

Ava Langford

Jesse Green

Independent Study & Mentorship

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Product Progress Assessment

Assessment:

Success of Final Product

Although I am struggling with the research and assessment portion of the final product, I am staying on track with my calendar. Currently, I have written parts of the introduction, conclusion, and mathematical portion of my paper. At this moment, I do not have my materials to conduct my game, but my game is brainstormed and is in the final process of being designed. I predict that I will have difficulties in finding individuals to participate in my game. It is difficult to get a large sample and to conduct games when I have a busy schedule, so ensuring that I have enough time to conduct as many data points as possible will allow me to be successful.

Currently, I am successful in the math portion. After discussing with my math teacher, I was able to display the probability aspects of the game in a professional manner. Because I have experience writing mathematics papers and I took a statistics math class before, I will be successful to write my paper.

Currently, I am pleased with the way my product is progressing. I am only concerned with participant participation, whether or not my data points will reflect game theory well, and how well I can analyze my data. I hope that by scheduling more interviews, I will be able to obtain more guidance in how I can analyze the data. In my product development, I hope to both schedule more interviews and perhaps gain a mentor so I can improve my final product further.

Otherwise, another possibility would be to read research papers on how others have conducted games and made conclusions.

There is still quite a bit of work to be done. Conducting the dice game, analyzing the data, and writing the report is the initial steps that I will have to take in the next couple of weeks. After, I will edit and revise my paper, choosing to create a visual model of the game if I have time. However, the product is shaping up as I had anticipated. I have around 4 pages of mathematics, which is essential to understanding the game. I plan to add a written portion of game theory and economics to support my mathematical approaches.

Growth and Knowledge

In the development of my product, I have learned more about game theory. Initially, I knew of the concept, however by researching more about the terms and concepts, I learned about different games, such as the Prisoner's dilemma game, where game theory was applied to explain behavior. I wish to do the same in the development of my final product. Yet, not only have I been learning more about economic theories, but I have also been learning more about probability, statistics, and data analysis. I have learned that the mathematical approach behind the game is based on theoretical predictions, where I need to compare my findings with actual results to make conclusions. This is the portion that I find the most interesting. So, as I conduct my experiment, I hope to result in similar findings.

In the development of my product, I have grown my passion for economics. Previously, I knew that I enjoyed the topic, but I didn't realize how much I enjoyed the mathematical side of economics. Since I am also interested in the political side of economics, my paper will show the relationship between data collection and real-world effects.