

Robert Gibbons Game Theory For Applied Economists Solutions

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Game Theory and Strategy - Philip D. Straffin
1993
This book deals with applications of game theory

in a wide variety of disciplines.

Strategy and Game Theory - Felix Munoz-
Garcia 2016-08-10

This textbook presents worked-out exercises on game theory with detailed step-by-step explanations. While most textbooks on game theory focus on theoretical results, this book focuses on providing practical examples in which students can learn to systematically apply theoretical solution concepts to different fields of economics and business. The text initially presents games that are required in most courses at the undergraduate level and gradually advances to more challenging games appropriate for masters level courses. The first six chapters cover complete-information games, separately analyzing simultaneous-move and sequential-move games, with applications in industrial economics, law, and regulation. Subsequent chapters dedicate special attention to incomplete information games, such as signaling games, cheap talk games, and equilibrium refinements, emphasizing common steps and including graphical illustrations to focus students' attention on the most relevant

payoff comparisons at each point of the analysis. In addition, exercises are ranked according to their difficulty, with a letter (A-C) next to the exercise number. This allows students to pace their studies and instructors to structure their classes accordingly. By providing detailed worked-out examples, this text gives students at various levels the tools they need to apply the tenets of game theory in many fields of business and economics. This text is appropriate for introductory-to-intermediate courses in game theory at the upper undergraduate and master's level.

Principles of Econometrics - R. Carter Hill
2018-02-21

Principles of Econometrics, Fifth Edition, is an introductory book for undergraduate students in economics and finance, as well as first-year graduate students in a variety of fields that include economics, finance, accounting, marketing, public policy, sociology, law, and political science. Students will gain a working

knowledge of basic econometrics so they can apply modeling, estimation, inference, and forecasting techniques when working with real-world economic problems. Readers will also gain an understanding of econometrics that allows them to critically evaluate the results of others' economic research and modeling, and that will serve as a foundation for further study of the field. This new edition of the highly-regarded econometrics text includes major revisions that both reorganize the content and present students with plentiful opportunities to practice what they have read in the form of chapter-end exercises.

The Handbook of Organizational Economics - Robert S. Gibbons 2013

(E-book available via MyiLibrary) In even the most market-oriented economies, most economic transactions occur not in markets but inside managed organizations, particularly business firms. Organizational economics seeks to understand the nature and workings of such

organizations and their impact on economic performance. The Handbook of Organizational Economics surveys the major theories, evidence, and methods used in the field. It displays the breadth of topics in organizational economics, including the roles of individuals and groups in organizations, organizational structures and processes, the boundaries of the firm, contracts between and within firms, and more.

New Concepts and Methods in Air Traffic Management - Lucio Bianco 2013-03-09

This volume is a compendium of papers presented during the International Workshop on Air Traffic Management, which took place in Capri, Italy, on September 26-30, 1999. The workshop was organized by Italian National Research Council in co-operation with the University of Rome "Tor Vergata", and the Massachusetts Institute of Technology (MIT). This was the fifth in a series of meetings held periodically over a ten-year span for the purpose of encouraging an exchange of views and

findings by scientists in the field of Air Traffic Management (ATM). The papers presented at the workshop dealt with a wide range of topics and covered different aspects that are currently important in Air Traffic Control and Air Traffic Management. This volume contains only a subset of the papers presented, namely the ones that addressed the main area emphasis in the workshop, new concepts and methods. The subject of the first two papers is Collaborative Decision Making (CDM), a concept which embodies, to a large extent, the new philosophy of partial decentralization and increased delegation of responsibilities to users in ATM operations. In the first of these papers Wambsganss describes the original CDM project and its initial implementation in the form of the Ground Delay Program Enhancements. He also provides a brief description of some of the tools that have been developed as part of the CDM effort and identifies future research and development requirements.

