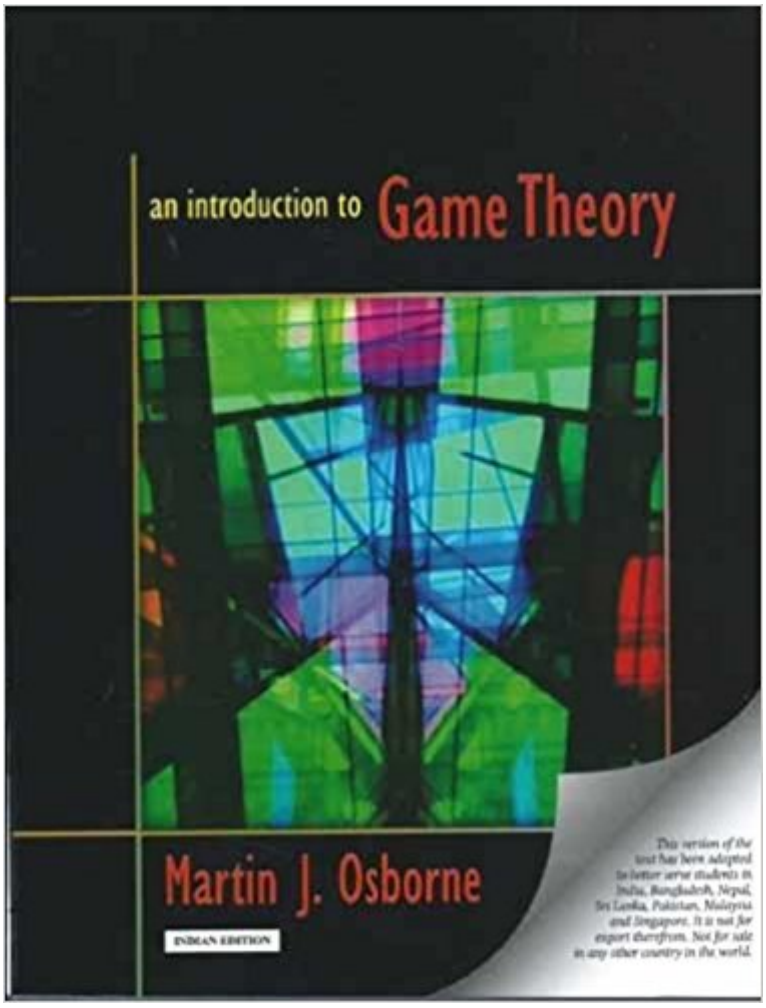
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Introduction To Game Theory



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Synopsis

An introduction to game theory, by martin j. Osborne, presents the main principles of game theory and shows how they can be used to understand economic, social, political and biological phenomena. The book introduces in an accessible manner the main ideas behind the theory rather than their mathematical expression. All concepts are defined precisely and logical reasoning is used throughout. The book requires an understanding of basic mathematics but assumes no specific knowledge of economics, political science, or other social or behavioral sciences. Game-theoretic reasoning pervades economic theory and is used widely in other social and behavioral sciences. An introduction to game theory, by martin j. Osborne, presents the main principles of game theory and shows how they can be used to understand economic, social, political and biological phenomena. The book introduces in an accessible manner the main ideas behind the theory rather than their mathematical expression. All concepts are defined precisely and logical reasoning is used throughout. The book requires an understanding of basic mathematics but assumes no specific knowledge of economics, political science, or other social or behavioral sciences. Coverage includes the fundamental concepts of strategic games, extensive games with perfect information and coalitional games; the more advanced subjects of bayesian games and extensive games with imperfect information; and the topics of repeated games, bargaining theory, evolutionary equilibrium, rationalizability and max minimization. The book offers a wide variety of illustrations from the social and behavioral sciences and more than 280 exercises. Each topic features examples that highlight theoretical points and illustrations that demonstrate how the theory may be used.

