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In the realm of public good games, individual contributions, when combined, can create beneficial outcomes greater than the sum of their parts. The development of this dissertation, in many ways, resembled such a game, played finitely, yet over a large number of rounds. Unlike what game theory would predict for such a game, I had the great fortune that I could always count on the continued contribution and support of mentors, colleagues, family and friends. In this spirit, I would like to thank the following persons without which the realization of this dissertation would have quickly resulted in my defection and settled on a zero contribution equilibrium.

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Curriculum Vitae Lennart Reddmann

Lennart Reddmann was born on 10th April 1988 in Solingen, Germany. In 2008, he received his Abitur from the August-Dicke-Gymnasium in Solingen. After completing his civilian service, Lennart went on to study Psychology in Groningen, Netherlands, and received his Bachelor's degree in 2013. He then had a brief stint as a consultant for an Executive Search firm in Berlin, Germany. In 2015, he returned to the Netherlands to pursue his Master's studies in Social & Organisational Psychology at the University of Leiden, obtaining his degree in 2017. From 2017 to 2018, he worked as a research assistant with various researchers in the Social, Economic, and Organisational Psychology Department at Leiden University. In 2018, he began his PhD under the supervision of prof.dr. Carsten de Dreu and prof.dr. Jörg Gross, investigating peaceful alternatives in asymmetrical conflict situations, and completed his dissertation in 2023.