An Introduction to Game Theory - Martin J. Osborne 2009-01

This text emphasizes the ideas behind modern game theory rather than their mathematical expression, but defines all concepts precisely. It covers strategic, extensive and coalitional games and includes the topics of repeated games, bargaining theory and evolutionary equilibrium. Game Theory for Applied Economists - Robert Gibbons 1992-07-13

This book introduces one of the most powerful tools of modern economics to a wide audience: those who will later construct or consume game-theoretic models. Robert Gibbons addresses scholars in applied fields within economics who want a serious and thorough discussion of game theory but who may have found other works overly abstract. Gibbons emphasizes the economic applications of the theory at least as much as the pure theory itself; formal arguments about abstract games play a minor role. The applications illustrate the process of model

building--of translating an informal description of a multi-person decision situation into a formal game-theoretic problem to be analyzed. Also, the variety of applications shows that similar issues arise in different areas of economics, and that the same game-theoretic tools can be applied in each setting. In order to emphasize the broad potential scope of the theory, conventional applications from industrial organization have been largely replaced by applications from labor, macro, and other applied fields in economics. The book covers four classes of games, and four corresponding notions of equilibrium: static games of complete information and Nash equilibrium, dynamic games of complete information and subgame-perfect Nash equilibrium, static games of incomplete information and Bayesian Nash equilibrium, and dynamic games of incomplete information and perfect Bayesian equilibrium.

Law and Economics - Jeffrey L. Harrison 2008
Law and Economics features short chapters,

allowing instructors to devise custom courses that match their interests. The text is a highly readable, accessible book, filled with compelling cases. It makes use of formal, technical economics only when necessary. Law and Economics makes the field come alive.

Market Design - Guillaume Haeringer
2018-03-02

A broad overview of market mechanisms, with an emphasis on the interplay between theory and real-life applications; examples range from eBay auctions to school choice. This book offers an introduction to market design, providing students with a broad overview of issues related to the design and analysis of market mechanisms. It defines a market as a demand and a supply, without specifying a price system or mechanism. This allows the text to analyze a broad set of situations—including such unconventional markets as college admissions and organ donation—and forces readers to pay attention to details that might otherwise be

overlooked. Students often complain that microeconomics is too abstract and disconnected from reality; the study of market design shows how theory can help solve existing, real-life problems. The book focuses on the interplay between theory and applications. To keep the text as accessible as possible, special effort has been made to minimize formal description of the models while emphasizing the intuitive, with detailed explanations and resolution of examples. Appendixes offer general reviews of elements of game theory and mechanism design that are related to the themes explored in the book, presenting the basic concepts with as many explanations and illustrations as possible. The book covers topics including the basics of simple auctions; eBay auctions; Vickrey-Clarke-Groves auctions; keyword auctions, with examples from Google and Facebook; spectrum auctions; financial markets, with discussions of treasury auctions and IPOs; trading on the stock market; the basic matching

model; medical match; assignment problems; probabilistic assignments; school choice; course allocation, with examples from Harvard and Wharton; and kidney exchange.

Economics and the Theory of Games -

Fernando Vega-Redondo 2003-07-28

Sample Text

Strategy: An Introduction to Game Theory (Third Edition) - Joel Watson 2013-05-09

The perfect balance of readability and formalism. Joel Watson has refined his successful text to make it even more student-friendly. A number of sections have been added, and numerous chapters have been substantially revised. Dozens of new exercises have been added, along with solutions to selected exercises. Chapters are short and focused, with just the right amount of mathematical content and end-of-chapter exercises. New passages walk students through tricky topics.

Game Theory and the Law - Douglas G. Baird
1998

Game Theory and the Law promises to be the definitive guide to the field. It provides a highly sophisticated yet exceptionally clear explanation of game theory, with a host of applications to legal issues. The authors have not only synthesized the existing scholarship, but also created the foundation for the next generation of research in law and economics."

