

PHIL001. INTRODUCTION TO PHILOSOPHY – TRANSPORTATION DEVICES, RULES OF PLAY

Items:

Required: (1) Knowledge of a variety of the strengths and weaknesses of various theories of personal identity.

Optional: (2) Paper and coloring materials for brochure

Description:

This Transportation Sales Device Game consists of three groups of salespeople and four customers. Salespeople are given an initial period (10 minutes) to prepare their proposal and their brochure. The four customers are to sit in the opposite four corners of the room. It is important that they have no communication between each other.

Play begins as follows:

- (1) Each sales group gives their pitch to one and only one of the customers. During this time, one customer will not receive a sales pitch.
- (2) After 10 minutes, each group rotates to a new customer.
- (3) After each customer has heard the sales pitch from each group, customers are asked to silently select their preferred transportation device.

The Game Ends:

After all customers have been solicited by sales groups, customer votes are tallied.

Conditions for Winning:

Conditions for Salespeople Winning

There are three outcomes for salespeople: (i) become rich, (ii) break even, or (iii) go bankrupt. If a group of salespeople has a clear majority of votes that group becomes rich. If there is a tie for the most number of votes, then both groups break even. If a group neither has a clear majority nor ties for the most number of votes, then that group goes bankrupt.

Conditions for Customers Winning

There are two outcomes for customers: (i) survival (preservation of personal identity) or (ii) death. If a customer's choice falls into the majority, then a customer *survives*. If a customer's vote either falls into the majority (but there is a tie) or does not fall into the majority, then the customer *dies*.

Prizes: TBA