Japan / **Finished:** 2018 in Yokohama, Japan
Creative Commons License: Attribution. {{CC-BY-4.0}}

