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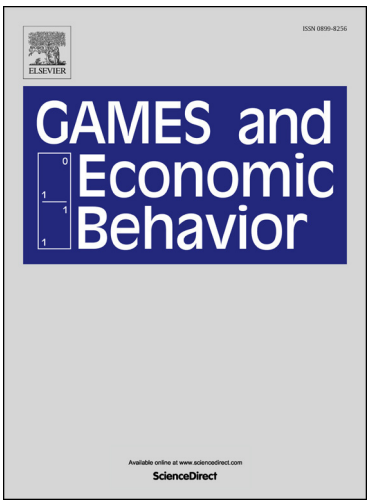

Predicting human behavior in unrepeated, simultaneous-move games

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Highlights

- A methodology is presented for comparing prediction performance of behavioral models.
- Models should be compared on different games than are used for choosing parameters.
- Prediction performance of 5 behavioral game theory models are compared on 10 datasets.
- One model, QLk (Stahl & Wilson, 1994) consistently predicts better than the others.
- A related model is identified that predicts better still; this model (Camerer et al., 2016) is recommended.

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