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Nota di contenuto	Preliminary Material / Ahti-Veikko Pietarinen -- Chapter 1: An Invitation To Language And Games / Ahti-Veikko Pietarinen -- Chapter 2: Language Games, A Foundation For Semantics And Ontology / John F. Sowa -- Chapter 3: Counterfeiting Truth: Statistical Reporting On The Basis Of Trust / David M. Levy and Sandra J. Peart -- Chapter 4: From Signals To Symbols: Grounding Language Origins In Communication Games / Angel Álonso-Cortés -- Chapter 5: Evolutionary Games And Social Conventions / Pelle Guldborg Hansen -- Chapter 6: Evolutionary Models Of Language / Cecilia Di Chio and Paolo Di Chio -- Chapter 7: Game Dynamics Connects Semantics And Pragmatics / Gerhard Jäger -- Chapter 8: Building Game-Theoretic Models Of Conversations / Jun Miyoshi -- Chapter 9: Situations And Solution Concepts In Game-Theoretic Approaches To Pragmatics / Ian Ross -- Chapter 10: An Introduction To Equilibrium Semantics For Natural Language / Praskant Parikh and Robin Clark -- Chapter 11: Rule Ordering: A Look At Quantifier Scope And Coordination In GTS / Tatjana Scheffler -- Chapter 12: Two Notions Of Scope / Gabriel Sandu

-- Chapter 13: Semantic Games And Generalised Quantifiers / Ahti-Veikko Pietarinen -- Chapter 14: Games, Quantifiers And Pronouns / Robin Clark -- Chapter 15: The Semantics/Pragmatics Distinction From The Game-Theoretic Point Of View / Ahti-Veikko Pietarinen -- Index / Ahti-Veikko Pietarinen.

Sommario/riassunto

This is the first book to collect research on game-theoretic tools in the analysis of language with particular reference to semantics and pragmatics. Games are significant, because they pertain equally to pragmatics and semantics of natural language. The book provides an overview of the variety of ways in which game theory is used in the analysis of linguistic meaning and shows how games arise in pragmatic as well as semantic investigations. The book is a balanced combination of philosophical, linguistic, logical and mathematical argumentation. The book has an introductory and a concluding chapter, written by the editor, to give a gentle introduction to the topics covered in the book and to provide wider conclusions and prospects arising from the individual essays. The major topics covering the field of game theory and linguistic meaning included in the book are: language games, Wittgenstein evolutionary language games communication games, Grice games of partial information equilibrium semantics game-theoretic semantics logical modelling, and generalised quantifiers the semantics/pragmatics distinction. It includes international contributions from known leaders in the field. It is part of the Current Research in Semantics/Pragmatics Interface series.
