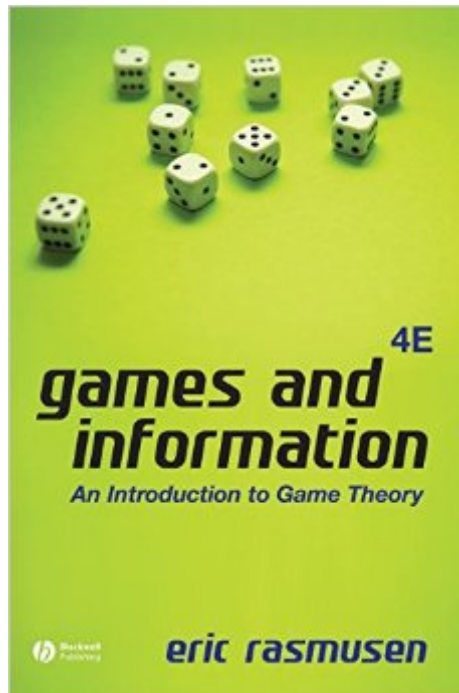


The book was found

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 stars Â See all reviews Â (9 customer reviews)

Best Sellers Rank: #122,899 in Books (See Top 100 in Books) #23 in Â Books > Science & Math > Evolution > Game Theory #27 in Â Books > Textbooks > Business & Finance > Economics > Economic Theory #53 in Â 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 explanations 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 a 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, with 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.

[Download to continue reading...](#)

Games and Information: An Introduction to Game Theory Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution Reference and Information Services: An Introduction, 4th Edition (Library and Information Science Text) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Game-Changer: Game Theory and the Art of Transforming Strategic Situations Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Game Theory: An Introduction An Introduction to Game Theory Information Processing with Evolutionary Algorithms: From Industrial Applications to Academic Speculations (Advanced Information and Knowledge Processing) Data Information Literacy: Librarians, Data, and the Education of a New Generation of Researchers (Purdue information literacy handbooks) Information Ecology: Mastering the Information and Knowledge Environment Building Enterprise Information Architectures: Reengineering Information Systems Drug Information Handbook: A Clinically Relevant Resource for All Healthcare Professionals (Drug Information Handbook (Domestic Ed)) Contemporary Drug Information: An Evidence-Based Approach (Gaenelein, Contemporary Drug Information) CDC Health Information for International Travel 2012: The Yellow Book (CDC Health Information for International Travel: The Yellow Book)

[Dmca](#)