



Games and Information: An Introduction to Game Theory

By Eric Rasmusen

Wiley-Blackwell. Hardcover. Book Condition: New. Hardcover. 558 pages. Dimensions: 9.7in. x 7.5in. x 1.0in. Written in a crisp and approachable style, Games and Information uses simple modeling techniques and straightforward explanations to provide students with an understanding of game theory and information economics. Written for introductory courses seeking a little rigor. The 4th edition brings the material fully up-to-date and includes new end-of-chapter problems and classroom projects, as well as a math appendix. Accompanied by a comprehensive website featuring solutions to problems and teaching notes. This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Hardcover.



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Written in a crisp and approachable style, *Games and Information* uses simple modeling techniques and straightforward explanations to provide students with an understanding of game theory and information economics. Written for introductory courses seeking a little rigor. The 4th edition brings the material fully up-to-date and includes new end-of-chapter problems and classroom projects, as well as a math appendix. Accompanied by a comprehensive website featuring solutions to problems and teaching notes. Categories: Mathematics\Game Theory. Year: 2006. Introduction. History. Game Theory's Method. Exemplifying Theory. This Book's Style. Notes

Fundamentals of evolutionary game theory and its applications /Fundamentals of evolutionary game. 223 PagesÂ·2015Â·8.55 MBÂ·16,664 DownloadsÂ·New! This book both summarizes the basic theory of evolutionary games and explains their developing ...Â of the American Mathematical SocietyAn Introduction to Linear Programming and Game Theory, Third E Game Theory and Its Applications. 135 PagesÂ·1981Â·1.24 MBÂ·32,509 DownloadsÂ·New! Book by American Mathematical Society Short Course, Game Theory and its Applications (1979 : Biloxi Strategy: An Introduction to Game Theory (Third - Dutra economicus. 514 PagesÂ·2013Â·18.13 MBÂ·6,011 Downloads. Game-theoretic models help characterize the incentives for firms to share or not to share private information with competitors (Cason, 1994). The basic way in which game-theoretic models incorporate strategic interactions is through the notion of Nash equilibrium (Osborne, 2009;Rasmusen, 2007).Â We use game theory models in this way: not claiming precise predictive value, but to structure information we have about past events, in a way that helps us to understand the conditions under which certain nature-based solutions might be expected as the outcome, and the conditions under which this outcome is implausible. On the Nature Based Flood Defence Dilemma and its Resolution: A game theory based analysis. Article. Full-text available. "Rasmusenâ€™s *Games and Information* provides wonderful coverage of the basics of game theory and information economics. His consistent style of presenting the theoretical structures lucidly unifies his testâ€™s wide and well-chosen range of applications. I wish that all my students could take a course based on this book, and envy them the opportunity." Maxwell B. Stinchcombe, University of Texas at Austin.Â However, I am puzzled why the author jumps right to games of imperfect information after a merely basic introduction of static game. I prefer Fudenberg & Tirole because the book first touches upon games without uncertainty and fully discusses how players make decisions in static game and repeated games. Game Theory might be better described as Strategy Theory, or Theory of Interactive Decision Making. A strategic situation involves two or more interacting players who make decisions while trying to anticipate the actions and reactions by others. Game theory studies the general principles that explain how people and organizations act in strategic situations.