

Footnotes to Think Piece 8

- 1 Game theory refers to the study of how individuals (or in this case, countries) interact to achieve their own goals, which can include maximising one's gains, maximising the probability of attaining a certain goal, minimising risks and causing the greatest amount of damage to competition. It is the analysis of opposing players with conflicting interests, considering their gains and losses.
- 2 To read more about Julius Vogel, we recommend Raewyn Dalziel, *Julius Vogel: Business Politician* (Auckland: Auckland University Press, 1986) pp.104–106.
- 3 Benedikte Jensen, 'The end of the golden weather', The New Zealand Institute, 11 December 2008, retrieved 12 December from: <http://www.nzinstitute.org/>
- 4 Groupthink was defined by Irving Janis as: 'a mode of thinking that people engage in when they are deeply involved in a cohesive in-group, when the members' strivings for unanimity override their motivation to realistically appraise alternative courses of action.' Janis, Irving L. *Victims of Groupthink*. (Boston: Houghton Mifflin Company, 1972) p.9.