

Markov Games

Use Markov chains to model and analyze some game **other than baseball**. Good examples here tend to be board games played with dice – Monopoly, Chutes & Ladders, etc. However, this technique has been successfully applied to jai alai, Risk, soccer, and many other non-obvious games.

Your game should have at least 10 states and your analysis should include calculation of a non-trivial stable probability vector, some application of the model to the strategy of the game, and some evaluation of the extent to which results of the model are applicable to the actual game.