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A clear, comprehensive introduction to the study of game theory. In the fourth edition, new real-world examples and compelling end-of-chapter exercises engage students with game theory.

Games of Strategy, famous for its simple yet accurate exposition and its great examples and exercises, has been extensively revised for this Fourth Edition. The key to its broad success is that the authors assume no prior knowledge of game theory and present the material in the most accessible way possible. With new and improved features and compelling end-of-chapter exercises, this Fourth Edition of Games of Strategy continues to engage students around the world. Known for its use of real-world examples throughout, this accessible text simplifies complex theoretical ideas and shows the value of strategic thinking in a variety of situation.

Why do some teams thrive, while others struggle? In the modern workplace, employees collaborate. Managers are expected to be effective team leaders and employees are expected to be valued teammates. But many teams struggle. Being part of a struggling team can be unpleasant, but it can also hurt your career and waste company resources. In Teams That Work, Scott Tannenbaum and Eduardo Salas present the seven drivers of team effectiveness and the clearest recommendations on what really makes teams great. Applying the lessons they've learned from working with high-stakes, high-risk team situations to any kind of organization, they will dispel some of the most enduring myths (e.g., can you be both a star and a great team player?), feature the most useful psychological research, and share real-world illustrations of effective teams in action. Readers will find actionable, evidence-based tips for being an effective team leader, a great team member, a supportive senior leader, or an impactful consultant.

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

Gain some insight into the game of life... Game Theory means rigorous strategic thinking. It is based on the idea that everyone acts competitively and in his own best interest. With the help of mathematical models, it is possible to anticipate the actions of others in nearly all life's enterprises. This book includes down-to-earth examples and solutions, as well as charts and illustrations designed to help teach the concept. In The Complete Idiot's Guide® to Game Theory, Dr. Edward C. Rosenthal makes it easy to understand game theory with insights into: ? The history of the discipline made popular by John Nash, the mathematician dramatized in the film A Beautiful Mind ? The role of social behavior and psychology in this amazing discipline ? How important game theory has become in our society and why

Uses psychological and philosophical frameworks to teach readers how to make strategic, principled decisions as they lead with values.

The authors of Thinking Strategically demonstrate how to apply the principles in game theory to achieve greater personal and professional successes, drawing on a diverse array of case studies to explain how to develop a win-oriented way of seeing the world.

Professor Zagare provides methods for analysing the structure of the game; considers zero and nonzero-sum games and the fundamental 'minimax theorem'; and investigates games with more than two players, including the possibility of coalitions between players.

Uses game theory to create a set of basic strategic principles for sports, politics, business, and personal life

Game theory has become increasingly popular among undergraduate as well as business school students. This text is the first to provide both a complete theoretical treatment of the subject and a variety of real-world applications, primarily in economics, but also in business, political science, and the law. Game theory has become increasingly popular among undergraduate as well as business school students. This text is the first to provide both a complete theoretical treatment of the subject and a variety of real-world applications, primarily in economics, but also in business, political science, and the law. Strategies and Games grew out of Prajit Dutta's experience teaching a course in game theory over the last six years at Columbia University. The book is divided into three parts: Strategic Form Games and Their Applications, Extensive Form Games and Their Applications, and Asymmetric Information Games and Their Applications. The theoretical topics include dominance solutions, Nash equilibrium, backward induction, subgame perfect equilibrium, repeated games, dynamic games, Bayes-Nash equilibrium, mechanism design, auction theory, and signaling. An appendix presents a thorough discussion of single-agent decision theory, as well as the optimization and probability theory required for the course. Every chapter that introduces a new theoretical concept opens with examples and ends with a case study. Case studies include Global Warming and the Internet, Poison Pills, Treasury Bill Auctions, and Final Jeopardy. Each part of the book also contains several chapter-length applications including Bankruptcy Law, the NASDAQ market, OPEC, and the Commons problem. This is also the first text to provide a detailed analysis of dynamic strategic interaction.

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