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Customer Reviews

An introduction to game theory, by martin j. Osborne, presents the main principles of game theory and shows how they can be used to understand economic, social, political and biological phenomena. The book introduces in an accessible manner the main ideas behind the theory rather than their mathematical expression. All concepts are defined precisely and logical reasoning is used throughout. The book requires an understanding of basic mathematics but assumes no specific knowledge of economics, political science, or other social or behavioral sciences. Game-theoretic reasoning pervades economic theory and is used widely in other social and behavioral sciences. An introduction to game theory, by martin j. Osborne, presents the main principles of game theory and shows how they can be used to understand economic, social, political and biological phenomena. The book introduces in an accessible manner the main ideas behind the theory rather than their mathematical expression. All concepts are defined precisely and logical reasoning is used throughout. The book requires an understanding of basic mathematics but assumes no specific knowledge of economics, political science, or other social or behavioral sciences. Coverage includes the fundamental concepts of strategic games, extensive games with perfect information and coalitional games; the more advanced subjects of bayesian games and extensive games with imperfect information; and the topics of repeated games, bargaining theory, evolutionary equilibrium, rationalizability and max minimization. The book offers a wide variety of illustrations from the social and behavioral sciences and more than 280 exercises. Each topic features examples that highlight theoretical points and illustrations that demonstrate how the theory may be used.

Don’t use if you want a mathematical treatment of game theory. Osborne assumes almost no knowledge of math. His explanations are pretty verbose and convoluted. Maybe it would be more useful for undergrads that don’t know much math, though I can’t imagine grad students finding this text very useful.There is a partial solution manual available online, but it contains the solutions to mostly the easier questions, and the more difficult exercises do not have solutions. I’d imagine this would be difficult to use for self-study.

Good book

I bought this book as a required coursebook for a class on game theory. At first, I hated this book. There are no solutions to the exercises contained within the book, as another reviewer has noted. If

you want to self-teach, you may struggle. However, after performing due diligence, I found that there exists online a pdf of solutions to most exercises within the book, available for free.I can not speak for whether this book is best in comparison to others, because I have not read others, nor would I have the in-depth knowledge to compare, as this is not my field.What I can tell you is that I have learned a lot from this book, but only once I found the self-published solutions manual from the author, available here:[...]If you buy this book, that’s pretty necessary if you plan to go forward alone.

If your time is valuable the following two sentences would be enough to summarize my thoughts about this book.Students: If you are required to buy this book, get it used or google it. Yale has incredibly good materials in their open course website oyc.yale.edu/economics/econ-159Anyone else: It will be very wise to spend your money in "any" of the other game theory books.-----My original review is as follows and I am separating it because although I have tried to stay calm and keep it in a respectful way, I have just lost it.-------Let me start this review by saying that I am a graduating senior in a top 10 school so you guys can eliminate unintended biases.It has been more than three months dealing with this book for my game theory class and it would be safe to say this time frame is long enough for me to judge and compare this book with other textbooks required for my class. Although other reviewers mentioned that this book is confusing, after spending more than 10 minutes trying to put in a delicate way, I am just going to say this book is not just confusing, it is just ****, sorry for the language, but maybe the publisher or author should have proof read this book before publishing it. Maybe it is just me but I don’t see who is the potential audience of this book combining confusing language, with no flow of logic and no math. Even writing this review I have spent more than 20 minutes trying to understand how did the publisher gave this book a green light or why are the professors around the nation is using this book. Saying this would probably hurt the credibility of this review but this books just sucks, plain and simple, this textbook is a perfect example of how a textbook shouldn’t be....

The book came when expected and was in decent condition. The description was not clear on which version this was (I assumed it was the European/North American version, but it was the South-East Asian version). However, I am overall satisfied with the order.

This is a into great book that works well in companion with the more advanced "A Course in Game Theory," by Osborne and Rubinstein. That said it is not layperson’s guide to Game Theory, if such a

thing could possibly exist.Complaints of a pervious reviewer seem unfounded. Yes, game theory requires math. Game thoery, like most other theory, is also not packaged to be directly ported to the "real world." It requires the use of stylized models to make any ground. Figuring out how to apply a subject like game thoery to the real world is not something that can really be conveyed in a book. Rather, one should try to internlize the concepts contained in the thoery by working simple examples.

Too dry. I love technical books but am disappointed by how boring the author makes this material. The people using game theory are very interesting. Find something that incorporates it, this reads like a textbook.

The book is good, but there was something wrong with the delivery service.

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