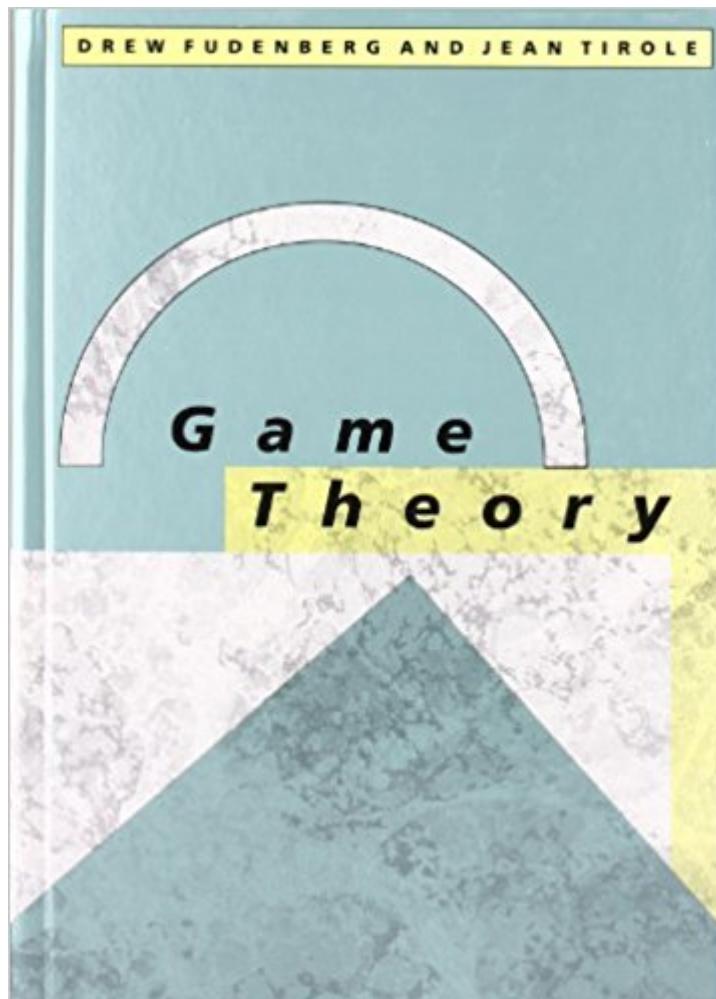


The book was found

Game Theory (MIT Press)



Synopsis

This advanced text introduces the principles of noncooperative game theory -- including strategic form games, Nash equilibria, subgame perfection, repeated games, and games of incomplete information -- in a direct and uncomplicated style that will acquaint students with the broad spectrum of the field while highlighting and explaining what they need to know at any given point. The analytic material is accompanied by many applications, examples, and exercises. The theory of noncooperative games studies the behavior of agents in any situation where each agent's optimal choice may depend on a forecast of the opponents' choices. "Noncooperative" refers to choices that are based on the participant's perceived selfinterest. Although game theory has been applied to many fields, Fudenberg and Tirole focus on the kinds of game theory that have been most useful in the study of economic problems. They also include some applications to political science. The fourteen chapters are grouped in parts that cover static games of complete information, dynamic games of complete information, static games of incomplete information, dynamic games of incomplete information, and advanced topics.

Book Information

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Customer Reviews

Game Theory by Fudenberg and Tirole provides a comprehensive and precise exposition of the theory and the main applied topics, plus challenging exercises conveying the key ideas from a wide literature. The treatments of dynamics and incomplete information unify developments of the 1980s. This book will be a standard text and reference. (Robert Wilson, Professor, Graduate School of

Business, Stanford University) Both broad and deep, this book belongs on the shelf of every serious student of game theory. (David Kreps, Graduate School of Business, Stanford University) Game Theory is the book to read if you want to be published in *Econometrica*. (Ken Binmore, Professor of Economics, University of Michigan and University College London) Fudenberg and Tirole's text will have an immediate and important impact on the way game theory is taught at the graduate level. Not only does it cover most of the central topics in noncooperative game theory, it is as up-to-date and complete as a book in this area could hope to be. (Charles Wilson, Professor of Economics, New York University)

Jean Tirole, the 2014 Nobel Laureate in Economics, is Scientific Director of IDEI (Institut d'Economie Industrielle), Chairman of the Board of TSE (Toulouse School of Economics), and Annual Visiting Professor of Economics at MIT. Drew Fudenberg is Professor of Economics at MIT.

This classic textbook on game theory is dense, yet each of its descriptions are concise. Consequently, it is a very complete and well-written reference with periodic reminders when a section is about to get particularly technical. It references the classic works and summarizes their important results. It has a nice index, and its mathematics are typeset very well (which is not the norm for economic textbooks). It's an easy read and it looks great on a bookshelf. I highly recommend this classic text.

Although the treatment is rigorous, I find myself reading a passage several times before really understanding what the authors mean - the presentation could be clearer. Useful text for first year PhD course in Game Theory.

Very clear and thorough. A must for all students of game theory.

Excellent contribution to my quest in understanding Game Theory and Applied concepts. It gave me clarity as one seeking better knowledge of GT.

We need this textbook anyway.

Really bad print.

well it's a school book so it works fine, it has all the subjects I need and for economists it is a classic book.

I have had nothing.

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