The Mathematics of the games Dobble and Sprouts

by
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Abstract: In this talk we use mathematics to examine the games of Dobble and Sprouts. We identify some mistakes in the instruction manual for Dobble. We also describe how to create a game similar to Dobble. Using graph theory we determine lower and upper bounds on the number of moves in the game Sprouts. Moreover, we show that a modified version of Sprouts, which appears to be a fair game, is not. Some open problems related to both games will be mentioned.

Tuesday, March 3, 2015
2:50-3:00 Refreshments
3:00-4:00 PM
CHEM 150
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