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| Nota di contenuto | Contents; Preface; CHAPTER ONE. Introduction to Game Theory; PART I. STATIC GAMES WITH COMPLETE INFORMATION; CHAPTER TWO. Coalition Games; CHAPTER THREE. Strategic Moves and Deterring Defection; CHAPTER FOUR. Competition Games; CHAPTER FIVE. Coordination Games; CHAPTER SIX. Infinitely-Repeated Games; |

CHAPTER SEVEN. Finitely-Repeated Games; CHAPTER EIGHT. Evolution Games; CHAPTER NINE. Tit-for-Tat; CHAPTER TEN. Mixing Pure Strategies; CHAPTER ELEVEN. Continuous Strategies; CHAPTER TWELVE. Static Oligopoly Games; CHAPTER THIRTEEN. Strategic Trade Policy CHAPTER FOURTEEN. Product DifferentiationCHAPTER FIFTEEN. Strategic Complements; PART II. DYNAMIC GAMES WITH COMPLETE AND PERFECT INFORMATION; CHAPTER SIXTEEN. Game Trees; CHAPTER SEVENTEEN. A Dynamic Oligopoly Game; CHAPTER EIGHTEEN. Bargaining; PART III. GAMES WITH INCOMPLETE INFORMATION; CHAPTER NINETEEN. Decision Making and Uncertainty; CHAPTER TWENTY. Adverse Selection; CHAPTER TWENTY-ONE. Incentive Contracts; PART IV. GAMES WITH IMPERFECT INFORMATION; CHAPTER TWENTY-TWO. Information Sets; CHAPTER TWENTY-THREE. Auctions; CHAPTER TWENTY-FOUR. Signaling; CHAPTER TWENTY-FIVE. Screening AppendicesGlossary; References and Suggestions for Further Reading; Index; About the Author

Sommario/riassunto

This innovative textbook is a concise and axiomatic introduction to the principles of game theory-the formal study of move and countermove. Undergraduate business and economics students with a background in the principles of microeconomics and college mathematics will find the material presented in this textbook focused, comprehensive, and accessible.
