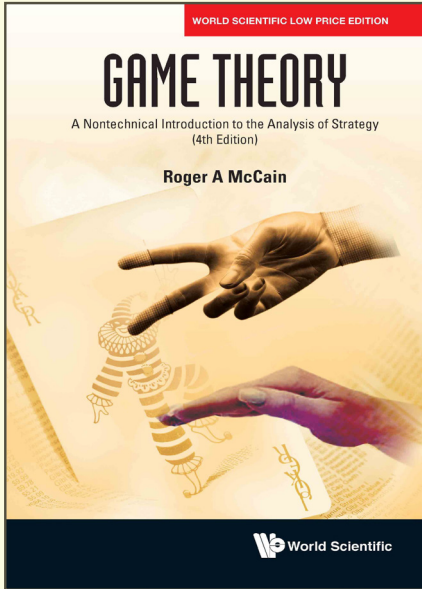


Game Theory, 4th Edition

A Nontechnical Introduction to the Analysis of Strategy



By **Roger A McCain**
(Drexel University, USA)

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ABOUT THE BOOK

As with the previous editions, this fourth edition relies on teaching by example and the Karplus Learning Cycle to convey the ideas of game theory in a way that is approachable, intuitive, and interdisciplinary. Noncooperative equilibrium concepts such as Nash equilibrium, mixed strategy equilibria, and subgame perfect equilibrium are systematically introduced in the first half of the book. Bayesian Nash equilibrium is briefly introduced. The subsequent chapters discuss cooperative solutions with and without side payments, rationalizable strategies and correlated equilibria, and applications to elections, social mechanism design, and larger-scale games. New examples include panic buying, supply-chain shifts in the pandemic, and global warming.

READERSHIP

Undergraduates and graduates studying game theory or those interested to know more about game theory.

CONTENTS

- **Interactive Decisions:**
 - Conflict, Strategy, and Games
 - Some Foundations
- **Equilibrium in Normal Form Games:**
 - Dominant Strategies and Social Dilemmas
 - Nash Equilibrium
 - Games with Two or More Nash Equilibria
 - Three-Person Games
 - Probability and Game Theory
 - Mixed Strategy Nash Equilibria

- **Sequential and Repeated Play:**
 - Sequential Games
 - Repeated Play
 - Indefinitely Repeated Play
- **Cooperation:**
 - Cooperative Games in Coalition Function Form
 - Cooperative Games Without Coalition Functions
- **Advanced Topics:**
 - *N*-Person Games
 - Duopoly Strategies and Prices
 - Rationalizable Strategies
 - Trembling Hands and Correlated Strategies
 - Voting Games
 - Social Mechanism Design
 - Games, Experiments, and Behavioral Game Theory
 - Evolution and Adaptive Learning

ABOUT THE AUTHOR

Dr Roger A McCain, a native of Louisiana, had his education at Louisiana State University and has been a university faculty member, specializing in economics or in game theory, since 1967. He is Professor in the School of Economics, Drexel University, Philadelphia, Pa, where he has been since 1988. McCain is the author of seven books, including textbooks in *Game Theory and Microeconomic Theory*, and research monographs on cognitive economics, computational models of economic growth, and applied game theory. He has also written more than 100 scholarly papers and addresses and is guilty of two published short stories.

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