The word ‘game’ has an extensive range of uses in our everyday lives. When the English word ‘game’ is translated into Korean, it has many meanings like a ‘pastime’, a ‘match’, a ‘competition’, or ‘recreation’. Recently, with the prevalence of computer games, the term ‘game’ has referred to computer games but originally, the term ‘game’ was to signify two sides and ‘playing against’ each other.

Common Traits: ① Players and Rules, ② The Importance of Strategy, ③ Results and Reward, ④ Strategic Interaction
All the Strategic Interactions in Economic Society is subject to ‘Game Theory’.
Types of Games

- n-Person Game (Two-person Game): \( n \geq 2 \) or 2 groups
- Constant-Sum Game
- Non-Constant-Sum Game
- Zero-Sum Game
- Non-Zero-Sum Game
- Cooperative Game
- Non-Cooperative Game
The Types of Games Present in Economic Society

- Games Categorized as Sums of Payoff
- Zero-Sum Game: The sum of payoffs is equal to zero (0).
- Negative-Sum Game: The sum of payoffs is negative
- Positive-Sum Game: The sum of payoffs is positive
‘A Win for Me, A Loss for You’ Game

- Zero-Sum Game: The sum of payoffs is equal to zero
- All sporting matches, gambling, the fluctuation of stocks, market dominance, taking your share.
- Games that are ‘A win for me, a loss for you’ or ‘Your misfortune is my happiness’ have a possibility of becoming corrupted.
- In the natural ecosystem, parasites are a prime example.
Fable 1: The Frog and the Mouse

◆ A frog tries to kill a mouse by drowning it in the river; only for the frog and the mouse to become a meal for an eagle. (Aesop’s Fable)
Fable 2: The Ascetic Who Froze to Death

◆ An ascetic froze to death by trying to survive on his own: A memoir of an Indian ascetic
Fable 4: The Belly and the Members

◆ The hands, feet, and stomach all die. (Aesop’s Fable)
The ‘Lose-Lose’ Game

◆ Negative-Sum Game: The sum of the payoffs is negative
◆ The mindset of burning down a cottage to catch the bedbugs.
◆ A game where everyone loses (Lose-Lose Situation)
◆ Wars, all sorts of speculation, all acts of public disorder, acts of environmental pollution, do-or-die rivalry, price-cutting competition, etc.
Fable 1: Avaricious and Envious

◆ My one eye for both of yours. (Aesop’s Fable)
The ‘Win-Win’ Game

◆ Positive-Sum Game – The sum of payoffs is positive.
◆ Win-Win Game: Economic Growth and Fair Distribution, International Trade, Exchanges, etc.
◆ The Positive-Sum Game is similar to mutualism and symbiosis.
◆ Human society has been able to exist and develop through mutualism or symbiosis.
Fable 1: Blood Sharing of Vampire Bats

◆ Vampire bats will die if they don’t consume blood: Custom of sharing blood (Mutualism)
Fable 2: The Lion and The Mouse

◆ A Mouse that accidently stepped on a sleeping Lion while it was playing around: The Lion forgives the Mouse
◆ The same Mouse saves the Lion from a trap: Chews through the rope with his teeth
Fable 4: Maintaining the Sustainability of the Grassland

◆ The food chain and the sustainability of the grasslands: The laws of the savage jungle don’t run rampant.
Conclusion: ‘Be Harmonious and Not Uniform’

◆ **Original Source:** 子曰: 君子和而不同, 小人同而不和.
(論語第十三篇子路 23)

◆ **Translation:** Confucius said, “The gentleman aims at harmony, and not at uniformity. The mean man aims at uniformity, and not at harmony.” (The Analects, Book 13, Zilu, Line 23)

◆ The requirement for succeeding in the Atomy business is ‘being harmonious and not uniform’ (as it is a way to achieve mutualism and symbiosis).