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Altri autori (Persone)	GoforthDavid
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Nota di bibliografia	Includes bibliographical references (p. 169-172) and index.
Nota di contenuto	Book Cover -- Title -- Copyright -- Contents -- List of Figures -- List of Tables -- Chapter 1 2x2 games and the strategic form -- Chapter 2 144 games -- Chapter 3 Elementary topology of 2 x 2 games -- Chapter 4 Symmetric games -- Chapter 5 A Family for the PD -- Chapter 6 Connecting the layers -- Chapter 7 37 Holes, Coordination games, Battles of the Sexes and the hotspots -- Chapter 8 Classifying conflict -- Chapter 9 A Periodic Table for the 2x2 Games -- Chapter 10 The real world -- Glossary -- Bibliography -- Index.
Sommario/riassunto	Game theory has implications for all the social sciences and beyond. It now provides the theoretical basis for almost all teaching in economics, and 2x2 games provide the very basis of game theory. Here, Goforth and Robinson here have delivered a well-written and knowledgeable, 'periodic table' of the most common games including:* the prisoner's dilemma* coordination games* chicken* the battle of the sexes.This book will provide a valuable reference for students of microeconomics and business mathematics.