Beautiful Game Theory - Ignacio Palacios-Huerta 2014-05-25

A wealth of research in recent decades has seen the economic approach to human behavior extended over many areas previously considered to belong to sociology, political science, law, and other fields. Research has also shown that economics can provide insight into many aspects of sports, including soccer. Beautiful Game Theory is the first book that uses soccer to test economic theories and document novel human behavior. In this brilliant and entertaining book, Ignacio Palacios-Huerta illuminates economics through the world's most popular sport. He

offers unique and often startling insights into game theory and microeconomics, covering topics such as mixed strategies, discrimination, incentives, and human preferences. He also looks at finance, experimental economics, behavioral economics, and neuroeconomics. Soccer provides rich data sets and environments that shed light on universal economic principles in interesting and useful ways. Essential reading for students, researchers, and sports enthusiasts, Beautiful Game Theory is the first book to show what soccer can do for economics.

Papers in Game Theory - J.C. Harsanyi
2013-03-09

This volume contains twelve of my game-theoretical papers, published in the period of 1956-80. It complements my *Essays on Ethics, Social Behavior, and Scientific Explanation*, Reidel, 1976, and my *Rational Behavior and Bargaining Equilibrium in Games and Social Situations*, Cambridge University Press, 1977. These twelve papers deal with a wide range of

game-theoretical problems. But there is a common intellectual thread going through all of them: they are all parts of an attempt to generalize and combine various game-theoretical solution concepts into a unified solution theory yielding one-point solutions for both cooperative and noncooperative games, and covering even such 'non-classical' games as games with incomplete information. SECTION A The first three papers deal with bargaining models. The first one discusses Nash's two-person bargaining solution and shows its equivalence with Zeuthen's bargaining theory. The second considers the rationality postulates underlying the Nash-Zeuthen theory and defends it against Schelling's objections. The third extends the Shapley value to games without transferable utility and proposes a solution concept that is at the same time a generalization of the Shapley value and of the Nash bargaining solution.

The Economics of Contracts - Bernard Salanié

2005-03-11

A concise introduction to the theory of contracts, emphasizing basic tools that allow the reader to understand the main theoretical models; revised and updated throughout for this edition.

General Equilibrium Theory - Ross M. Starr
1997-07-13

General Equilibrium Theory: An Introduction presents to students general equilibrium analysis.

[Playing for Real](#) - Ken Binmore 2007-03-29
Publisher Description

[Games and Information](#) - Eric Rasmusen 1989
What may be the most successful introductory game theory textbook ever written is now available in its fourth edition. Since it first published in 1989, successive editions have made its presentation ever more elegant, with incisive problem sets and applications.

[Game Theory](#) - Roger B. Myerson 2013-03-01
Eminently suited to classroom use as well as individual study, Roger Myerson's introductory

text provides a clear and thorough examination of the models, solution concepts, results, and methodological principles of noncooperative and cooperative game theory. Myerson introduces, clarifies, and synthesizes the extraordinary advances made in the subject over the past fifteen years, presents an overview of decision theory, and comprehensively reviews the development of the fundamental models: games in extensive form and strategic form, and Bayesian games with incomplete information.

Biblical Games - Steven J. Brams 2003

BACK IN PRINT with a new preface and a new chapter

Game Theory - Drew Fudenberg 1991-08-29

This advanced text introduces the principles of noncooperative game theory in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. This advanced text introduces the principles of noncooperative

game theory—including strategic form games, Nash equilibria, subgame perfection, repeated games, and games of incomplete information—in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. The analytic material is accompanied by many applications, examples, and exercises. The theory of noncooperative games studies the behavior of agents in any situation where each agent's optimal choice may depend on a forecast of the opponents' choices. "Noncooperative" refers to choices that are based on the participant's perceived selfinterest. Although game theory has been applied to many fields, Fudenberg and Tirole focus on the kinds of game theory that have been most useful in the study of economic problems. They also include some applications to political science. The fourteen chapters are grouped in parts that cover static games of complete information, dynamic games

of complete information, static games of incomplete information, dynamic games of incomplete information, and advanced topics.

