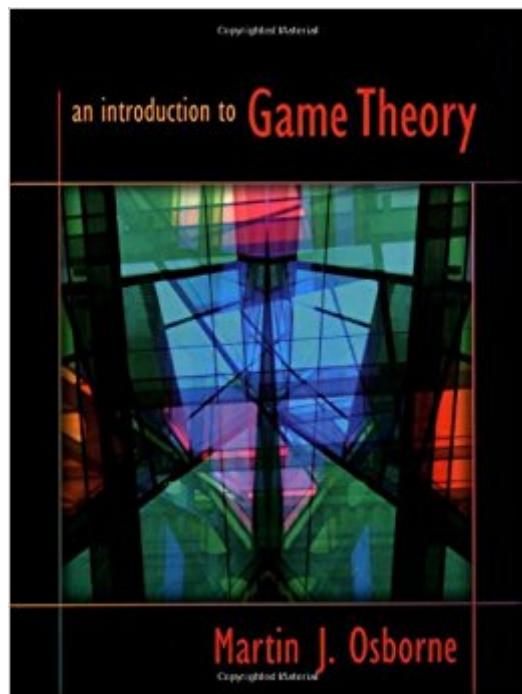


The book was found

# An Introduction To Game Theory



## Synopsis

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 maxminimization. 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. Explaining the key concepts of game theory as simply as possible while maintaining complete precision, *An Introduction to Game Theory* is ideal for undergraduate and introductory graduate courses in game theory.

## Book Information

Hardcover: 560 pages

Publisher: Oxford University Press; 1 edition (August 7, 2003)

Language: English

ISBN-10: 0195128958

ISBN-13: 978-0195128956

Product Dimensions: 9.5 x 1.2 x 7.8 inches

Shipping Weight: 2.5 pounds (View shipping rates and policies)

Average Customer Review: 2.9 out of 5 stars 39 customer reviews

Best Sellers Rank: #94,862 in Books (See Top 100 in Books) #18 in Books > Science & Math > Evolution > Game Theory #188 in Books > Business & Money > Economics > Theory #342 in Books > Politics & Social Sciences > Social Sciences > Linguistics

## Customer Reviews

"This is a textbook to be enjoyed both by professors and students, full of clever and often original applications and examples. Serious students who use this text are likely to emerge with a new way

of thinking about much of what they see in the real world."--Ted Bergstrom, Professor of Economics, University of California, Santa Barbara"The book is just superb. I anticipate (based both on my own reading of the book, and comments from colleagues at other institutions) that this will be the standard text for introductory courses in game theory in political science departments for the foreseeable future."--Scott Gehlbach, Assistant Professor of Political Science, University of Wisconsin"What distinguishes this book from other texts is its remarkable combination of rigor and accessibility. The central concepts of game theory are presented with the mathematical precision suitable for a graduate course, but with an abundance of wide-ranging examples that will give undergraduate students a concrete understanding of what the concepts mean and how they may be used."--Charles A. Wilson, Professor of Economics, New York University"A great book, by far the best out there in the market in thoroughness and structure."--Dorothea Herreiner, Assistant Professor of Economics, Bowdoin College"The ideal textbook for applied game theory . . . . It teaches basic game theory from the ground up, using just enough clearly defined technical terminology and ranging from traditional basics to the most modern tools."--Randy Calvert, Professor of Political Science, Washington University in St. Louis"The approach is intuitive, yet rigorous. Key concepts are explained through a series of examples to guide students through analysis. The examples are then followed by interesting and challenging questions. The main strength is the impressive set of exercises . . . they are extremely well organized and incredibly broad, ranging from easy questions to those for adventurous students."--In-Koo Cho, William Kinkead Distinguished Professor of Economics, University of Illinois"The gentle pace of the material along with the plethora of examples drawn from economics (mainly) and political science seems to work very well with students."-Branislav L. Slantchev, Assistant Professor of Political Science, University of California, San Diego"The book is excellent. It is chock full of exercises that are both interesting and applicable to real issues, allowing me great flexibility in focusing on specific examples to illustrate the theory."--Christopher Proulx, Assistant Professor of Economics, University of California, Santa Barbara"This book provides a simple yet precise introduction into game theory, suitable for the undergraduate level. Author Martin J. Osborne makes use of a wide variety of examples from social and behavioral sciences to convey game-theoretic reasoning. Readers can expect to gain a thorough understanding without any previous knowledge of economics, political science, or any other social or behavioral science. No mathematics is assumed beyond that of basic high school."--Journal of Macroeconomics

Martin J. Osborne is at University of Toronto.

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-159](http://oyc.yale.edu/economics/econ-159) Anyone 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.

[Download to continue reading...](#)

Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Game Of Thrones:101 Facts You Didn't Know About Game Of Thrones,The Complete Unofficial Guide! (game of thrones book 6 release date, 101 facts, TV, Movie, ... Adaptations,Trivia & Fun Facts, Trivia) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) Phaser.js Game Design

Workbook: Game development guide using Phaser JavaScript Game Framework Game-Changer: Game Theory and the Art of Transforming Strategic Situations Music Theory: From Beginner to Expert - The Ultimate Step-By-Step Guide to Understanding and Learning Music Theory Effortlessly (Music Theory Mastery Book 1) Recursion Theory, Godel's Theorems, Set Theory, Model Theory (Mathematical Logic: A Course With Exercises, Part II) Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# (2nd Edition) Game Theory: A Very Short Introduction An Introduction to Game Theory Strategy: An Introduction to Game Theory Strategy: An Introduction to Game Theory, 2nd Edition Game Theory: A Nontechnical Introduction (Dover Books on Mathematics) The Joy of Game Theory: An Introduction to Strategic Thinking Game Theory: A Playful Introduction (Student Mathematical Library) An Introduction to Linear Programming and Game Theory Essentials of Game Theory: A Concise, Multidisciplinary Introduction (Synthesis Lectures on Artificial Intelligence and Machine Learning) Strategy: An Introduction to Game Theory (Third Edition)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)