SOME COGNITIVE BIASES DURING GO-PLAYING OR HOW BEHAVIORAL ECONOMICS COULD TEACH US HOW TO BE BETTER GO PLAYERS

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Abstract: As human beings, we have cognitive limitations which in diverse contexts and on a regular basis stop us from taking the best decisions. Some of our cognitive biases are caused by our cognitive limitations, some by the fact that we give more importance than necessary to unimportant things (e.g., framing). Acknowledging the existence of biases and using debiasing techniques might be useful for reaching a better understanding of games like Go. For behavioral economists, Go players could be an interesting group to experiment on because of their particular characteristics (see, e.g., Rieger and Wang, 2016).

Key words: behavioral economics; game of Go; biases; heuristics

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