Individual Strategy and Social Structure - H. Peyton Young 2020-06-16

Neoclassical economics assumes that people are highly rational and can reason their way through even the most complex economic problems. In *Individual Strategy and Social Structure*, Peyton Young argues for a more realistic view in which people have a limited understanding of their environment, are sometimes short-sighted, and occasionally act in perverse ways. He shows how the cumulative experiences of many such individuals coalesce over time into customs, norms, and institutions that govern economic and social life. He develops a theory that predicts how such institutions evolve and characterizes their welfare properties. The ideas are illustrated through a variety of examples, including patterns of residential segregation, rules of the road, claims on property, forms of

economic contracts, and norms of equity. The book relies on new results in evolutionary game theory and stochastic dynamical systems theory, many of them originated by the author. It can serve as an introductory text, or be read on its own as a contribution to the study of economic and social institutions.

A Guide to Econometrics - Peter Kennedy 2008-02-19

This is the perfect (and essential) supplement for all econometrics classes--from a rigorous first undergraduate course, to a first master's, to a PhD course. Explains what is going on in textbooks full of proofs and formulas Offers intuition, skepticism, insights, humor, and practical advice (dos and don'ts) Contains new chapters that cover instrumental variables and computational considerations Includes additional information on GMM, nonparametrics, and an introduction to wavelets

Games of Strategy - Dixit, Avinash K 2015-01-05
A clear, comprehensive introduction to the study

of game theory. In the fourth edition, new real-world examples and compelling end-of-chapter exercises engage students with game theory.

Game Theory Basics - Bernhard von Stengel
2021-08-19

A lively introduction to Game Theory, ideal for students in mathematics, computer science, or economics.

Auction Theory - Vijay Krishna 2009-09-28

Vijay Krishna's 2e of Auction Theory improves upon his 2002 bestseller with a new chapter on package and position auctions as well as end-of-chapter questions and chapter notes. Complete proofs and new material about collusion complement Krishna's ability to reveal the basic facts of each theory in a style that is clear, concise, and easy to follow. With the addition of a solutions manual and other teaching aids, the 2e continues to serve as the doorway to relevant theory for most students doing empirical work on auctions. Focuses on key auction types and serves as the doorway to relevant theory for

those doing empirical work on auctions New chapter on combinatorial auctions and new analyses of theory-informed applications New chapter-ending exercises and problems of varying difficulties support and reinforce key points

Game Theory - Dario Bauso 2014-10-06

This is the first tutorial to give such a concise and accessible introduction to game theory. It will be of use to all students, practitioners, and researchers looking to understand the basic concepts, models, and applications.

Game Theory - Michael Maschler 2020-06-25

Now in its second edition, this popular textbook on game theory is unrivalled in the breadth of its coverage, the thoroughness of technical explanations and the number of worked examples included. Covering non-cooperative and cooperative games, this introduction to game theory includes advanced chapters on auctions, games with incomplete information, games with vector payoffs, stable matchings and

the bargaining set. This edition contains new material on stochastic games, rationalizability, and the continuity of the set of equilibrium points with respect to the data of the game. The material is presented clearly and every concept is illustrated with concrete examples from a range of disciplines. With numerous exercises, and the addition of a solution manual with this edition, the book is an extensive guide to game theory for undergraduate through graduate courses in economics, mathematics, computer science, engineering and life sciences, and will also serve as useful reference for researchers.

Games and Decision Making - Charalambos D. Aliprantis 2011

Games and Decision Making, Second Edition, is a unique blend of decision theory and game theory. From classical optimization to modern game theory, authors Charalambos D. Aliprantis and Subir K. Chakrabarti show the importance of mathematical knowledge in understanding and analyzing issues in decision making.

