

1. Record Nr.	UNISA996465926003316
Titolo	Language, Games, and Evolution [[electronic resource]] : Trends in Current Research on Language and Game Theory / / edited by Anton Benz, Christian Ebert, Gerhard Jäger, Robert van Rooij
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-18006-X
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (VII, 189 p. 21 illus., 1 illus. in color.)
Collana	Lecture Notes in Artificial Intelligence ; ; 6207
Disciplina	006.3
Soggetti	Artificial intelligence Algorithms Computers Computer science—Mathematics Mathematical logic Artificial Intelligence Algorithm Analysis and Problem Complexity Computation by Abstract Devices Discrete Mathematics in Computer Science Mathematical Logic and Formal Languages
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	pt. 1. Non-evolutionary approaches : synchronic phenomena -- pt. 2. Evolutionary approaches : diachronic phenomena.
Sommario/riassunto	Recent years witnessed an increased interest in formal pragmatics and especially the establishment of game theory as a new research methodology for the study of language use. Game and Decision Theory (GDT) are natural candidates if we look for a theoretical foundation of linguistic pragmatics. Over the last decade, a firm research community has emerged with a strong interdisciplinary character, where economists, philosophers, and social scientists meet with linguists. Within this field of research, three major currents can be distinguished: one is closely related to the Gricean paradigm and aims at a precise foundation of pragmatic reasoning, the second originates in the

economic literature and is concerned with the role of game theory in the context of language use, and the third aims at language evolution seen either from a biological or from a cultural perspective. Edited in collaboration with FoLLI, the Association of Logic, Language and Information, this volume is based on a selection of papers of two international conferences, one organised at ESLLI in 2007 on language, games, and evolution, and the other organised at the ZAS in Berlin on games and decisions in pragmatics in 2008. This volume is rounded off by additional invited papers and now contains eight articles of leading researchers in the field which together provide a state-of-the-art survey of current research on language evolution and game theoretic approaches to pragmatics.
