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The Deterrence Effects of Gun Laws in Games with Asymmetric Skills and Information

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Abstract

This paper presents a game theoretic model of crime and self-defense with gun use. The main purpose is to evaluate gun control policy effectiveness on crime reduction. The effects of agent's information assumption and some extensions such as criminals' first move advantage and different costs and skills on gun carry are studied. The results show that policies that increase the availability of guns take criminals to always carry guns even if they have fight advantage over the victims. The main conclusions are that gun control implies on a decrease of gun crimes and that such policies are more effective when affects both criminals and victims costs.

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