Through an imaginative selection of topics, Aliprantis and Chakrabarti treat decision and game theory as part of one body of knowledge. They move from problems involving the individual decision-maker to progressively more complex problems such as sequential rationality, auctions, and bargaining. By building each chapter on material presented earlier, the authors offer a self-contained and comprehensive treatment of these topics. Successfully class-tested in an advanced undergraduate course at the Krannert School of Management and in a graduate course in economics at Indiana University, Games and Decision Making, Second Edition, is an essential text for advanced undergraduates and graduate students of decision theory and game theory. The book is accessible to students who have a good basic understanding of elementary calculus and probability theory. New to this Edition * Chapter 2 includes new sections on two-person games, best-response strategies, mixed

strategies, and incomplete information * Chapter 4 has been expanded to provide new material on behavior strategies and applications * The chapter on auctions (5) includes a new section on revenue equivalence * Offers two new chapters, on repeated games (7) and existence results (9) * New applications have been added to all the chapters

Advanced Microeconomic Theory - Felix Munoz-Garcia 2017-08-11

An introduction to advanced topics in microeconomics that emphasizes the intuition behind assumptions and results, providing examples that show how to apply theory to practice. This textbook offers an introduction to advanced microeconomic theory that emphasizes the intuition behind mathematical assumptions, providing step-by-step examples that show how to apply theoretical models. It covers standard topics such as preference relations, demand theory and applications, producer theory, choice under uncertainty, partial and general

equilibrium, monopoly, game theory and imperfect competition, externalities and public goods, and contract theory; but its intuitive and application-oriented approach provides students with a bridge to more technical topics. The book can be used by advanced undergraduates as well as Masters students in economics, finance, and public policy, and by PhD students in programs with an applied focus. The text connects each topic with recent findings in behavioral and experimental economics, and discusses these results in context, within the appropriate chapter. Step-by-step examples appear immediately after the main theoretical findings, and end-of chapter exercises help students understand how to approach similar exercises on their own. An appendix reviews basic mathematical concepts. A separate workbook, *Practice Exercises for Advanced Microeconomic Theory*, offers solutions to selected problems with detailed explanations. The textbook and workbook together help students improve both

their theoretical and practical preparation in advanced microeconomics.

An Introduction to Applicable Game Theory

- Robert Gibbons 1996

This paper offers an introduction to game theory for applied economists. I try to give simple definitions and intuitive examples of the basic kinds of games and their solution concepts.

There are four kinds of games: static or dynamic, and complete or incomplete information.

(Complete information means there is no private information.) The corresponding solution concepts are: Nash equilibrium in static games of complete information; backwards induction (or subgame-perfect Nash equilibrium) in dynamic games of complete information; Bayesian Nash equilibrium in static games with incomplete information; and perfect Bayesian (or sequential) equilibrium in dynamic games with incomplete information. The main theme of the paper is that these solution concepts are closely linked. As we consider progressively richer

games, we progressively strengthen the solution concept, to rule out implausible equilibria in the richer games that would survive if we applied solution concepts available for simpler games. In each case, the stronger solution concept differs from the weaker concept only for the richer games, not for the simpler games.

[A Course in Game Theory](#) - Martin J. Osborne
1994-07-12

A Course in Game Theory presents the main ideas of game theory at a level suitable for graduate students and advanced undergraduates, emphasizing the theory's foundations and interpretations of its basic concepts. The authors provide precise definitions and full proofs of results, sacrificing generalities and limiting the scope of the material in order to do so. The text is organized in four parts: strategic games, extensive games with perfect information, extensive games with imperfect information, and coalitional games. It includes over 100 exercises.

Game Theory - Steven Tadelis 2013-01-10

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook

for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

[Studyguide for Game Theory for Applied Economists by Gibbons, Robert, ISBN 9780691003955](#) - Cram101 Textbook Reviews

2011-05

Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included.

Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780691003955

Strategies and Games - Prajit K. Dutta

1999-02-16

Game theory has become increasingly popular among undergraduate as well as business school students. This text is the first to provide both a complete theoretical treatment of the subject and a variety of real-world applications, primarily in economics, but also in business, political science, and the law. Game theory has become increasingly popular among undergraduate as well as business school students. This text is the first to provide both a complete theoretical

treatment of the subject and a variety of real-world applications, primarily in economics, but also in business, political science, and the law. Strategies and Games grew out of Prajit Dutta's experience teaching a course in game theory over the last six years at Columbia University. The book is divided into three parts: Strategic Form Games and Their Applications, Extensive Form Games and Their Applications, and Asymmetric Information Games and Their Applications. The theoretical topics include dominance solutions, Nash equilibrium, backward induction, subgame perfect equilibrium, repeated games, dynamic games, Bayes-Nash equilibrium, mechanism design, auction theory, and signaling. An appendix presents a thorough discussion of single-agent decision theory, as well as the optimization and probability theory required for the course. Every chapter that introduces a new theoretical concept opens with examples and ends with a case study. Case studies include Global Warming

and the Internet, Poison Pills, Treasury Bill Auctions, and Final Jeopardy. Each part of the book also contains several chapter-length applications including Bankruptcy Law, the NASDAQ market, OPEC, and the Commons problem. This is also the first text to provide a detailed analysis of dynamic strategic interaction.

Political Game Theory - Nolan McCarty
2007-01-08

Political Game Theory is a self-contained introduction to game theory and its applications to political science. The book presents choice theory, social choice theory, static and dynamic games of complete information, static and dynamic games of incomplete information, repeated games, bargaining theory, mechanism design and a mathematical appendix covering, logic, real analysis, calculus and probability theory. The methods employed have many applications in various disciplines including comparative politics, international relations and

American politics. Political Game Theory is tailored to students without extensive backgrounds in mathematics, and traditional economics, however there are also many special sections that present technical material that will appeal to more advanced students. A large number of exercises are also provided to practice the skills and techniques discussed.

Games, Strategies and Decision Making -
Joseph Harrington 2009

This book on game theory introduces and develops the key concepts with a minimum of mathematics. Students are presented with empirical evidence, anecdotes and strategic situations to help them apply theory and gain a genuine insight into human behaviour. The book provides a diverse collection of examples and scenarios from history, literature, sports, crime, theology, war, biology, and everyday life. These examples come with rich context that adds real-world meat to the skeleton of theory. Each chapter begins with a specific strategic situation

and is followed with a systematic treatment that gradually builds understanding of the concept.

An Introduction to Mathematical Analysis for Economic Theory and Econometrics - Dean Corbae 2009-02-17

Providing an introduction to mathematical analysis as it applies to economic theory and econometrics, this book bridges the gap that has separated the teaching of basic mathematics for economics and the increasingly advanced mathematics demanded in economics research today. Dean Corbae, Maxwell B. Stinchcombe, and Juraj Zeman equip students with the knowledge of real and functional analysis and measure theory they need to read and do research in economic and econometric theory.

Unlike other mathematics textbooks for economics, *An Introduction to Mathematical Analysis for Economic Theory and Econometrics* takes a unified approach to understanding basic and advanced spaces through the application of the Metric Completion Theorem. This is the

concept by which, for example, the real numbers complete the rational numbers and measure spaces complete fields of measurable sets.

Another of the book's unique features is its concentration on the mathematical foundations of econometrics. To illustrate difficult concepts, the authors use simple examples drawn from economic theory and econometrics. Accessible and rigorous, the book is self-contained, providing proofs of theorems and assuming only an undergraduate background in calculus and linear algebra. Begins with mathematical analysis and economic examples accessible to advanced undergraduates in order to build intuition for more complex analysis used by graduate students and researchers Takes a unified approach to understanding basic and advanced spaces of numbers through application of the Metric Completion Theorem Focuses on examples from econometrics to explain topics in measure theory

Game Theory - Shaun Hargreaves Heap 2004

Requiring no more than basic arithmetic, this book provides a careful and accessible introduction to the basic pillars of Game Theory, tracing its intellectual origins and philosophical premises.

Game Theory and Public Policy, SECOND EDITION - Roger A. McCain 2015-11-25

This book provides a critical, selective review of concepts from game theory and their applications in public policy, and further suggests some modifications for some of the models (chiefly in cooperative game theory) to improve their applicability to economics and public policy.