

Probability in Look Up and Scream



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In the game Look Up and Scream, players stand in a circle, close their eyes, and on the count of three, open their eyes, with each player looking directly at another player. If two players look directly at each other, they scream and are out of the game. In this talk, I will derive a formula for the probability that there are y pairs of yells when n people play a round of the game. Using this formula, I will derive formulas for the mean and variance of the number of pairs of yells and demonstrate how to calculate the mean rounds a game will last when starting with n players. I will also present alternative derivations for the mean and variance of the number of pairs of yells.