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## Narrative Mechanism Design for Unmodelable Phenomena

Yusuke Kasuya

### Abstract

Mechanism design has been fruitfully applied to real-life phenomena, yet the role of theory in practice is still both unclear and underexplored. After reviewing the recent successes in practical design, we argue that a theory works as a rhetorical device that helps direct the players to do what the designer wants them to do. This view is valid even when the model is incorrect to the extent that it is accepted by the players, and it enables us to work with phenomena that are unmodelable in the positivistic sense. Application to anti-bullying teacher (school) evaluation mechanism design is also discussed.