

# Abstract

Theories from the fields of economics, business management and decision analysis allow for the assessment of risk attitudes. Using games of chance it is possible to get an insight in the risk attitude of a decision maker. In this thesis an application is presented, which assesses risk attitudes by letting a decision maker play such games of chance.

The games indicate how the decision maker behaves in risky situations versus certain situations. The game results are then transformed into a utility function, using regression analysis. The utility function can be used by other applications to prioritise risk situations based on the assessed risk attitude of the decision maker.

The thesis also discuss the development of the application and the experience derived from the application of extreme programming as development approach.