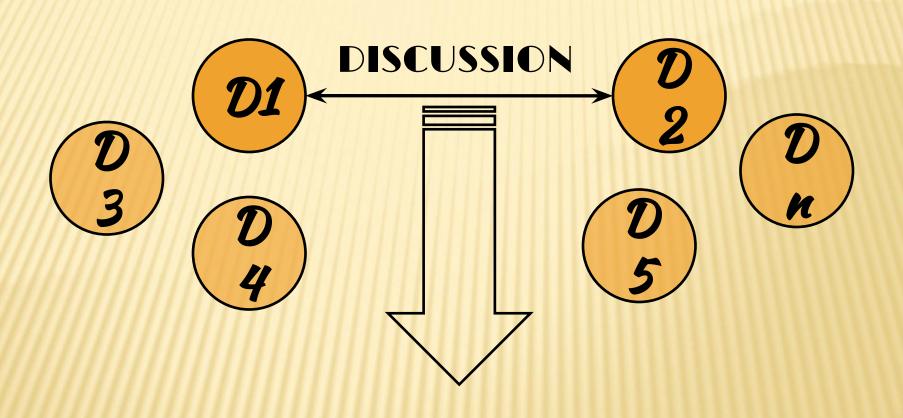
# GAMES PEOPLE PLAY: NEGOTIATIONS

#### WHAT IS NEGOTIATION?



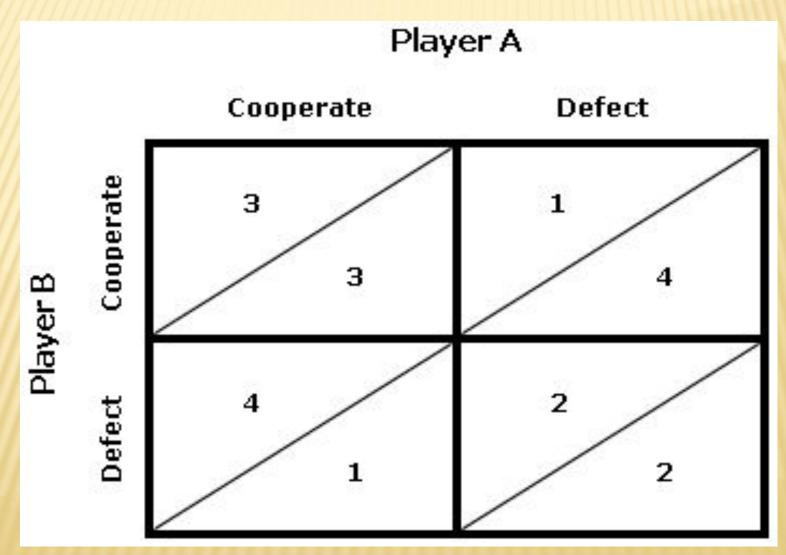
### SOLUTION

#### **GAME THEORY**

- Game simulates real life
- Includes 5 elements:

Players = decision makers
Strategies available
Rules
Outcomes
Payoffs

## AN EXAMPLE OF GAME THEORY: THE PRISONER'S DILEMMA



#### **TYPES OF NEGOTIATIONS**

#### DISTRIBUTIVE

Involve win-lose, fixed-amount situations wherein one party's gain is another party's loss

#### INTEGRATIVE

Involve joint problem solving to achieve results benefiting both parties which can lead to win-win or lose-lose outcome

#### **FOUR KEY CONCEPTS**

- BATNA
- Reservation Price
- Value Creation

#### **KNOW YOUR BATNA!**

- Best Alternative to a Negotiated Agreement (BATNA)
- Typical example: negotiate or go to court
- Improving your situation

Improve your BATNA
Identify the other side's BATNA
Weaken the other party's BATNA

#### **RESERVATION PRICE**

- The least favorable point at which one will accept a deal
- The "walk-away"
- Example: you are looking for larger office space. You set your BATNA at \$20/SF and your Reservation Price at 30\$/SF

#### ZOPA

Zone of Possible Agreement (ZOPA).



 The difference between the Seller's Reservation Price and the Buyer's Reservation Price



#### **QUESTION:**

What will happen if we change points of buyer's and seller's reservation price?



#### **VALUE CREATION**

- Create value = enlarge the pie
- Basic principles:

Seek out shared interests
Propose mutually beneficial trades
Secure insecure contracts

### PLANNING THE NEGOTIATIONS: PRE-NEGOTIATING

- Objectives
- What is involved? (+extremes)
- Goals of opposition
- NOT the costs => what is VALUABLE

#### PLANNING THE NEGOTIATIONS: NEGOTIATING

- confidence and power
- keep the negotiation in your control
- aim as high as you feel necessary
- remain flexible
- know your business

#### **COMING TO AN AGREEMENT**

- Write down the terms
- Discourage the other side from seeking further concessions
  - Be happy =)

THANK YOU FOR YOUR ATTENTION!