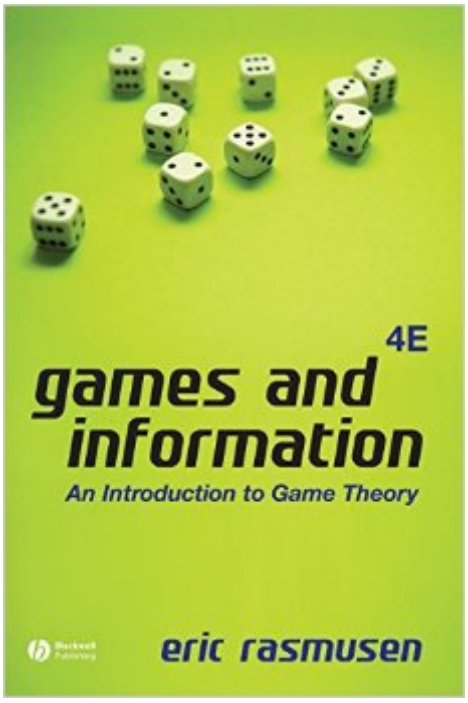
Games And Information: An Introduction To Game Theory



Synopsis

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.

Book Information

Hardcover: 558 pages

Publisher: Wiley-Blackwell; 4 edition (November 28, 2006)

Language: English

ISBN-10: 1405136669

ISBN-13: 978-1405136662

Product Dimensions: 7.7 x 1.5 x 10 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (9 customer reviews)

Best Sellers Rank: #122,899 in Books (See Top 100 in Books) #23 inÂ Books > Science & Math > Evolution > Game Theory #27 inÂ Books > Textbooks > Business & Finance > Economics > Economic Theory #53 inÂ Books > Business & Money > Economics > Econometrics

Customer Reviews

This textbook was required in the game theory class I took in economics graduate school. For a grad text, it’s simple and easy, but that’s the beauty of it. I read it cover-to-cover, enjoying each page, and coming away with a deeper understanding and wanting to continue learning and applying the concepts. I guarantee I couldn’t do this with the books used in most of my other classes. It helped me do exceedingly well in class and impress my department chair.The author explains concepts in a step-by-step approach, so I never felt overwhelmed. They always returned to examples that were as simple as possible to illustrate the concepts, then built on them as you learn more through the chapters. Applications ranged from war games to business competition to downright silly anecdotes.I see uses for the understanding of game theory I first acquired in this book all the time. People around me become interested and ask me where to get a good primer on the subject. I always recommend this book and lend it out so much that, in honesty, I should just buy another copy.

This is a good text for game theory students. Concise and well structured, it gives sufficient details to provide a good understanding of the subject. The math is easy to follow although the choice of words may sometimes be inappropriate resulting in a logical jump, but that is well compensated by the content. There are some typo mistakes which should be corrected by the next edition. The author tries to moderate the math with logical explanantions and does it with reasonable success although some sections can still be improved. The section on bargaining, for example, is poorly explained. Overall, a good text for teaching.

This is the third game theory book I read (the first two are Game Theory for Applied Economists by Gibbons and Game Theory by Fudenberg & Tirole). This book is good in the sense that the author elaborates the history of game theory and introduces it with simple yet detailed examples. 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. After having built a solid foundation of games without uncertainty, the authors then introduced games with incomplete information. From my perspective this is a more normal way of studying game theory.

This book is the classic text on Game Theory. Game Theory is about strategy and it applies to a variety of subject matters. Strategy is applied to business, investing, law enforcement, and life in general. Strategy is about examining the situation as given and determining how to maximize your gains.One of the toughest concepts to master is the fact that maximizing one’s gains doesn’t always mean that one must win or obtain the most. At times it means that one must determine which action to take that can prevent one’s opponent from doing as well or better as himself.I have personally found that this book is valuable tool that can be used in the realm of artificial intelligence programming for games.

In my opinion this is the best introduction to non-cooperative game theory. It is very clear, engaging and full of practical examples.Rasmusen uses what he calls the "exemplary theory" or "non-fat" models approach by teaching game theory problems using some simple numerical problems, ith not much formalism, yet very rigorous. You’d only need basic multivariable calculus skills, but even with basic calculus you can understand some of the intuition in the problems.The book has also a very

good introduction on the main Game Theory books that compete with this. Professor Rasmusen website also has some useful articles and supplementary articles. Finally, the notes and references at the end of each chapter can be very helpful if you're doing a research in the area.